
Subject: Morphing images

Posted by [Haje Korth](#) on Wed, 18 Apr 2007 14:19:47 GMT

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Hi gang,

I recently got interested in morphing images to create fade transitions in movies to improve viewability. I know IDL has morph operators but I found no practical example on how to make them work for my purposes. Has anyone done something similar before? Can someone point me in the right direction for success? As usual any help is appreciated.

Cheers,
Haje

PS: This is not a request to write a software package for me; just a bump in the right direction would be nice. :)

Subject: Re: Morphing images

Posted by [Peter Albert](#) on Thu, 19 Apr 2007 07:11:09 GMT

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Hi Haje,

a while ago I did the same, artificially creating transitions between the individual images used for the creation of a movie. I kept it simple and just

- a) converted the individual images from RGB in HSV,
- b) linearly interpolated the Hue, Saturation and Value from the start to the end image, and
- c) converted the interpolated images back into RGB.

The result wasn't too bad.

Regards,

Peter

On 18 Apr., 16:19, "Haje Korth" <haje.ko...@nospam.jhuapl.edu> wrote:

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- > movies to improve viewability. I know IDL has morph operators but I found no
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Subject: Re: Morphing images

Posted by [Steven Houston](#) on Fri, 20 Apr 2007 08:39:46 GMT

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Haje Korth wrote:

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> movies to improve viewability. I know IDL has morph operators but I found no
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Have you looked at the morphing demo provided with IDL? It's at
examples/demo/demosrc/d_morph.pro

Regards,
Steve.

Subject: Re: Morphing images

Posted by [Haje Korth](#) on Fri, 20 Apr 2007 12:34:26 GMT

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Guys,
thanks for your suggestions. The d_morph demo is exactly what I need. And
there it was right in front of my nose....

Haje

"Haje Korth" <haje.korth@nospam.jhuapl.edu> wrote in message
news:f059e3\$ljv\$1@aplnetnews.jhuapl.edu...

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