Marching triangles

From Wikipedia, the free encyclopedia

In computer graphics, the problem of transforming a cloud of points on the surface of a three-dimensional object into a polygon mesh for the object can be solved by a technique called '*marching triangles*. This provides a faster alternative to other methods for the same problem of surface reconstruction, based on Delaunay triangulation.[1][2]

References [edit]

1. ^ A. Hilton, AJ Stoddart, et al. Marching Triangles: Range Image Fusion for Complex Object Modeling. Image Processing, vol 1., pp. 381–384. Sep 1996.
2. ^ Bernardini, Mittleman. The Ball-Pivoting Algorithm for Surface Reconstruction, IEEE Transactions of Visualization & Graphics. 1999.

Categories: Geometric algorithms | Triangle geometry

Wikipedia
The Free Encyclopedia

Main page
Contents
Featured content
Current events
Random article
Donate to Wikipedia
Wikipedia store

Interaction
Help
About Wikipedia
Community portal
Recent changes
Contact page

Tools
What links here
Related changes
Upload file
Special pages
Permanent link
Page information
Wikidata item
Cite this page

Print/export
Create a book
Download as PDF
Printable version

Languages
Add links