Subject: Re: interpolating a mesh and computing its area
Posted by Wout De Nolf on Wed, 16 Sep 2009 15:12:17 GMT
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On Wed, 16 Sep 2009 04:21:18 -0700 (PDT), aetherlux
<aetherlux@gmail.com> wrote:

> 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.

This is not just spherical gridding is it? You want interpolation of
the vectorfield F: (a,z) -> (x,y) ?

The only way I can think of is interpolate x(a,z) and y(a,z), although
I don't know whether this makes any physiscal sense in your case.