

Piecewise Linear Function of 3d Points

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Hi All,

Say I have a mesh, lets say in an L shape. Now I want to fit a piecewise linear function to the vertices or faces (doesn't really matter as both give 3d positions) of that mesh. I know this is quite vague, but I am just thinking about something and I want to get a feel for if it is possible. Really what I want to see out in my example is of a "stick" L as such, 3 vertices, 1 located at the bend. BTW, I don't want to calculate the medial axis.

Any help would be much appreciated,

Adam

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