Subject: Accurate/fast interpolation
Posted by Steve[5] on Tue, 04 Sep 2007 11:32:28 GMT
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Does anybody have a suggestion of speedups that might help in the following scenario...

In a series of images there is a very small shift between succesive frames due to orbital dynamics on a spacecraft.

For each image I can translate all the pixel locations to and from a common reference frame. The shift beween adjacent frames is sub pixel [typical value about 0.2].

What I am trying at the moment is to set one image as a common reference, covert all the others to sub pixel positions on that reference frame and then use triangulate and trigrid to interpolate image values onto this common reference frame. This seems to work but is painfully slow [trigrid is fine triangulate takes many seconds].

I just wondered since my data is nearly on the right grid to start with if there were a quicker way to do this?

Any help gratefully appreciated

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