

Inputs:

- Working volume
- Min. angle
- Pore area

Generation of the initial points in the base

Generation of the layer of tetrahedrons

Apexes adaptative tessellation

Were vertices generated?

Join vertices to volume surfaces

Yes

No

Inputs:

- Graph
- Thickness
- Number of polygon sides

Calculate polygons offset

Eliminate problematic edges

Nodes convex hulls

Edges convex hulls

Fuse all convex hulls

STL of the structure

Graph of the structure