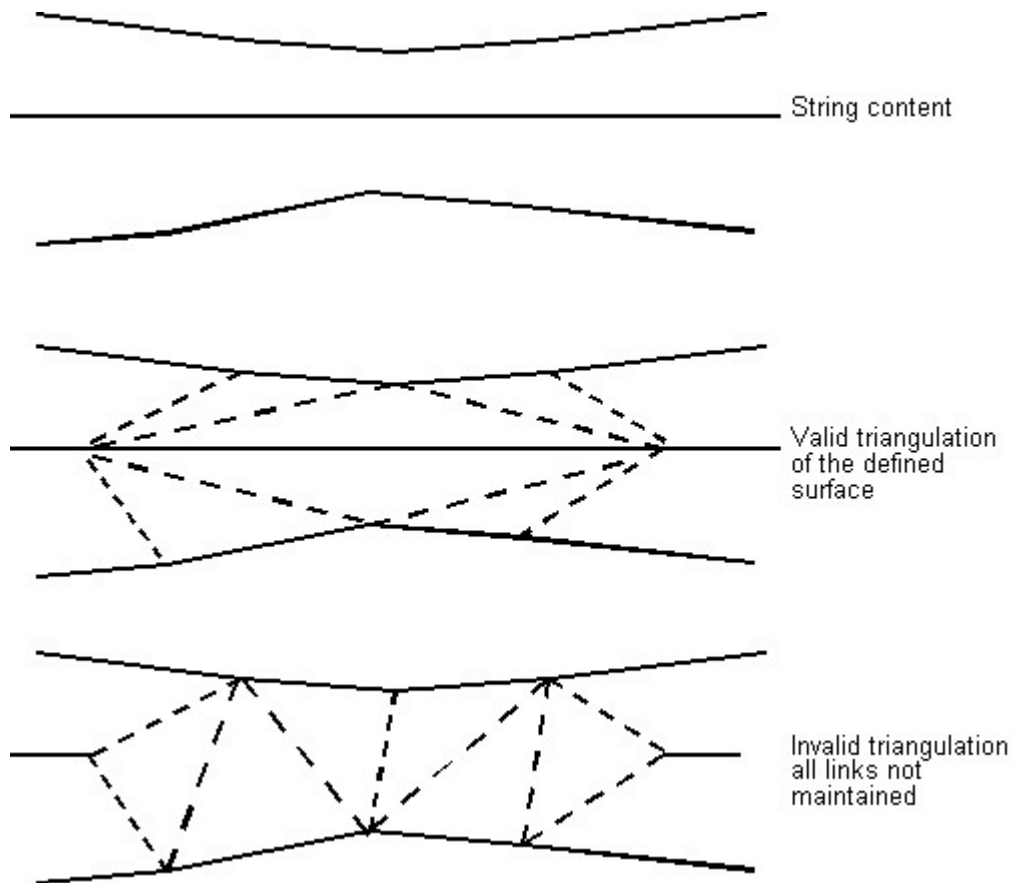


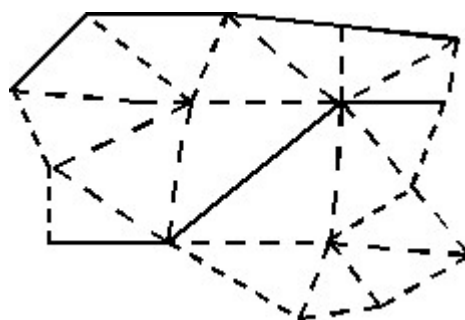
Principles of surface triangulation

All the available **model** information is used to form a network of triangles. The algorithm used to create the triangles is a modified Delauney method that includes the string links. This method generates the most equi-angular set of triangles satisfying the model content. The MX concept of defining surfaces and features as a series of **strings** requires that the string links must be maintained as sides of the triangles for the algorithm to guarantee an accurate representation of all the features.

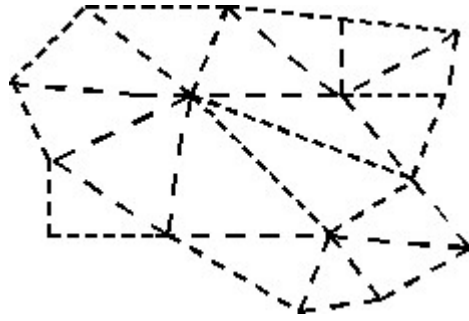


Example - **Triangulation** maintaining string links

The only strings that do not have their string links maintained as sides of triangles are **point strings** as they normally represent random points and not features of the surface. The surface to be triangulated may be partially or completely represented by point strings.



Partial representation of the surface by point strings



Complete representation of the surface by point strings

Links between discontinuities, **null level** points and the points adjacent to the null level points are also ignored. Any strings not considered suitable for inclusion within the triangulated surface can be omitted with the mask facility. The mask facility also allows strings to be interpreted as point strings for triangulation purposes.