Subject: Re: IDL and 3D scattered data
Posted by T Bowers on Mon, 31 May 1999 07:00:00 GMT
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My fault, I should have been more clear in my oiginal post.
Grid3 uses Modified Shepard's Method, a simple inverse
distance weighted method. After alot of trial and reading,
I've determined that this method is adequate, but has problems
with certain aspects of our very non-uniformly dispersed
types of data. On the other hand, interpolation based on a
Delaunay triangulation is desireable for a few reasons, one
of which is that it is a very local method so local trends are
not affected by non-local trends.
So , does anybody know of a 3D Delaunay tetrahedralization
function?
Anybody also know how to implement natural neighbor interp.
based on the tetrahedralization?

Thanks,
Todd

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David Fanning <davidf@dfanning.com> wrote in message
news:MPG.11b8f9eb2a21375c9897c4@news.frii.com...
> Todd Bowers (tbowers@nrlssc.navy.mil) writes:
>
>> Anybody know
>> of a routine(s) that'll do what triangulate/trigrid
>> or sph_scat will do but in 3 spacial dimensions? BTW,
>> when I say 3D scattered data, I mean *real* 3D
>> scattered data. That means 3 independant variables
>> and 1 dependant variable, as in x,y,z,f(xyz).
>
> I presume you have looked at and dismissed GRID3,
> which according to the documentation (usually reliable)
> works like this:
>
> Result = GRID3(X, Y, Z, F)
>
> Cheers,
>
> David
>