Subject: 3D triangulation of x,y,z vertices
Posted by Thomas Launey on Sun, 01 Oct 2006 13:20:39 GMT
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Hello,

I have a 3D object defined by its surface triangles. The connectivity is a bit messed up with some faces normals pointing inward (toward the inside of the object). Since I have all the points describing the surface, I thougth that it would be easy to re-triangulate the x,y,x vertices but apparently, I am missing the obvious...
What I did is:
Qhull, oldverts, tetrahedra, /delaunay, connectivity=connectivity
newconn = TETRA_SURFACE (oldvert, connectivity)

It fails however because the connectivity list returned by the Delaunay triangulation is not recognized as a proper connectivity list for tetrahedra. The IDL doc actually describe the 'connectivity' returned by Qhull as an adjacency list. I tried to reformat it but without success.
Any help or pointer would be very much appreciated .
Thanks,
Thomas