Subject: surface with holes and notches

Posted by Michael Lau on Tue, 20 Apr 1999 07:00:00 GMT

I have the following problem:
I have a three dimensional point claude (x, y , z) with holes and
notches.
Before I produce a surface I use triangulate and trigrid, because these
routines are very fast.
When I create the surface, the holes and the notches are missing, the
missing datapoints are interpolated.
I have the same problem when using idlgrsurface, in object graphics.
But sometimes it is important to see the holes and the notches, but they
are overplotted.
Has someone a good tip or a way to make the holes and the notches
visible in the surface.

Thanks

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