Subject: Don't Extrapolate with GRID3 (or cut off excess)
Posted by asdf on Fri, 30 Jul 2010 15:33:41 GMT
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First, a little background. I have an irregular grid of 3D volume data that I would like to visualize (currently using iVolume). The volume is basically a wedge piece of a cylinder.
I've the placed data onto a regular, cube grid using GRID3, but the result has a large, unrealistic value in an area outside of the original irregular grid. From GRID3 documentation, it doesn't seem like I can force it to ignore points outside the original grid, i.e. don't extrapolate (correct?). I'm wondering if someone knows an efficient way to set to NaN values in the regular grid that are outside the original, irregular grid. It seems I can do a Delaunay triangulation of the irregular grid, and use it somehow to find if a point in the regular grid is inside the irregular grid, but I'm lost on the details of how to do that.