Subject: Re: Bitmap vectorization
Posted by mankoff on Fri, 17 Nov 2006 17:40:38 GMT
View Forum Message <> Reply to Message

On Nov 17, 10:12 am, "ShaddamVI" <x...@chaom.co.uk> wrote:
> (Not array or process vectorization)
>
> I would like to perform some bitmap vectorization. I would like to take
> complex hires images (typically a photograph) and converts these down
> to VERY basic vector line art (only straight lines, no curves and a
> maximum of about 120 vertices) this is too coarse for many of the
> modern specialist solutions so I think I will need to descend into the
> algorithms themselves. I have access to both PV-Wave and IDL so before
> I follow the vision academic route into java solutions has anyone any
> experience of this kind of processing in our favoured 4GLs?
>
> (I know this is a difficult demand and I know the resultant vector
> based images will be poor quality, but I'd like to see how poor.)
>
> Many thanks in advance, Alex

http://autotrace.sourceforge.net/

  -k.

Subject: Re: Bitmap vectorization
Posted by b_gom on Fri, 17 Nov 2006 19:21:34 GMT
View Forum Message <> Reply to Message

mankoff wrote:
>
> http://autotrace.sourceforge.net/
>

This is just begging to be wrapped into a DLM..