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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 [\[edit\]](#)

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Categories: [Geometric algorithms](#) | [Triangle geometry](#)

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