

# Uniform mesh generation

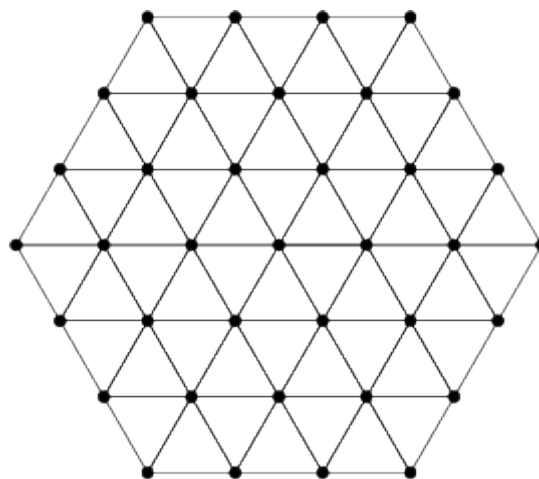
**This page is currently under construction, more updates soon**

## Regular polygon triangulations

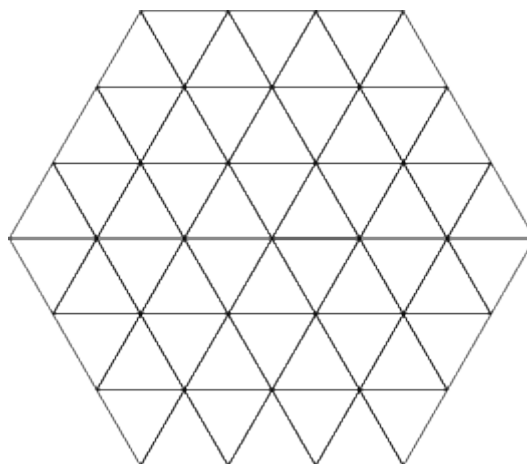
One of the steps in generating uniform meshes is filling the space with regular elements, for instance triangles. In 2D this can be done by triangulating regular polygon, for instance hexagon. I have written a simple tool for generating such triangulations.

### reggrid examples

Command line: `./reggrid.py -f fig -fig-nodes=0.1 -r 4.0 -n 3`  
`reggrid_6_with_nodest`



Command line: `./reggrid.py -f fig -r 4.0 -n 3` `reggrid_6_no_nodest`



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Last update: **2017/10/02 15:54**

