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Subject: Re: Q: Spatial/Spectral Resampling?  
Posted by [David Foster](#) on Thu, 05 Nov 1998 08:00:00 GMT  
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Herbert Tsang wrote:

>  
> Anyone out there has written or seen a spatial and/or spectral resampling  
> routine in IDL for a given image cube?  
>  
> -- Herbert

Herbert -

I'm not sure what you are after, but I would point you to IDL's INTERPOLATE() routine. There is an EXTRACT\_SLICE() routine that will resample a 3D volume, producing a slice through the volume. Be aware that these assume isotropic pixels, and you can get some weird results if yours are not, especially if visualization is what you're after.

You can also use REBIN() and CONGRID() to resample a volume. CONGRID() only uses interpolation however. If you need a version that uses nearest-neighbor sampling, email me; I wrote one up in C.

I also have a RESLICE() routine that will do what EXTRACT\_SLICE() does, but take into account the dimensions of the voxels. Let me know if you're interested.

As for the spectral stuff, I can't help you there...

Dave

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