
Subject: Check if a point is inside a polygon mesh
Posted by [photosalex](#) on Thu, 18 Aug 2005 10:53:19 GMT
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Hello, All!

Does anybody know a way to figure out if a 3D point lies inside a closed 3D triangular polygon mesh. The mesh is a tricky engineering construction of thousands of vertices with holes, stems, supports etc., rather than a rectangular slab.

The question arose basically from the task to find the coordinates of the intersection(s) of a ray with an arbitrary volumetric IDL model. I've searched the newsgroups but couldn't find a ready answer.

If anyone provides me with information on either problems, I'd be very grateful.

Cheers!
