Interpolation Utilities (mathutils.interpolate)

The Blender interpolate module

mathutils.interpolate.**poly_3d_calc(veclist, pt)**

Calculate barycentric weights for a point on a polygon.

PARAMETERS:

- **veclist** (*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]