Subject: cgBlendImage, more than 2 images?
Posted by sam.tushaus on Thu, 02 Apr 2015 14:25:53 GMT

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Hello! I was wondering if anyone had tried using cgBlendImage to blend more than 2 images. I have 4 images - I've tried blending 2 of the images, blending the other 2, and blending those together, but I've had no luck thus far. Has anyone tried this? Should I simply stick with two separate blended images instead?

Thanks!

Subject: Re: cgBlendImage, more than 2 images?
Posted by Michael Galloy on Thu, 02 Apr 2015 16:40:32 GMT

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On 4/2/15 8:25 AM, sam.tushaus@gmail.com wrote:
> Hello! I was wondering if anyone had tried using cgBlendImage to
> blend more than 2 images. I have 4 images - I've tried blending 2 of
> the images, blending the other 2, and blending those together, but
> I've had no luck thus far. Has anyone tried this? Should I simply
> stick with two separate blended images instead?

I don't know the details of cgBlendImage, but if you want to blend four images like:

$$I = a * I1 + b * I2 + c * I3 + d * I4$$

where $a + b + c + d = 1$, then you should blend the first two images together to get I12:

$$I12 = a / (a + b) * I1 + b / (a + b) \ I2$$

Blend images 3 and 4 to get I34:

$$I34 = c / (c + d) * I3 + d / (c + d) \ I4$$

Then blend the I12 and I34 to get the result:

$$I = (a + b) / (a + b + c + d) * I12 + (c + d) / (a + b + c + d) * I34$$

Is that what you are doing?

-Mike

Subject: Re: cgBlendImage, more than 2 images?

Posted by sam.tushaus on Thu, 02 Apr 2015 17:11:41 GMT
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On Thursday, April 2, 2015 at 11:40:39 AM UTC-5, Mike Galloy wrote:
> On 4/2/15 8:25 AM, wrote:
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>> blend more than 2 images. I have 4 images - I've tried blending 2 of
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> Then blend the I12 and I34 to get the result:
>
> $I = (a + b) / (a + b + c + d) * I12 + (c + d) / (a + b + c + d) * I34$
>
> Is that what you are doing?
>
> -Mike

Yes! That's what I was trying to do. I'm not sure where you're getting a, b, c, and d though - I'm
not weighting each image by anything. I don't think it's necessary, from the documentation.

Subject: Re: cgBlendImage, more than 2 images?
Posted by David Fanning on Fri, 03 Apr 2015 00:02:57 GMT
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sam.tushaus@gmail.com writes:

> Yes! That's what I was trying to do. I'm not sure where you're getting a, b, c, and d though - I'm
not weighting each image by anything. I don't think it's necessary, from the documentation.

It's necessary. The values a, b, c, and d are numbers that sum to 1.0. I
would do this the way Mike advices.

Cheers,

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