Morphing algorithm

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i sample points in the source image, each related to a point in the destination image (e.g. 3)

also include points around the outside border of the source image

si source reference points

di destination reference points

r = 0 to 1 for percentage morphed from the old image to the destination image

for each point in the image

xd = xs +r\*(∑ wix \* (dix-six))/wtx

a=1 for reference points

a=0 to 1 for points around the border of the old image

wix =a\*1/(six – dix)

wtx = ∑ wix

wiy =a\*1/(siy – diy)

wty = ∑ wiy

morphing the colors

r,g,b values

at the new point:

r2 = new red value

rf = final red value

r1 = initial red value

r2 = r1 + r\*(rf-r1)

g2 =g1 + r\*(gf-g1)

b2 = b1 + r\*(bf-b1)

to morph without a destination image (e.g. rotate, reformat) use final reference points, optionally use final border points, no morphing of colors