
Subject: Rendering and Code like Points2polys
Posted by [Larry Busse](#) on Fri, 22 Sep 2000 07:00:00 GMT
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Hello,

I've been given a list of xyz points on the surface of an object and I'd like to be able to use the IDLgrPolygon object to view them. This requires trigulation....generating lists of vertices (the original points) and a list of faces (list of indices that define each polygon, or triangle, on the surfaces.) I found a WindowsNT program by Parasoft called Points2Polys that will do this but it would certainly be more convenient if I could do it directly within IDL.

Has anyone written such code thqat they would be willing to share? or could provide pointers??

David Fanning's article "Gridding XYZ Triples to form a Surface Plot" is a step in the right direction but I was thinking the polygon approach would be better for closed surfaces and for datasets with a large number of points.

Any thoughts on the topic would be appreciated.

File Attachments

1) [ljb.vcf](#), downloaded 99 times
