

1. Morphological Dilation: - Apply morphological dilation to expand the boundaries of objects. - Go to Process > Binary > Dilate.

2. Morphological Erosion: - Apply morphological erosion to shrink the objects back to their original size, but now with smoother edges. - Go to Process > Binary > Erode.

3. Fill Holes: - Fill any holes within the objects. - Go to Process > Binary > Fill Holes.

4. Watershed Segmentation: - Apply watershed segmentation to separate touching objects. - Go to Process > Binary > Watershed.

5. Analyze Particles: - Detect and analyze the contours of objects in the binary image. - Go to Analyze > Analyze Particles.... - Set the size filter from 20000 to infinity. - Check Display results and Exclude on edges if needed. - Choose Show: Ellipses to fit ellipses to the detected objects. - Click OK.

1. Morphological Dilation and Erosion: These operations help in smoothing the object edges and are different from the previous algorithm's closing and opening.

2. Fill Holes: Ensure that the objects are solid by filling any internal holes.

3. Watershed Segmentation: Separate touching objects to better isolate individual ovals.

4. Analyze Particles: Detect and analyze objects, fitting ellipses to them.

5. View Coordinates: Set measurements to include coordinates and ellipse parameters.