

## LG - Example 4

### LaGriT Example: Intersect Two Surfaces, Extract Line Object Defined by Surface Intersections

- 01\_two\_quadrilateral\_surfaces\_superimposed
- 02\_lines\_of\_intersection
- 03\_lines\_of\_intersection\_node\_numbers

#### input.lgi

```
*---* ex_intersect_surface_line
*---* Header Begin
*---* LAGriT Example Input file
* Carl Gable
* gable -at- lanl -dot- gov
*
*
*---* Create two xy quadrilateral mesh
*---* Use MATH function to set z coordinate of mesh to sin(x) and sin(y)
*---* Create a line type mesh object which is the geometric intersection
*---* of the two quad meshes.
*--*
*---*-----
*---* Header End
*---* ex_intersect_surface_line
*--*
*
```