Subject: creating volumes of irregular 3D objects
Posted by Jeff N. on Tue, 19 Apr 2005 18:41:10 GMT
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Hi folks,

I have a CT scan of an object in a meteorite (the object is a chondrule if you are curious...think of it as a little "subrock" in the larger rock that is the meteorite). I'm trying to do some things with the shape of that object, and I think it's going to be useful to have data volumes of simulated objects. One simulated object is going to be a sphere b/c a sphere has a less irregular shape than the real object, and I already know how to create a data volume of a sphere. Now, of course, the problem is that I want to creat a volume of an object *more* irregular that the chondrule. So it has to be very irregular, but not too crazy...not something that you couldn't call a rock. Do any of you have any suggestions about how to go about this? I was thinking I'd make several spheres, shift their center positions a little , and then merge them into one sphere. But is there a way to take a sphere and add "noise" (roughness on the surface area) to it? I'm really just looking for suggestions here....if any of you have any thoughts I'd love to hear them.

Thanks,
Jeff