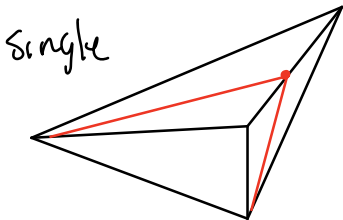
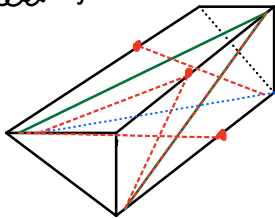


for tets split edges aligned w z



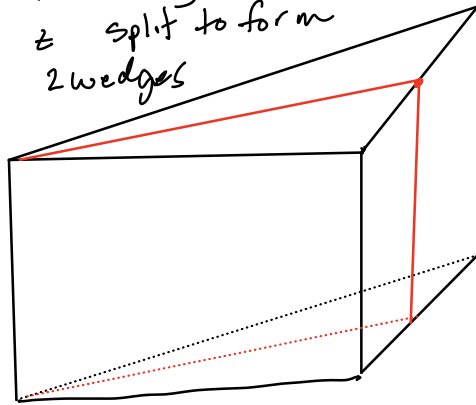
single

3 tets in a wedge "slab" green, blue, black

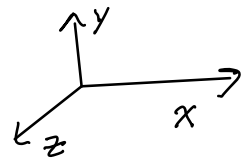


without swaps this will make non-optimal meshes

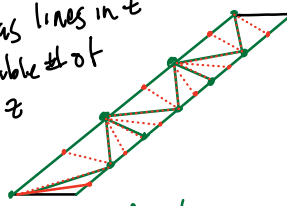
for every tri-face edge <sup>of a wedge</sup> that's aligned with z split to form 2 wedges



do NOT split diagonals



Mesh has lines in z w/ variable # of pts in z

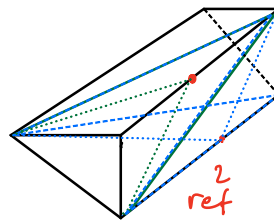
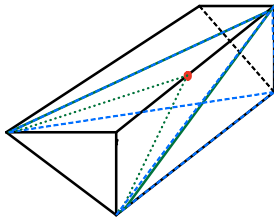
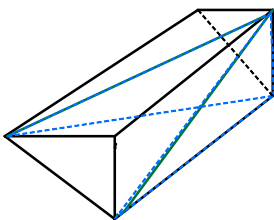


$n_{z3}=3$   $n_{z4}=4$   $n_{z7}=7$   $n_{z6}=6$   
 $n_{z2}=6$   $n_{z7}=7$   $n_{z13}=13$   $n_{z12}=12$

this is extreme - typically  $n_{pz}$  within 2% of neighbors thus "shape" issues ok.

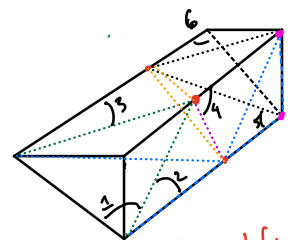
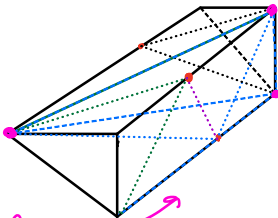
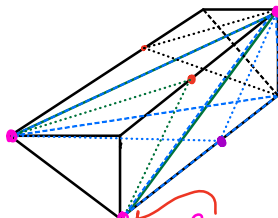
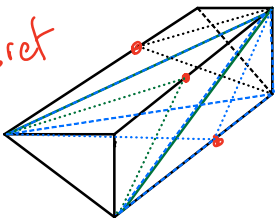
Surface triangles green - original red - after adapt

1 ref



2 ref

3 ref



no long edges left

3 diag are long Pink verts are face to swap