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Subject: Re: Vertices and Polygons

Posted by [Craig Markwardt](#) on Thu, 06 Jul 2000 07:00:00 GMT

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Larry Busse <ljb@ljbdev.com> writes:

- > I have an N-element list of vertices v(3,N) which describe a series of
- > points on a surface of a complex object.
- >
- > Is there an IDL function or method which would sort through this list
- > and generate the polygon array that is required by POLYSHADE for doing
- > surface rendering?
- >
- > It's been awhile since I've used IDL so maybe there's a newer object
- > oriented approach that you could recommend.

I don't think that a simple list of vertices is enough information to reconstruct a complex polyhedron, especially if there are some concavities. [ If you want the complex hull, that's a different story, but as Chris J. reports, this may not even work right. Doh! ]

Craig

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Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response  
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