Subject: Reducing the number of vertices in an isosurface...
Posted by George Millward on Wed, 18 May 2011 18:57:52 GMT
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Hi there,

I have some 3D graphics 'blobs' which are created as isosurfaces and then viewed as idlgrpolygons.
Some of these isosurface get really large and contain too much 'detail'. For instance, right now I have created an isosurface that has these vertices and connectivity:
OUTVERTS FLOAT = Array[3, 117306]
OUTCONN LONG = Array[939168]

What I want to do is 'reduce' this isosurface, so it consist of less points..... I could do this by just getting rid of some of the vertices from OUTVERTS - but what do I do with the OUTCONN ?

There does not appear to be any documentation about what exactly the OUTCONN array is so it is hard to figure out.

A further point - I was sure that some 'reducing isosurfaces' function was mentioned in IDL8 - but I can't find it anymore.

Any ideas ?

Cheers

George.