Subject: Inner Hull
Posted by Ayla P on Fri, 18 May 2012 15:22:00 GMT
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Hi all,

I'm hoping someone might have some insight into this problem i'm trying to solve. Hopefully I can make my questions coherent!

The intent is pretty simple: I have a bunch of points that make up a sphere, and I want to calculate the volume of the sphere.

The points are random and aren't in a single line that makes an edge, so I want to see how much the the volume of the sphere changes if I make a hull using the outer-side of the "rim" (outermost pixels) versus using the inner-side of the it (not all the interior pixels, but those that basically make up the inner side of the rim). I've made a convex hull around the outer pixels, but now I basically want to make an inner hull.

Would it be possible to place the inner pixels on the outside and the outer pixels on the inside then just retrace a convex hull and then re-place the pixels into their original positions? If so, does anyone have a suggestion of how to do this? If not, does anyone have an alternative suggestion for how to get the inner hull?

Thanks so much for the help!

Ayla