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Subject: interpolating a mesh and computing its area  
Posted by [aetherlux](#) on Wed, 16 Sep 2009 11:21:18 GMT  
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Hi everybody,

I have a 4D subset of data: regular grid of horizontal points (x,y) on a sphere, each one with several z and a value "a" associated for each z. The z are fixed.

I want to interpolate the "a" values to predefined ones of my interest. That is, after the interpolation I should have new (x,y) for the fixed "a" and "z".

And after this I would like to compute the area enclosed by each one of the new fixed "a" values.

I was thinking about the best way to do it with IDL. Could it be possible a mix of interpolate/triangulate + mesh\_surfacearea? Is it possible to use IDLanROIGroup::ComputeMesh for such a thing?

I have a couple of ideas about how to do it, but I am looking for the "smartest" one.

Any feedback is welcomed.

Thank you.

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