

Reconstruct Models from 3D Data

Version 11 includes state-of-the-art surface reconstruction from arbitrary 3D data.

```
In[1]:= pointcloud = ExampleData[{"Geometry3D", "StanfordBunny"}, "VertexData"];  
Graphics3D[Point[RandomSample[pointcloud, 1000]]]
```

Out[1]=



Reconstruct a 3D-printable Stanford bunny.

```
In[2]:= ListSurfacePlot3D[pointcloud, MaxPlotPoints → 50, Axes → None,  
Boxed → False, Mesh → None]
```

Out[2]=

