Triangulation
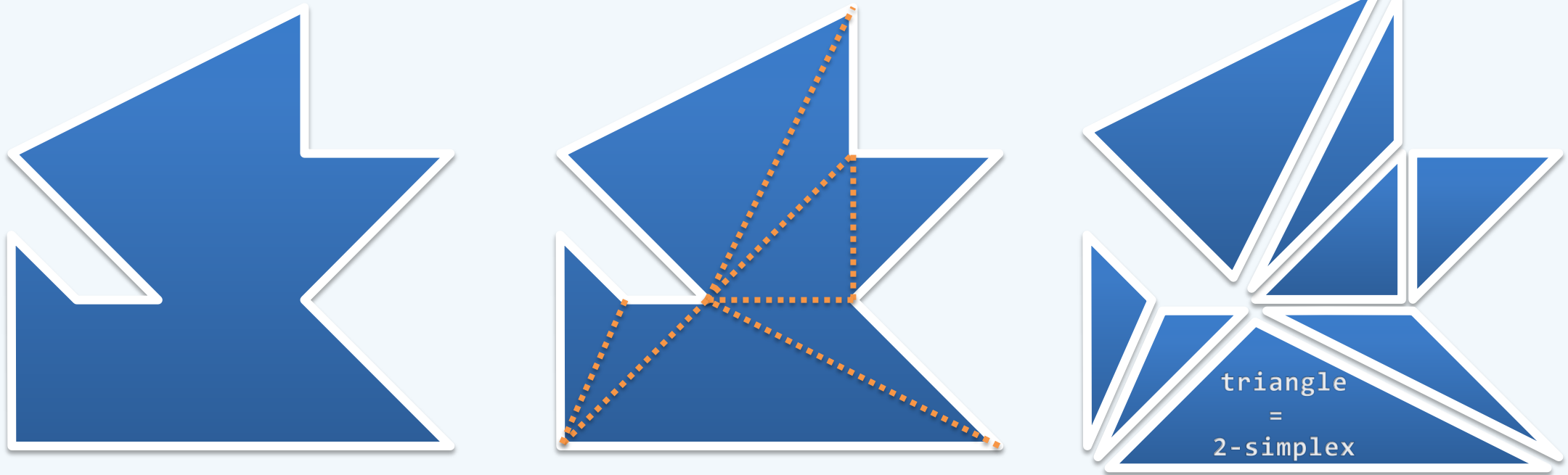
Methodology

Junhui DENG

deng@tsinghua.edu.cn

θ3-θ

Simplification by Decomposition

❖ Having studied points (convex hull) and segments (intersection),

we now turn to polygons

triangle
=
2-simplex

❖ The fundamental technique used here is

to break each polygon into a number of triangles using internal diagonals

Triangulation of Point Sets

❖ **A sub-topic of Mesh Generation**

❖ **To Be Discussed later**