

Re: Back to basics: Interpolation teaser

Source: <http://sci.tech-archive.net/Archive/sci.image.processing/2007-09/msg00130.html>

- *From:* "Pixel.to.life" <pixel.to.life@xxxxxxxx>
 - *Date:* Sat, 22 Sep 2007 13:34:49 -0700
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On Sep 22, 1:10 pm, Martin Leese <ple...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Pixel.to.life wrote:

Hi, All,

Here is a question on interpolation and resampling.

...

My questions are:

- what can be inferred about the nature of the interpolation method employed given only the above information?
- on the resample circle image, the circle profile displays some 'saw tooth' patterns. Is that an artifact/limitation of interpolation scheme? Or it is expected?
- if you think there are artifacts in the resampled images, what could be a possible solution or a better way to resample?

The interpolated images contain only black and white, no gray. Perhaps the problem is that your output images are binary when they should be graytone.

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Regards,
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Marco, it most definitely is buggy..no doubt. I wanted to get pointers

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on what all problems it has before going into the code. Amazing how a simple operation can go untested sometimes.

Martin has a good point..lack of greytone.

Thanks for your responses.

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