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Subject: Bitmap vectorization

Posted by [ShaddamVI](#) on Fri, 17 Nov 2006 15:12:27 GMT

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(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

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