Subject: Polygonization of 3D Point Cloud
Posted by weclifton on Sat, 03 Oct 2009 21:23:10 GMT
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Hi,

I have a data set consisting of xyz coordinates as floats, measured by an imaging lidar. The scenes I work with provide irregular sampling of tree canopies, tree trunks and portions of the forest floor. For example, I may have measurements of the north side of a tall tree from ground level to 4 meters, a gap, then measurements from 6 to 12 meters, etc. up the length of the tree. Voids in the measurements are the result of occlusions in the foreground. Currently, I represent every xyz measurement of the tree trunk as a separate square polygon and besides being horridly inefficient, the resulting point cloud of squares looks pretty rotten to boot. I would rather represent each illuminated section of the trunk as a polygon since I believe it would not only look better but also be far more efficient to render due to the large number measurements in the data set.
Any suggestions on how to approach this? Any help would be greatly appreciated.

Thanks,
Bill