Subject: Faster alternative to ISOSURFACE Posted by karthik balasubramani on Sat, 03 Mar 2001 12:56:30 GMT View Forum Message <> Reply to Message

I have implemented an alternative to IDL's ISOSURFACE routine:

KB\_ISOSURFACE, volume, seedpoint, outverts [, /ISOVALUE, /DECIMATE, MAX\_MERGE = value, PERCENT\_VERTICES = value]

I felt the need for a number of reasons:

- I need to be able to extract an isosurface passing through a specific point

in the volume.

I needed simplified/decimated isosurfaces that contain very few triangles.
 (Running MESH\_DECIMATE as a post-process didn't give me good results, and for

some large data, took too long.)

- I wanted a faster routine, even if it meant foregoing some of the extra detail that ISOSURFACE's marching tetrahedra might provide. KB\_ISOSURFACE often runs about 100 times faster on my data(2-16 Mb).

For what it is worth, anyone who might find my routine useful, can get it at:

http://members.tripod.com/~clunis immensus/software/idl/iso. html

cheers.

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