
Subject: Re: how to reduce vertex number ?

Posted by [Mark Hadfield](#) on Fri, 08 Oct 1999 07:00:00 GMT

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Loic FIN <loic.fin@sa.u-picardie.fr> wrote in message
news:37FB6FBF.1E3F27B9@sa.u-picardie.fr...

> Hi,

>

> Trying to represent a 3D volume from a set of data, the function
> shade_volume returns me 32191 polygons and 32434 vertices. Does anyone
> know how to reduce those numbers keeping the good connectivity between
> vertices.

>

> Thanks in advance,

>

> Loic FIN

Far be it from me to violate a beta confidentiality agreement, but you might
want to ask IDL whether a routine to do this will be incorporated in version
5.3.

Mark Hadfield

m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>

National Institute for Water and Atmospheric Research

PO Box 14-901, Wellington, New Zealand
