Subject: Re: 3D array from surfaces?
Posted by David Fanning on Tue, 13 May 2008 17:00:48 GMT

Mike writes:

> Anybody know a simple/sensible way to create a 3D array from a
> collection of surfaces?
>
> I have a series of surfaces defined by vertexes in STL files. I need
> to make a 3D bit mask with the value of the each element depending on
> if the element is inside or outside of each surface - the opposite of
> the segmentation process that generated the STL files.   This data
> comes from external software that uses these bit masks as an
> intermediate step, but of course cannot save them since it is obvious
> that no one would ever need that intermediate data ;-).
>
> As usual, I'd rather not reinvent the wheel if someone has already put
> together reasonably round one...

Maybe you can get some inspiration from this article:

  http://www.dfanning.com/graphics_tips/mesh.html

Cheers,

David

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Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")