
Subject: Re: stl files

Posted by [MC](#) on Wed, 05 Jan 2011 19:27:12 GMT

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On Jan 6, 1:50 am, geoff <oxfordenergyservi...@googlemail.com> wrote:

> Does anybody know how to create STL files ([http://en.wikipedia.org/wiki/STL_\(file_format\)](http://en.wikipedia.org/wiki/STL_(file_format))) for rapid prototyping from normal raster files
> where for example
> `a=fltarr(1000,1000)` and the values of 'a' are the heights at that
> array point?
>

Have you had a look at the `triangulate`, `trigrd` and `compute_mesh_normal` functions?

Cheers
