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Subject: range ordering of triangular facets

Posted by [nasalmon](#) on Tue, 25 May 2004 21:29:02 GMT

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Does anyone have any idea how i can obtain a routine that will range order a series of triangular facets, such that each triangle can be rendered to appear on top of predecessing ones, without triangles appearing out of order? The assumption of course is that no triangles cross, but they can of course share common pairs of vertices?

Unfortunatley, simple range ordering the facets according to the mean of the distance to the viewer doesnt always work, particularly for long triangles. This is annoying when rendering, as some triangles that should be on top lie underneath, leading to an imperfect image. This must be the bread and butter of some mathematicians, but it's certainly got me fooled.

Thanks,  
Neil

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