
chull

Release 1.0.0

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convex hull from points

```
pip install chull
```

- [Documentation](#)
- [chull on Github](#)
- [chull on PyPI](#)

`chull.make_hull`(*points*: *Vertices*[*N*, 3]) → Tuple[*Vertices*[*N*, 3], *Normals*[*N*, 3]]

Returns vertices and normals suitable for rendering.

```
points = np.array([
    * * *
])

vertices, normals = chull.make_hull(points)
```


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