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Subject: 3D array from surfaces?

Posted by [Mike\[2\]](#) on Tue, 13 May 2008 15:10:03 GMT

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Dear IDLers,

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...

Mike

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