

Triangulation

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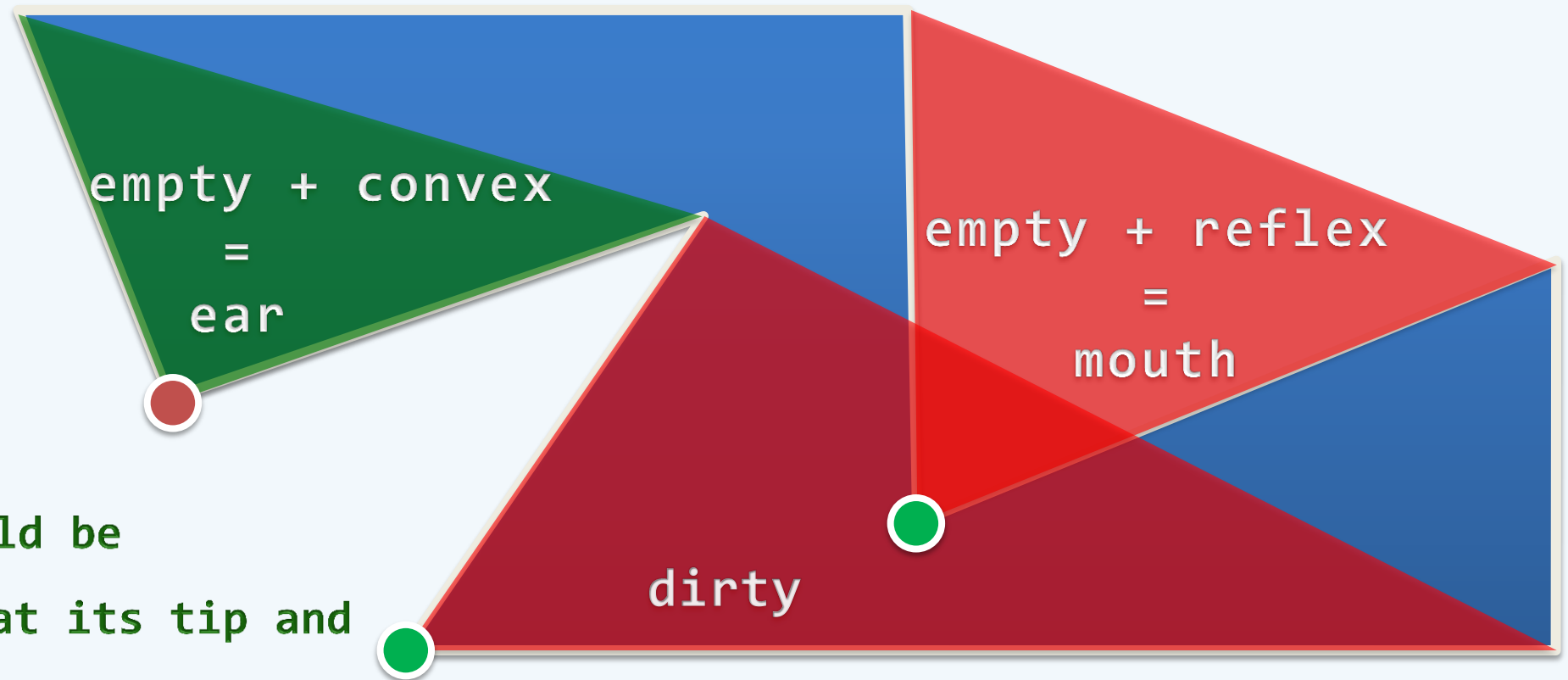
- Ear & Mouth

Junhui DENG

deng@tsinghua.edu.cn

Ear

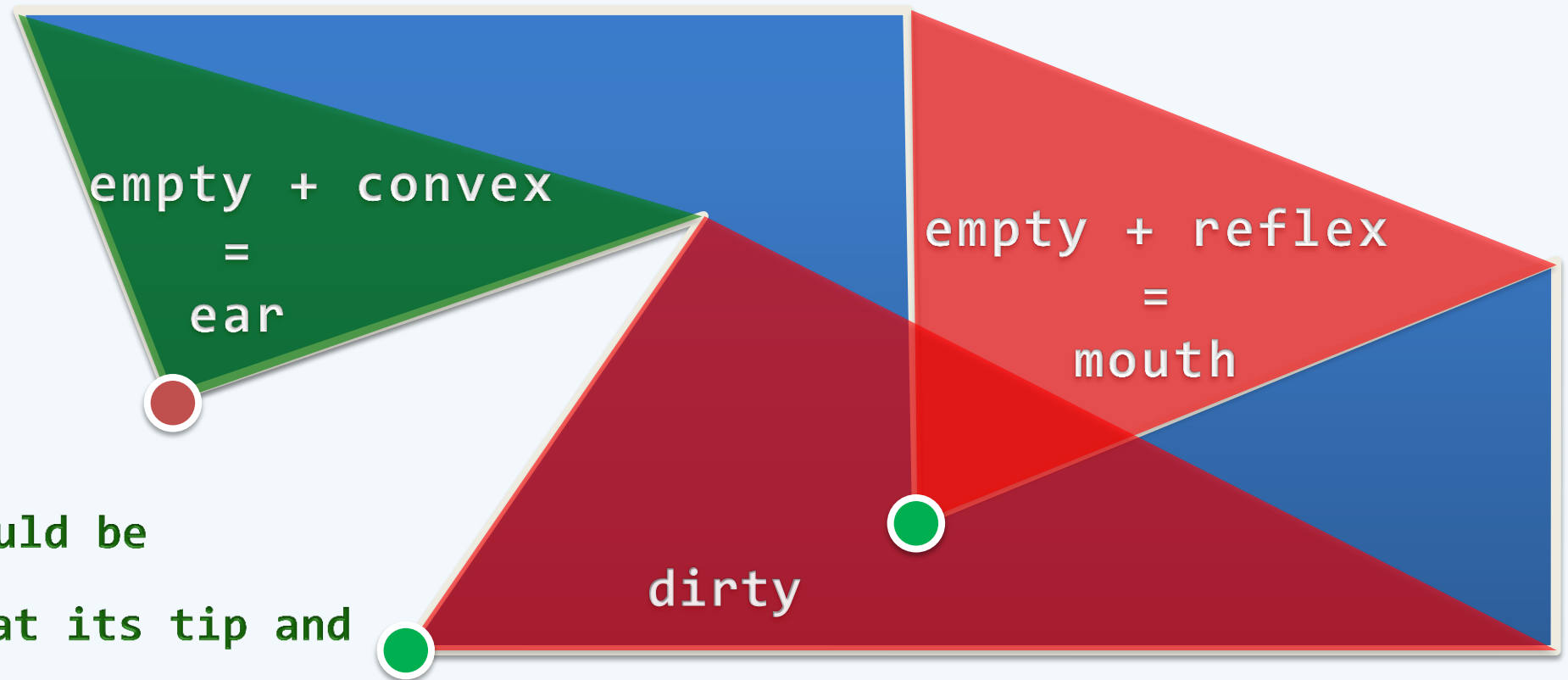
- ❖ A triangle spanned by **three consecutive vertices** and **contained entirely** in the polygon



- ❖ An ear should be
 - **convex** at its tip and
 - **free of vertices**

Mouth

- ❖ A triangle spanned by **three consecutive vertices** and **not intersecting** with the interior of the polygon



- ❖ A mouth should be
 - **reflex** at its tip and
 - **free of vertices**