

MaZda 4.5 Tutorials Feature maps



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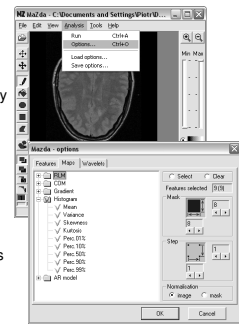
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Maps computation

MaZda allows also for maps computation, which are texture parameters computed in a small window sliding over the image surface. The maps computation is basically a form of image nonlinear filtration.

To compute maps:

1. Open *Options* dialog box (Analysis→Options) and select *Maps* tab-page
2. Indicate an element in the tree diagram and then click a "select" or "clear" button to, respectively, select or unselect features for maps generation
3. Run the image analysis (Analysis→Run)
4. When the analysis completes the Image view window appears and the resulting maps are presented



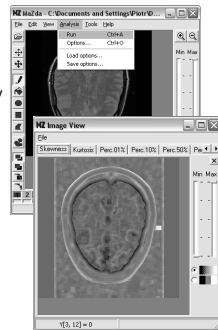
2

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3

Exercise 1

- Start MaZda
- Load image *mazdatex.bmp* from *Tutorials\5_Feature_maps* folder
- What does this image present?
- Set analysis options for computation of histogram maps, set normalization to *image*.
- Run the analysis
- The Image view window will appear
- Switch the image view tab-page to Perc.10% map
- What does this image present?

4