
Subject: Efficient calculation of triangle surface areas
Posted by [Wolfgang Funk](#) on Wed, 11 Jun 2003 09:15:03 GMT
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Hi all,

I'd like to know the surface area of every single polygon within a mesh.

MESH_SURFACEAREA gives me the cumulative surface area. Is there any other way but looping through the connectivity array of the mesh and calling MESH_SURFACEAREA for every single polygon?

Thanx,

Wolfgang

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