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Subject: contouring data on a triangular grid

Posted by [Phony Account](#) on Wed, 21 Sep 2005 14:14:44 GMT

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Hello group,

I have simulation data obtained on a triangular grid from an external application that I would like to contour.

I would rather avoid gridding procedures (triangulate, trigrd), because it will reduce the accuracy of the contours in high gradient areas. The triangular grid is rather non-uniform, reflecting these high gradient areas, and I would not want to throw away this data using a uniform rectangular grid.

I am ready to dig in and write a brute force (specialized to my 2D geometry) routine that will find the beginning of a contour at one edge, and using the connectivity data from triangulate, follow it to its end.

Has anyone done something like this already? Or any other pointers and suggestions?

Many Thanks,

Mirko

PS. This newsgroup is not such a big time saver. I followed a link to David F's site, and spent many enjoyable minutes reading about his polar bear adventures :-)

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