Cheers Rick,
What I actually have is a set of 2D points (x,y) which define an
ellipse, then stacking many ellipses of varying size in the z-
direction gives me what appears to be a 3D structure outlining a type
of ellipsoid. What I would like to do is fill-in the structure so that
I can make it a surface which I can then perform different operations
on, such as taking measurements of widths etc. or doing some form of
illumination with objects light source or other.