
Subject: Faster alternative to ISOSURFACE

Posted by [karthik balasubramani](#) on Sat, 03 Mar 2001 12:56:30 GMT

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I have implemented an alternative to IDL's ISOSURFACE routine:

KB_ISOSURFACE, volume, seedpoint, outverts [, /ISOVALUE, /DECIMATE,
MAX_MERGE = value, PERCENT_VERTICES = value]

I felt the need for a number of reasons:

- I need to be able to extract an isosurface passing through a specific point in the volume.
- I needed simplified/decimated isosurfaces that contain very few triangles. (Running MESH_DECIMATE as a post-process didn't give me good results, and for some large data, took too long.)
- I wanted a faster routine, even if it meant foregoing some of the extra detail that ISOSURFACE's marching tetrahedra might provide. KB_ISOSURFACE often runs about 100 times faster on my data(2-16 Mb).

For what it is worth, anyone who might find my routine useful, can get it at:

http://members.tripod.com/~clunis_immensus/software/idl/iso.html

cheers,

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