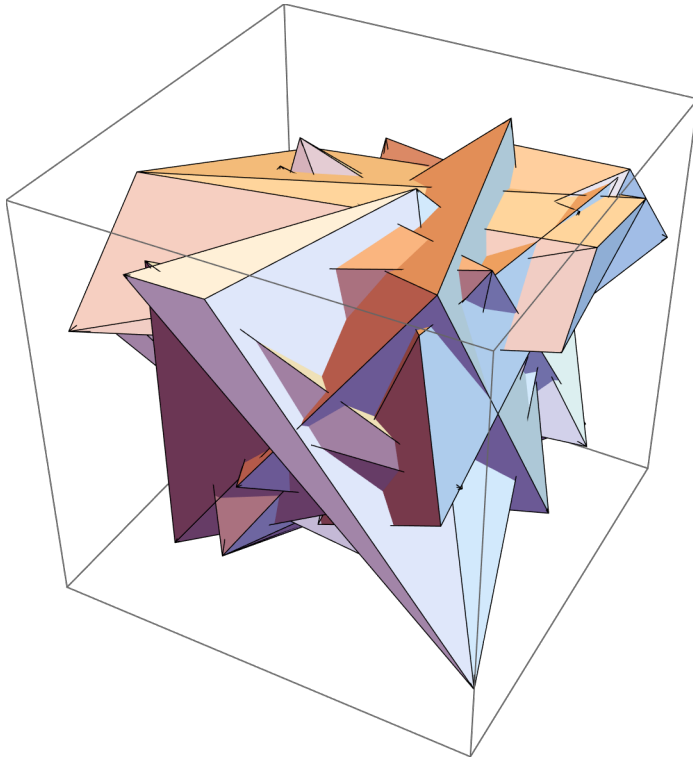


“Convexifying” Random Polyhedrons

```
In[42]:= P = RandomPolyhedron[{"ConvexHull", 8}, 10];
```

```
In[107]:= Graphics3D[P]
```

Out[107]=



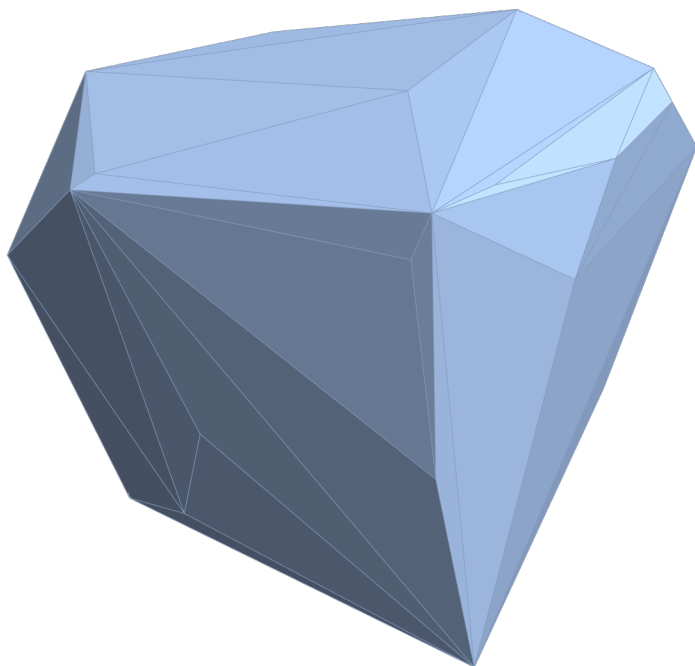
```
In[76]:= coOrds = Table[PolyhedronCoordinates[P[[i]]], {i, Length[P]}];
```

```
In[75]:= flat = Flatten[coOrds];
```

```
In[98]:= equilibrium = Table[{flat[[i]], flat[[i + 1]], flat[[i + 2]]}, {i, 1, Length[flat], 3}];
```

```
In[108]:= ConvexHullMesh[equilibrium]
```

Out[108]=



```
In[109]:= Show[HighlightMesh[%, Style[2, Opacity[0.5]]], Graphics3D[Point[equilibrium]]]
```

Out[109]=

