Subject: Looking for a 3D "triangulate" equivalent
Posted by burkhard prause[1] on Mon, 15 Mar 1999 08:00:00 GMT
View Forum Message <> Reply to Message

Hi everyone.

I have in the past used Triangulate to create adjacency lists for irregular grids (centers of mass) in 2D. Now I have three dimensional arrays, for which I need to do the same. There are many (some good, some ugly) c/c++ routines out there that would perform delauney triangulation on simplical vertices (finding minimal surface convex hulls), but unless some have options that I don't know about, none that I know can give me adjacency lists ("neighbors") for each point.

Does anyone know of such a routine, written in IDL (preferably, for ease of use), or c for that matter? Where could I look for mathematical IDL routines (in the future). I stop by the Johhs Hopkins library and David Fannings (Hi David!) on occasion. What else is out there?

Burkhard