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Subject: Re: filling in gaps in an image

Posted by [David Fanning](#) on Tue, 18 Oct 2011 01:30:37 GMT

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desertdryad writes:

> I'm working on some image processing, and I have a problem I'm a bit  
> stumped on what is the best way to solve it. I'm working on masking  
> images that have both clouds and shadows. I can mostly mask both,  
> using some automated methods, but my methods leave gaps of several  
> pixels between where the cloud ends and its shadow begins that I want  
> to make be part of the mask; also, there are some small holes within  
> the clouds that I would like to become mask pixels. If I try using  
> anything like DILATE or MORPH\_CLOSE, it seems to wreck havoc on my  
> entire image overall; an effect I do not want, no matter if I use a  
> small (or large) kernel. I really only want to perform the filling  
> operation on certain regions of the image (where the clouds are!) but  
> I can't seem to use these built in IDL functions in that manner.  
> Any other ideas for me?

You need to try something like MORPH\_CLOSE, which performs  
a closing, followed by a dilation and shouldn't affect  
the overall features in the image. It will simply close  
these small holes.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: filling in gaps in an image

Posted by [d.poreh](#) on Tue, 18 Oct 2011 06:25:34 GMT

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On Oct 18, 3:30 am, David Fanning <n...@dfanning.com> wrote:

> desertdryad writes:  
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> David  
>  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Look at Mort Canty's book you will find good solution for that!  
Cheers,  
Dave

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