Subject: Re: IDL and 3D scattered data
Posted by landsman on Tue, 01 Jun 1999 07:00:00 GMT
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In article <7iui0a$c9s$1@ra.nrl.navy.mil>, "Todd Bowers" <tbowers@nrlssc.navy.mil> writes...

> 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

Todd,

You might try one of the three routines written by Joop Schaye,
based on the 3-d interpolation schemes discussed in R.W. Hockney
and J.W. Eastwood, Computer Simulations Using Particles (New York:
McGraw-Hill, 1981).

NGP - Nearest Grid Point interpolation (lowest order)
CIC - Cloud in Cell interpolation (higher order)
TSC - Triangular Shaped Cloud interpolation (highest order)

These three procedures are available in the IDL Astronomy Library

ftp://idlastro.gsfc.nasa.gov/pub/pro/math

--Wayne Landsman landsman@mpb.gsfc.nasa.gov