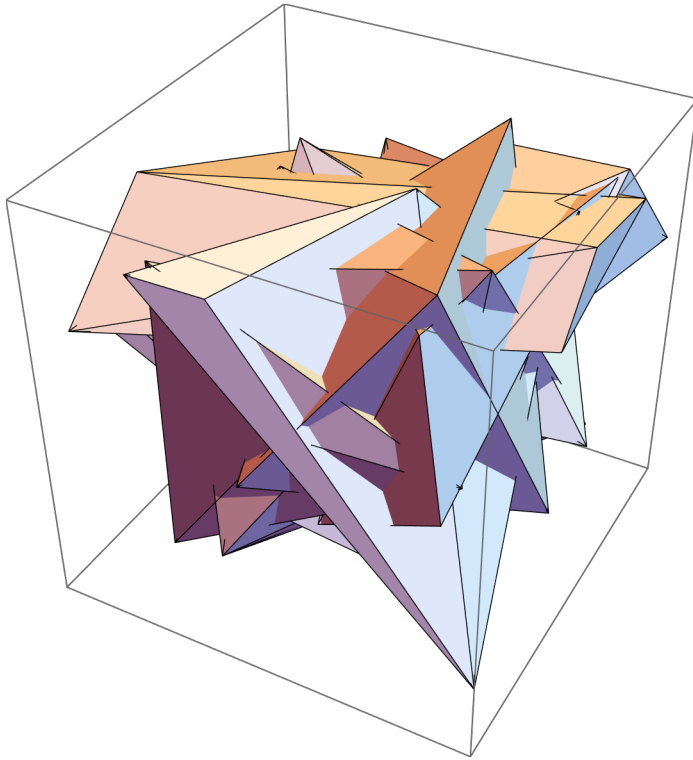# "Convexifing" Random Polyhedrons

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

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

Out[107]=

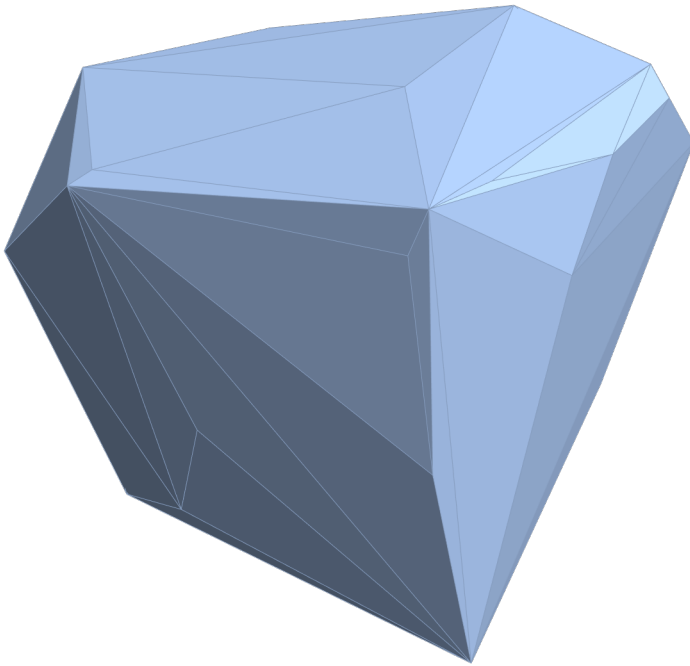In[76]:= **coOrds = Table[PolyhedronCoordinates[P〚i〛], {i, Length[P]}];**

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]=