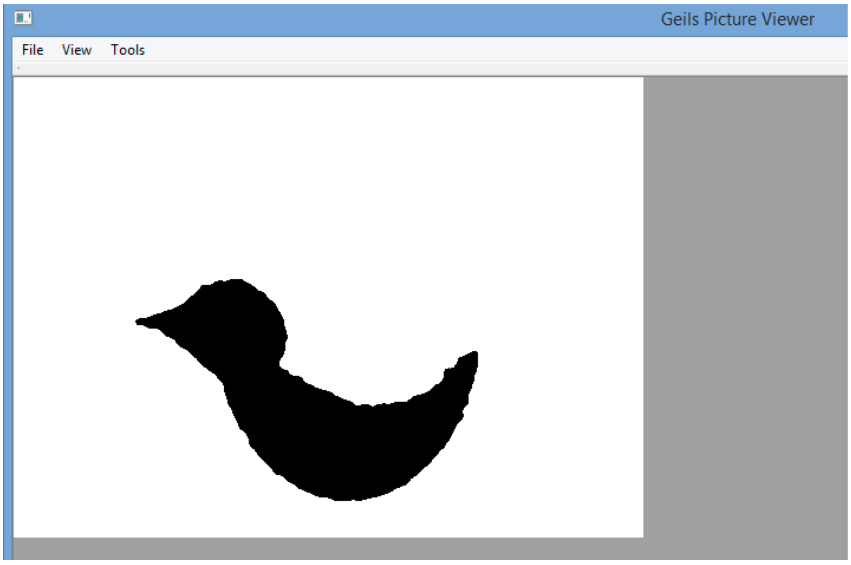
Explanation of the size calculation

Because of the difficulties I had in the project time, explained in the main documentation, I chose a really simple procedure to calculate the size of dark areas in a picture. My algorithm works that way, that it reduces the pictures noise via smoothing. Those way very dark areas get dark all around the area and lighter areas are getting lighter. I found out that a too small N in the smoothing function has a too small effect. But when I smooth it with N several times with the value of 5 a threshold of the image then creates a very concrete form which is near to what a human can see in the noisy image. This you can see in this Image:



The program then counts the black pixels in the black image and prints the result into the status bar. My size calculated is ~ 21.000 pixels. A few more calculations of size showed a way smoother image and came nearer to 20.000 pixels which I think is the exact number of pixels in the form.