
Subject: Simple 3D Visualisation

Posted by [Adam Rees](#) on Tue, 16 Sep 2003 15:52:36 GMT

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I'm trying to do something that I thought IDL would handle easily but I'm having real difficulties. I have a set of irregular 3D points (NB: no values at those points). I simply want to produce a 3D volume, most likely a series of polygons/triangles that this set of points defines. I've been using the `idlgrpolygon` command at present but am having trouble with the connectivity since the points are irregular, i.e. all the vertices are in the right places but the faces are all over the place. Does anyone have any ideas because I'm stumped?

It would also be handy to be able to smooth the surface one created but I think I could manage that with `mesh_smooth` if I got the connectivity sorted out.

Thanks in advance

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