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Subject: how to reduce vertex number ?

Posted by [Loic FIN](#) on Wed, 06 Oct 1999 07:00:00 GMT

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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

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