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# Interpolation Utilities (mathutils.interpolate)

The Blender interpolate module

`mathutils.interpolate.poly_3d_calc(vectlist, pt)`

Calculate barycentric weights for a point on a polygon.

## PARAMETERS:

- **vectlist** (*Sequence[Sequence[float]]*) – Sequence of 3D positions.
- **pt** – 2D or 3D position. :type pt: Sequence[float] :return: list of per-vector weights.

## RETURN TYPE:

list[float]

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