

# Marching Cubes

## Handler



Send Gridcell

Struct  
Gridcell[]

Note: Send  
gridcell vertices  
and isolevel.

## Polygonize

Note: 256 possible case  
down to 14-16 cases with  
reflections for visualization.

Consider  
Rendering Cases

Ask vertex  
interpolation

Get vertex  
interpolation

Surface  
intersect with  
cube

Surface is  
not intersect  
with cube

Visualize

Return

Struct  
triangle[]



## Vertex Interpolation

Note: Getting  
informations from Zhu  
and Bridsons algorithm  
or any other algorithm  
and check vertices for  
triangulation.

Calculate  
vertex  
interpolation

