
Subject: Viewing irregular mesh in object graphics?
Posted by [mvukovic](#) on Fri, 16 Aug 2002 17:01:47 GMT
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I know very little about meshes in IDL, and just a bit more about OG.

I have data collected on a silicon wafer (you know the one on which the chips are grown, which we use then in computers and communication equipment to communicate with each other on newsgroups like this one), in a definitely non-cartesian pattern. It is on concentric circles.

Using triangulate, I can get connectivity data on the mesh. I was wondering if it is possible to view this data as a surface, without interpolating it on a rectangular grid. I would like it to look as a collection of triangles (vertices being the data points).

I suspect a collection of IDLgrPolygon's may be the way to go.
Correct?

Thanks,

Mirko
