

open source 3d triangulation or mesh from point cloud?

Source: <http://sci.tech-archive.net/Archive/sci.image.processing/2006-06/msg00207.html>

- *From:* Bill Christens-Barry <equipoise1@xxxxxxxxxxxx>
 - *Date:* Fri, 23 Jun 2006 20:57:37 GMT
-

Input: 3-dimensional point cloud

Desired output: 3-d mesh

I'm looking for open source that will construct a mesh/triangulation in 3-d from a list of 3-d points. Java preferred, 2nd choice is C.

Any pointers?

Thanks.

Bill Christens-Barry

.