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Subject: Vertices and Polygons

Posted by [Larry Busse](#) on Wed, 05 Jul 2000 07:00:00 GMT

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I have an N-element list of vertices  $v(3,N)$  which describe a series of points on a surface of a complex object.

Is there an IDL function or method which would sort through this list and generate the polygon array that is required by POLYSHADE for doing surface rendering?

It's been awhile since I've used IDL so maybe there's a newer object oriented approach that you could recommend.

Thanks in advance for any pointers.

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#### File Attachments

1) [ljb.vcf](#), downloaded 64 times

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