

## LG - Example 5

### LaGriT Example: Triangulate a Polygon, Use refine, smooth to Change Mesh Size and Quality

- tri1
- tri2
- tri3
- tri4
- tri5
- tri6

#### input.lgi

```
*--* ex_triangulate_polygon
*--* Header Begin
*--* LAGriT Example Input file
* Carl Gable
* gable -at- lanl -dot- gov
*
*--*
*-----
*--* Triangulate a polygon and then use refine/rivara to refine
*--* mesh to desired element size. Refine different parts of the
*--* mesh to different resolution.
*--*
*--* Also smooth and reconnect the mesh finishing with a call to
*--* recon/1 to eliminate all obtuse angles on boundaries.
*--*
*--*-----
*--* Header End
*--* ex_triangulate_polygon
*--*
```