

## Re: separate touching objects

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Hi Jogging,

Hi,  
I have not much experience in image processing. Currently, I need to separate touching objects. Distance transform and watershed algorithm are classical method for it. In matlab such example is provided. But in practical applications objects are not circular. So there are more minima.  
In such case  
<http://picasaweb.google.com/joggingsong/TouchingObjects#>

Is your goal to split (partition) the large blob on the top along the red line drawn in the second image?

If so, how does that single big blob corresponds to separate objects to begin with?

Do you know anything about the source objects? or your problem is actually to discover a "cutline" for the single blob based solely on its geometry?

Have in mind that this problem is not simple to generalize without a proper definition: i.e. the partitioning found by any given algorithm might not be what you want. For example, another cutline would be found separating the sub-blob hanging on the lower right if the morphological operation known as closing would be used in the example.

So, first try to figure out what exactly do you want to do.

For instance, could it be that you are looking for an algorithm that would match opposing sides of the object boundary that collides as it grows inward?

Best

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