LG - Example 3

LaGriT Example: Intersect Two Surfaces, Make Hole in Surface Defined by Intersection

- 01_triangulate_sphere
- 02_distorte_sphere
- 03_intersect_plane_w_sphere
- 04_smooth_reconnect

input.lgi
lagrit.input_build_shell
lagrit.input_smash_shell
lagrit.input_build_quads
lagrit.input_refine_smooth

```
*--* ex_intersect_surface_make_hole
*--* Header Begin
*--* LAGriT Example Input file
* Carl Gable
* gable -at- lanl -dot- gov
*
*
*--* Intersect a triangulated surface mesh with another triangulation
*--* Compute the intersection points
*--* Add the intersection points to the surface mesh
*--* Re-triangulate the surface mesh
*--* Assign material ID's to triangles have distinct material boundary infor
mation.
*--* Smooth and refine the mesh
*--*
*--* Calls:
*--* lagrit.input_build_shell
*--* lagrit.input_smash_shell
*--* lagrit.input_build_quads
*--* lagrit.input_refine_smooth
*--*
*--* Geometry definition in:
*--* lagrit.input_geom
*--*-----------------------------------------------------
*--* Header End
*--* ex_intersect_surface_make_hole
*--*
```

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