Subject: Re: tetra_volume - clarification, details?
Posted by Vince Hradil on Tue, 28 Aug 2001 15:23:46 GMT
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I think I figured out how to use tetra_volume. I just need the vertices - easy enough - and the connectivity - not so easy. What I
need is a 'tetrahedral mode' for mesh_obj to generate the connectivity matrix. Which would look something like
[4,v11,v21,v31,v41,4,v21,v22,v32,v42,...,4,vN1,vN2,vN3,vN4], where vkj is the j-th vertex of the k-th tetrahedron (j={1,2,3,4}, k=
{1...N}. I think I can get this by brute force, but one would think that if IDL has a function like tetra_volume, it would have a
function to generate the tetrahedra??

On Mon, 27 Aug 2001 20:07:02 GMT, Vince Hradil <hradilv@yahoo.com> wrote:
> Has anyone ever used tetra_volume and/or tetra_surface? Or any suggestions for something else?
>
> I am trying to measure the volume of a solid (uniform density) object given either (1) the vertices of the convex hull or (2) the
voxels within the object [or (3) both 1 and 2]. I realize that I can just multiply the number of
> voxels within the object by the voxel volume to get an estimate of the volume, but I want to see if I can estimate the volume
better using the sum of tetrahedral volumes.
>
> Thanks in advance.
>
> Vince
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>