
Subject: Fitting 3D spline to an x,y,z point cloud

Posted by [Thomas Laune](#)y on Thu, 08 Mar 2007 08:41:05 GMT

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Hi all,

I need to fit a spline to a 3D point cloud, where the points are basically along a smooth curve, with a bit of noise. I have always succesfully used MPfit for all my 2D fitting but here, I am not sure where to start. Any help or pointers would be most welcome.

Thanks,

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