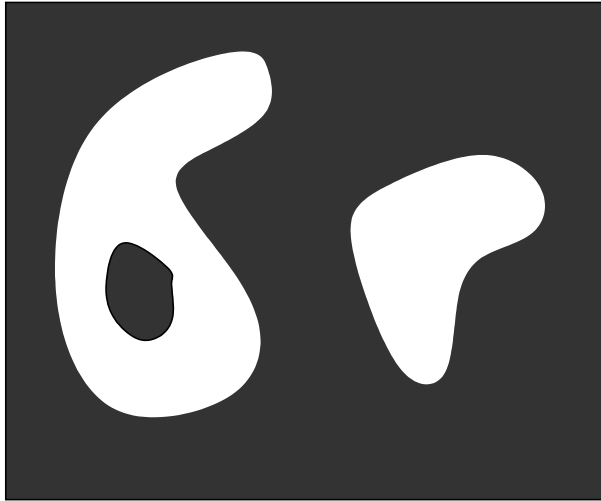
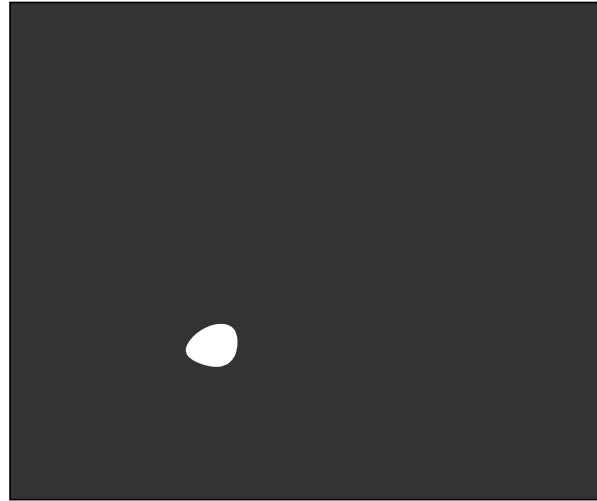


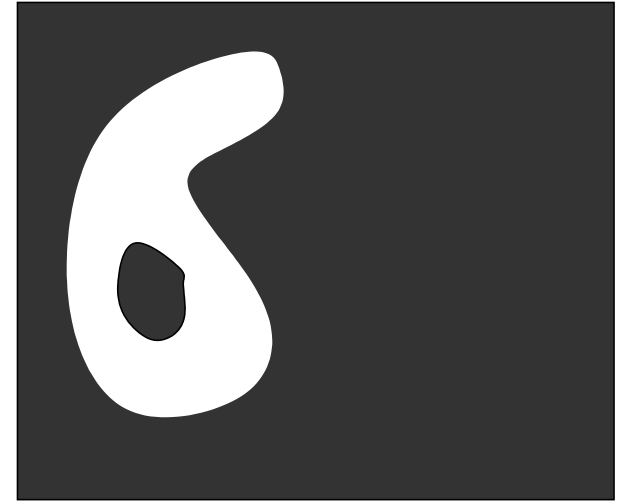
# Binary inferior reconstruction



(a) Mask image

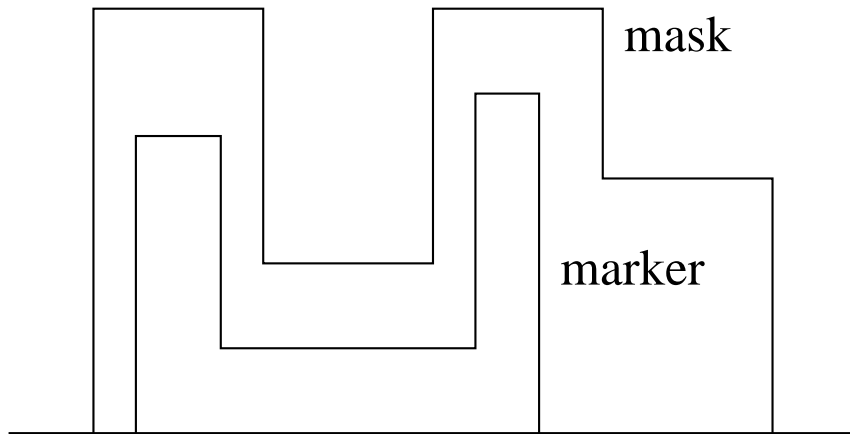


(b) Marker image

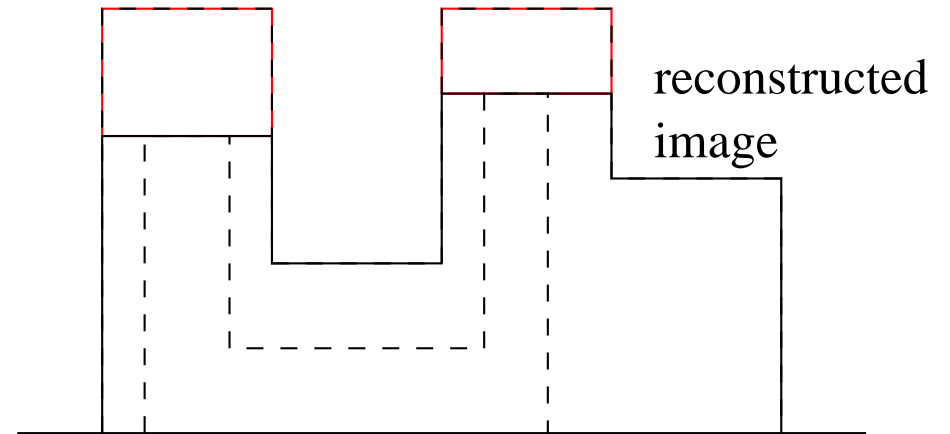


(c) Reconstructed image

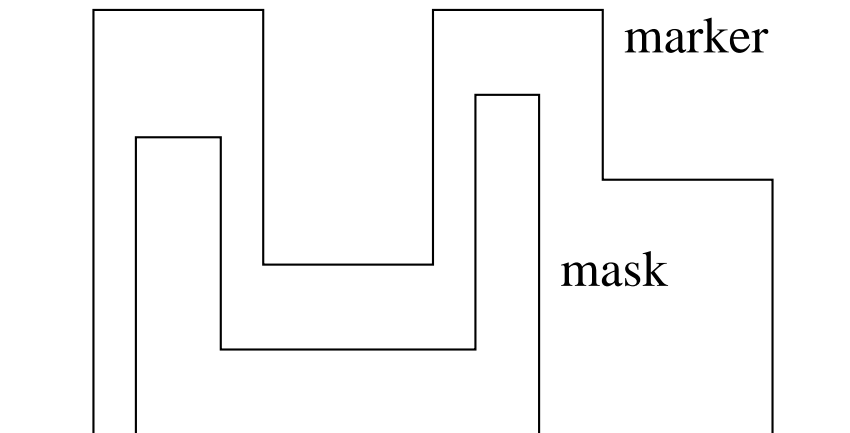
# Gray-scale reconstruction



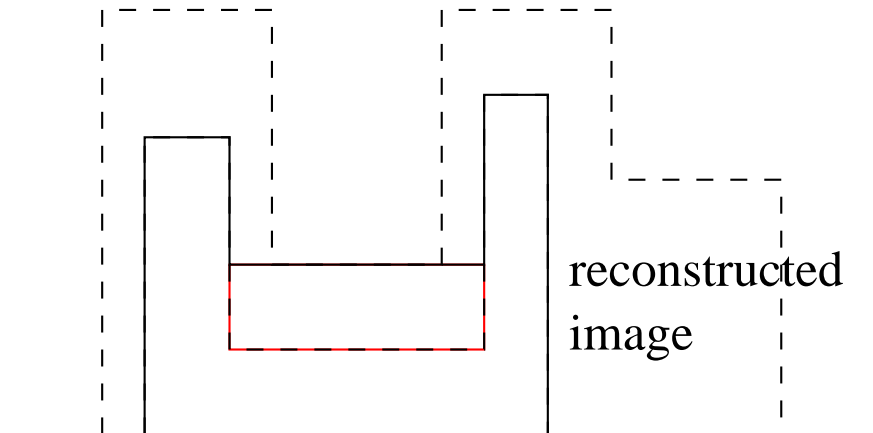
(a) Mask and marker images



(b) Inferior reconstruction



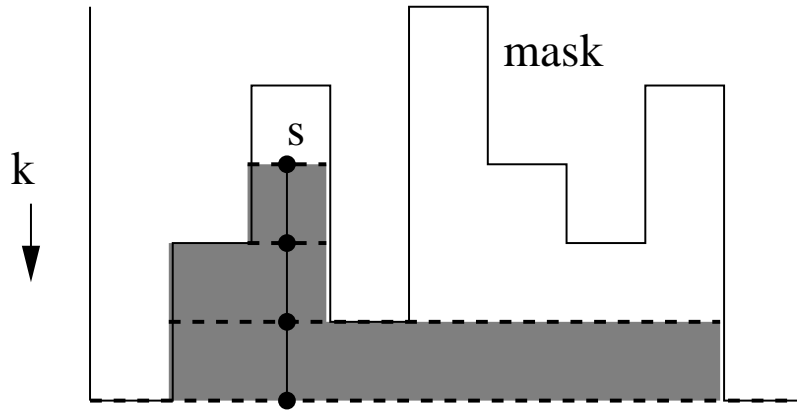
(a) Mask and marker images



(b) Superior reconstruction

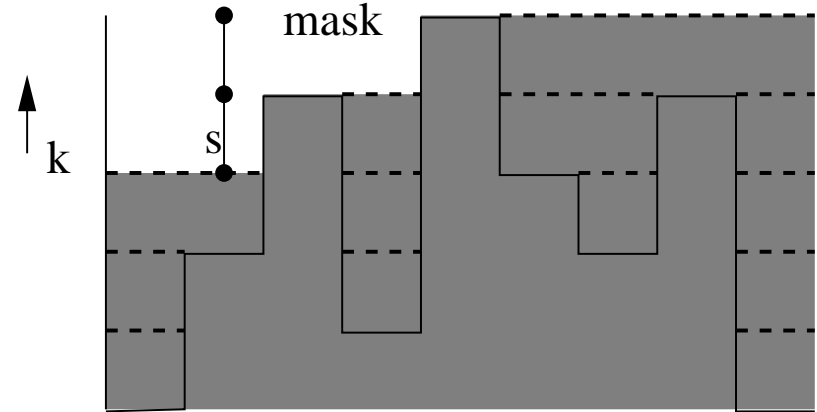
# Reconstruction and connected operation

Inferior reconstruction



(a) Marker  $I(p)=k$  if  $p=s$ , or 0 otherwise.

Superior reconstruction



(b) Marker  $I(p)=k$  if  $p=s$  or infinity otherwise.

# Closing and closing by reconstruction



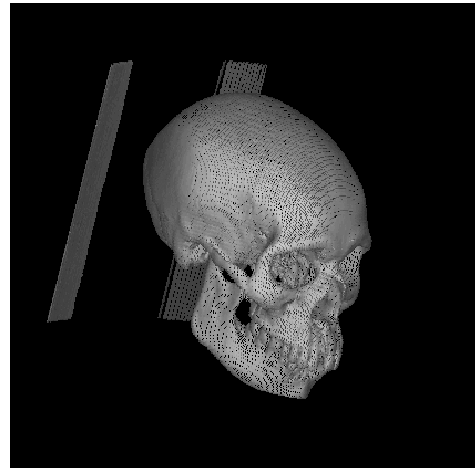
(a) Closing



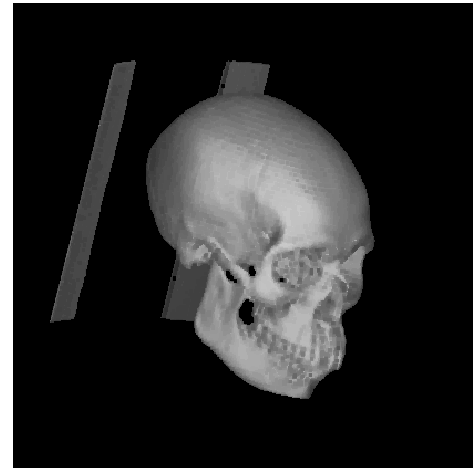
(b) Closing by reconstruction

Figura 1: Structuring element is a disk of radius 5.0

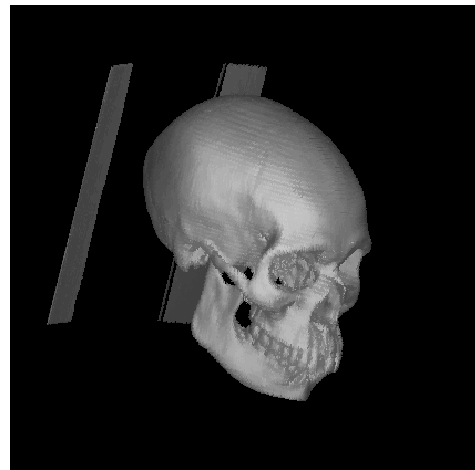
# Closing, closing by reconstruction and closing of holes



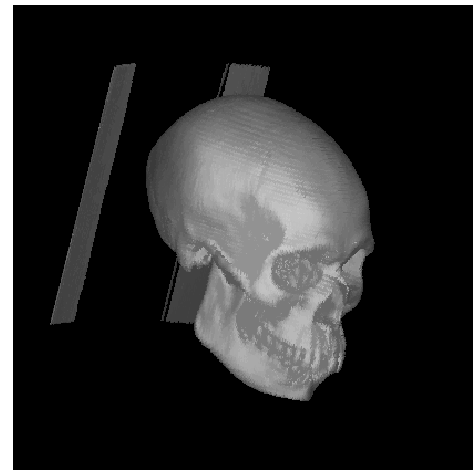
(a) Skull



(b) Closing

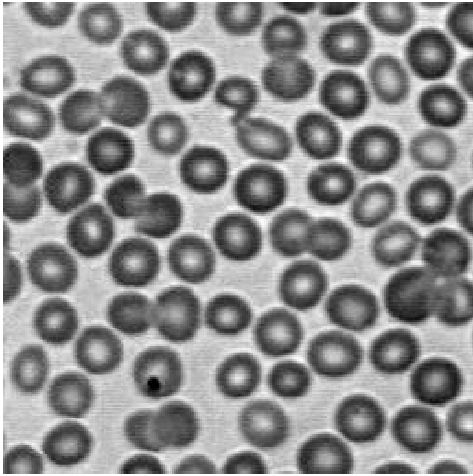


(c) Closing by rec.

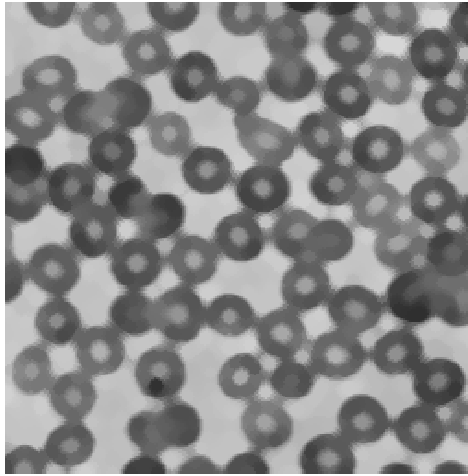


(d) Closing of holes

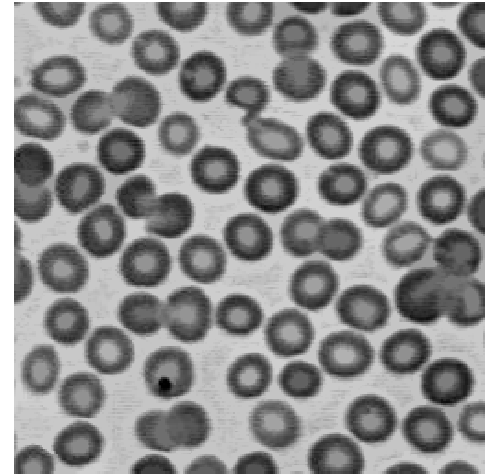
# Leveling



(a) Cells



(b) ASF with 5 iterations



(c) Leveling