Subject: How to compute the merged volume of two 3D objects
Posted by yingjie, Peng on Thu, 03 Apr 2008 21:14:35 GMT
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Dear all,

If I want to compute the merged volume of two 3D objects, for instance a overlapped sphere and cube, I first use MESH_MERGE to merge the polygonal meshes of the two objects and then use MESH_VOLUME to get the merged volume.

The problem is that I found the MESH_MERGE, if I am right, just simply put together the vertices and connectivity of the two objects and did not do any real mergence of the overlapped vertices. Therefore, the volume I got after applied MESH_MERGE, still equel to Volume1 + Volume2 and not the merged volume.

Is there any good idea how to compute the merged volume, or I have to "manually" get rid of the overlapped vertices and rewrite the connectivity array...?

Any idea or suggestion would be greatly appreciated.

Cheers,
yingjie