

Homework 14

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1 作业内容

1.1 Geometric Optimization

实现 Scalable Locally Injective Mappings

2 实现平台

2.1 IDE

Visual Studio 2019

2.2 平台工具集

Visual Studio 2017 (v141)

2.3 Qt 版本

5.14.1

2.4 OpenMesh 版本

8.0

2.5 编程语言

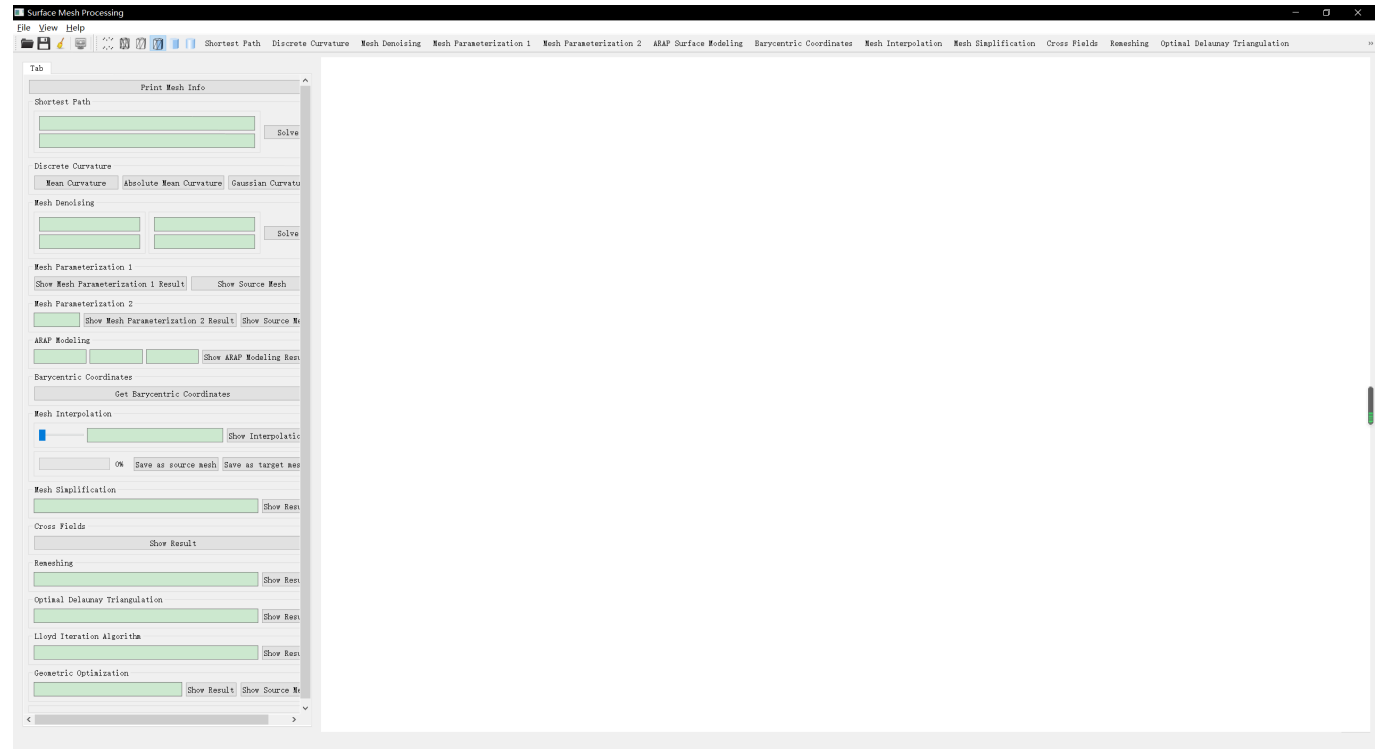
C++

2.6 框架

Surface Mesh Framework (Compiled with Visual Studio 2017)

3 界面UI

3.1 可视化界面



3.2 功能说明

3.2.1 Geometric Optimization 文本框

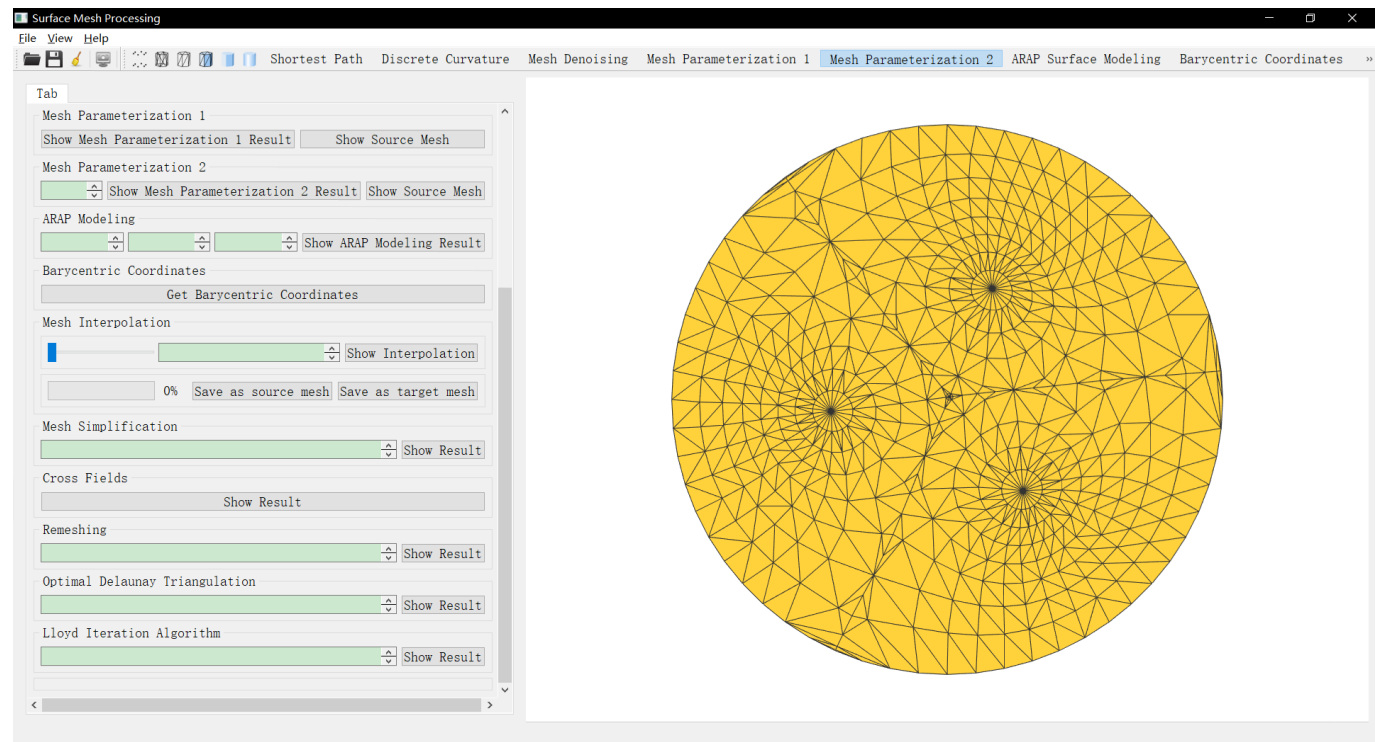
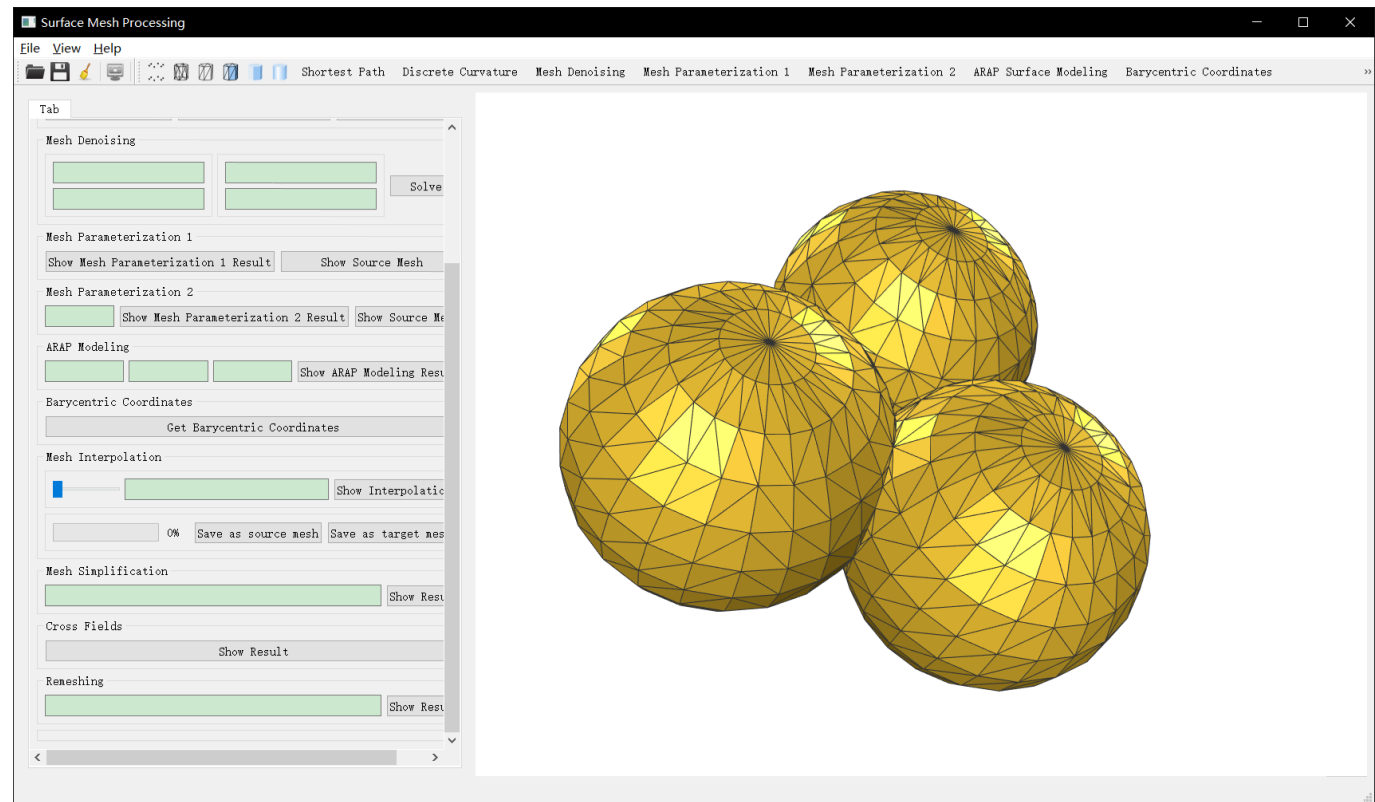
用来设置优化的循环次数，需要为非负数才会视为有效

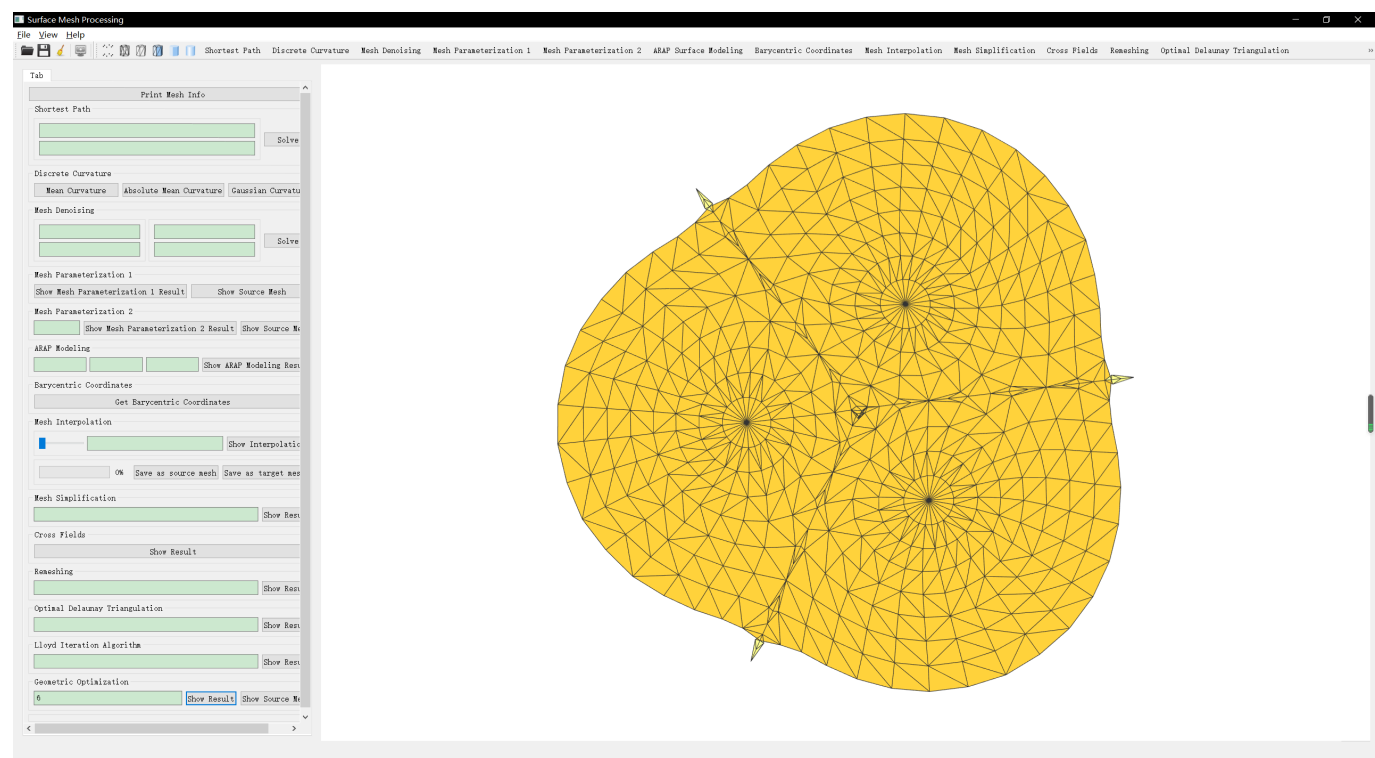
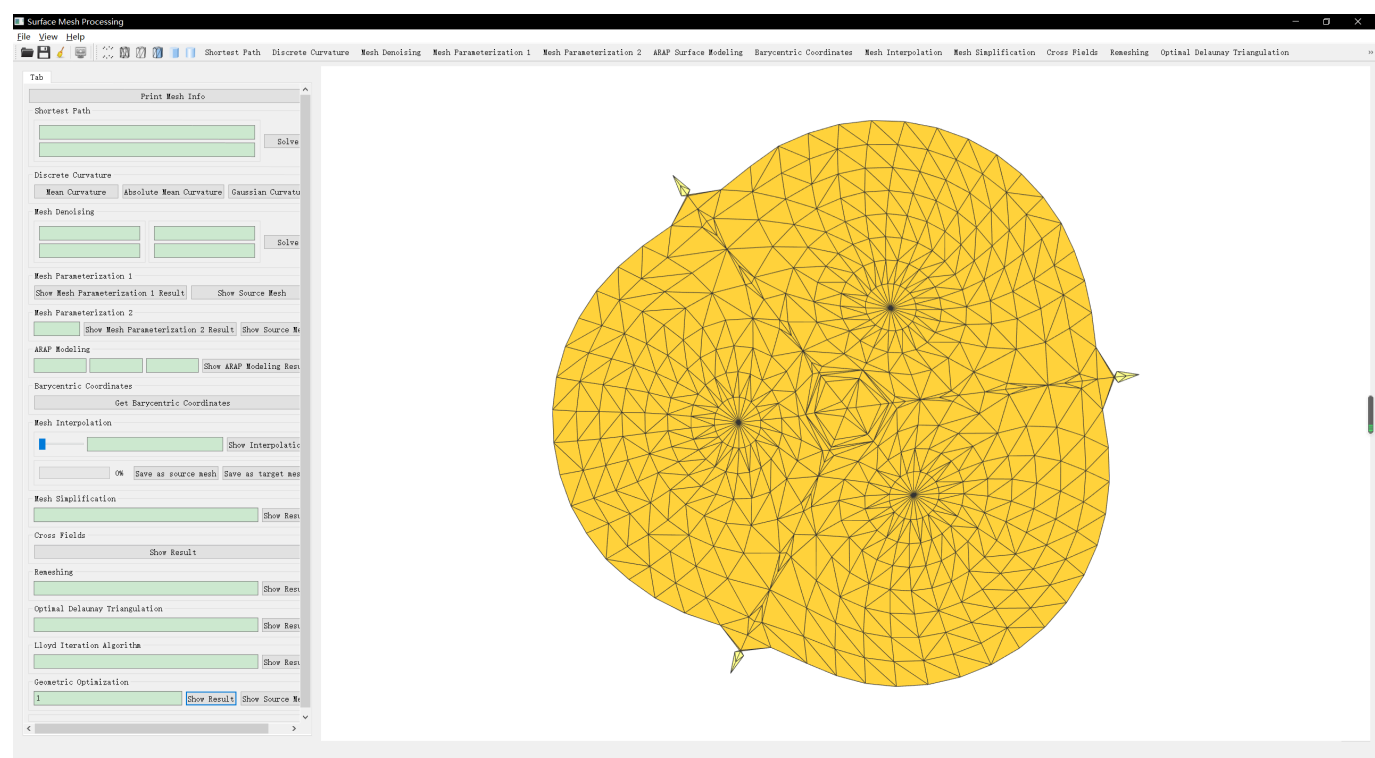
3.2.2 Geometric Optimization 两个按钮

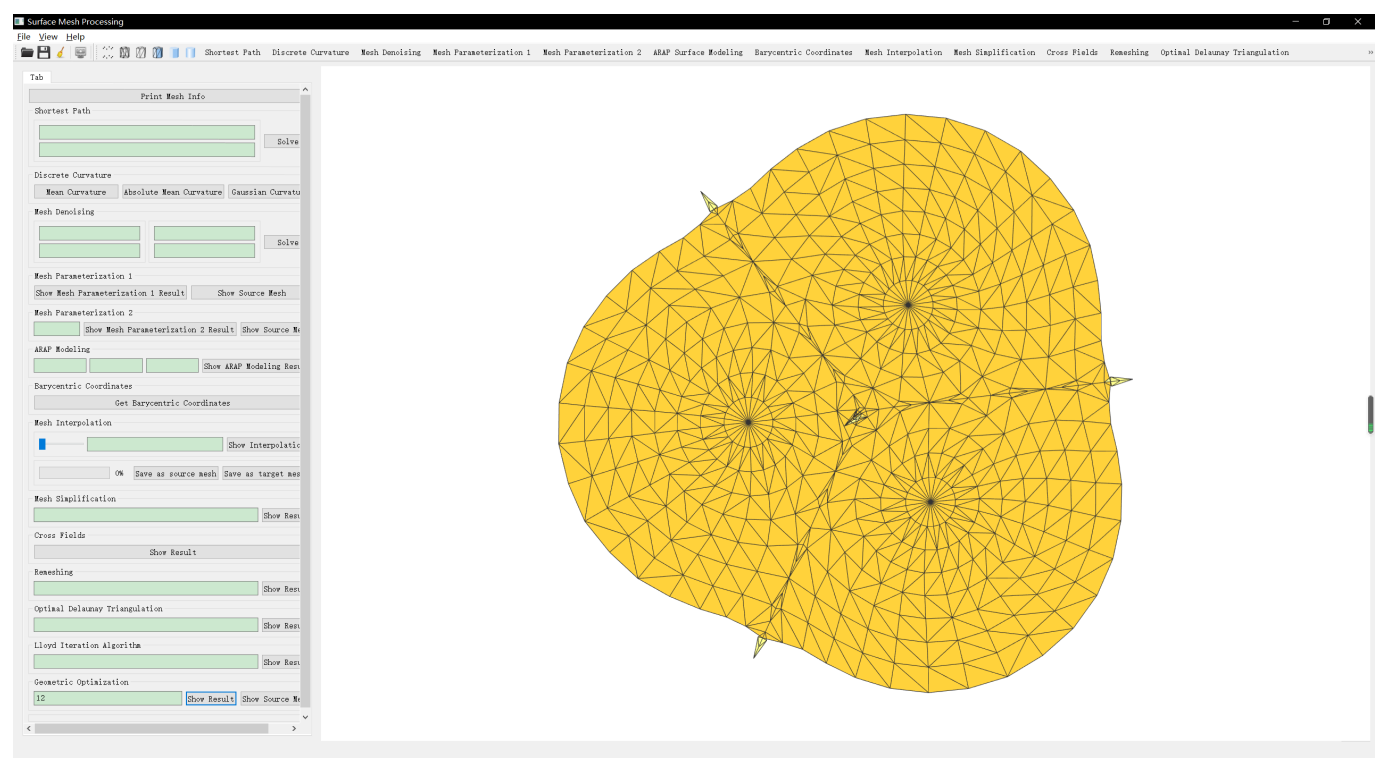
用来控制显示结果或原始网格

4 结果

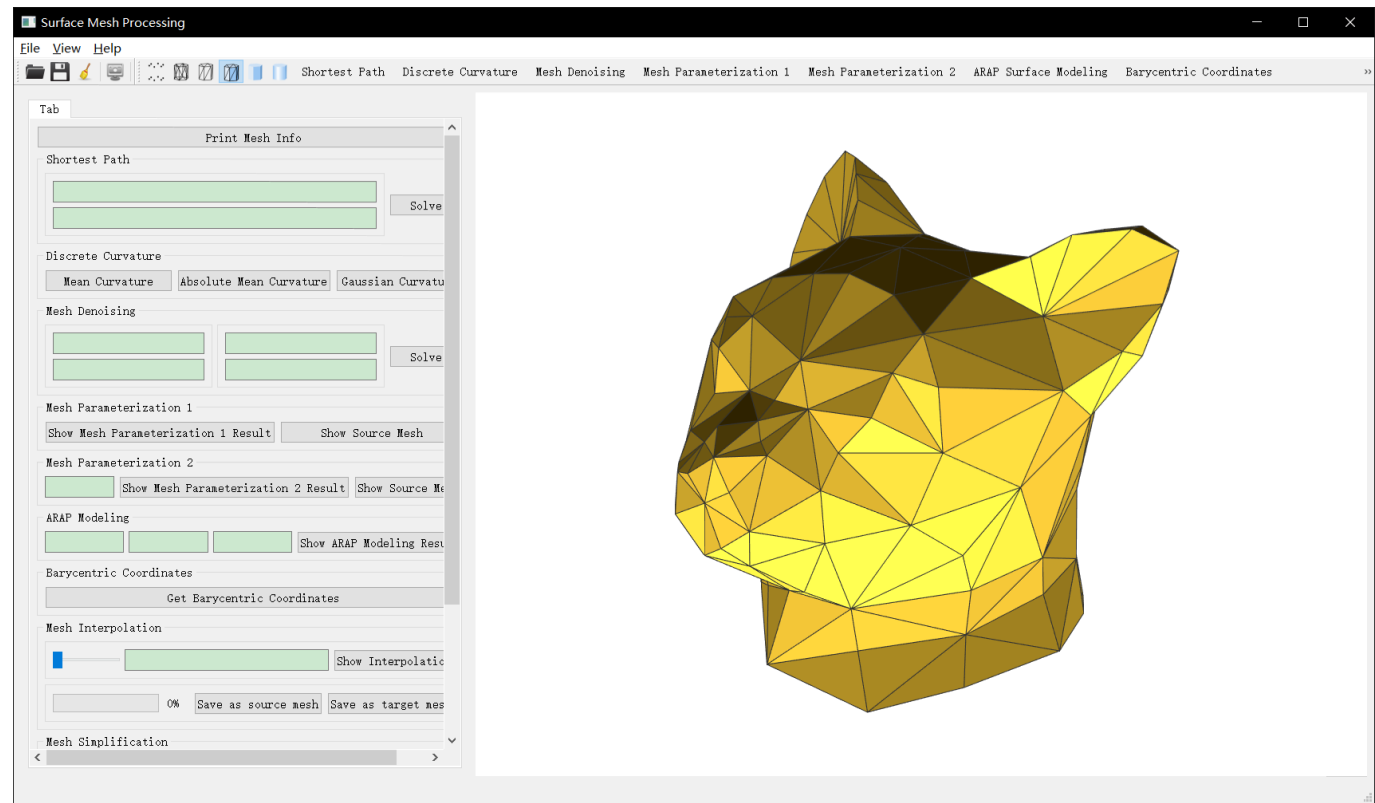
4.1 ball

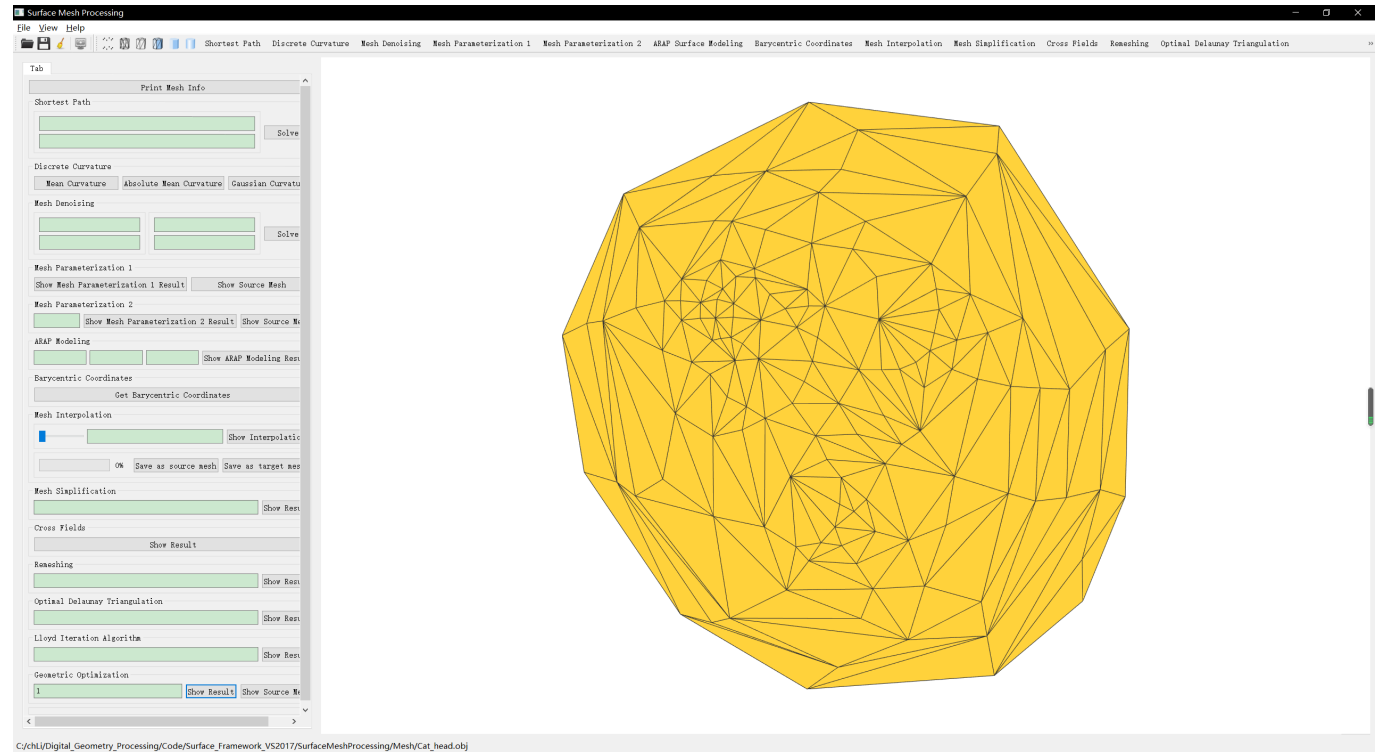
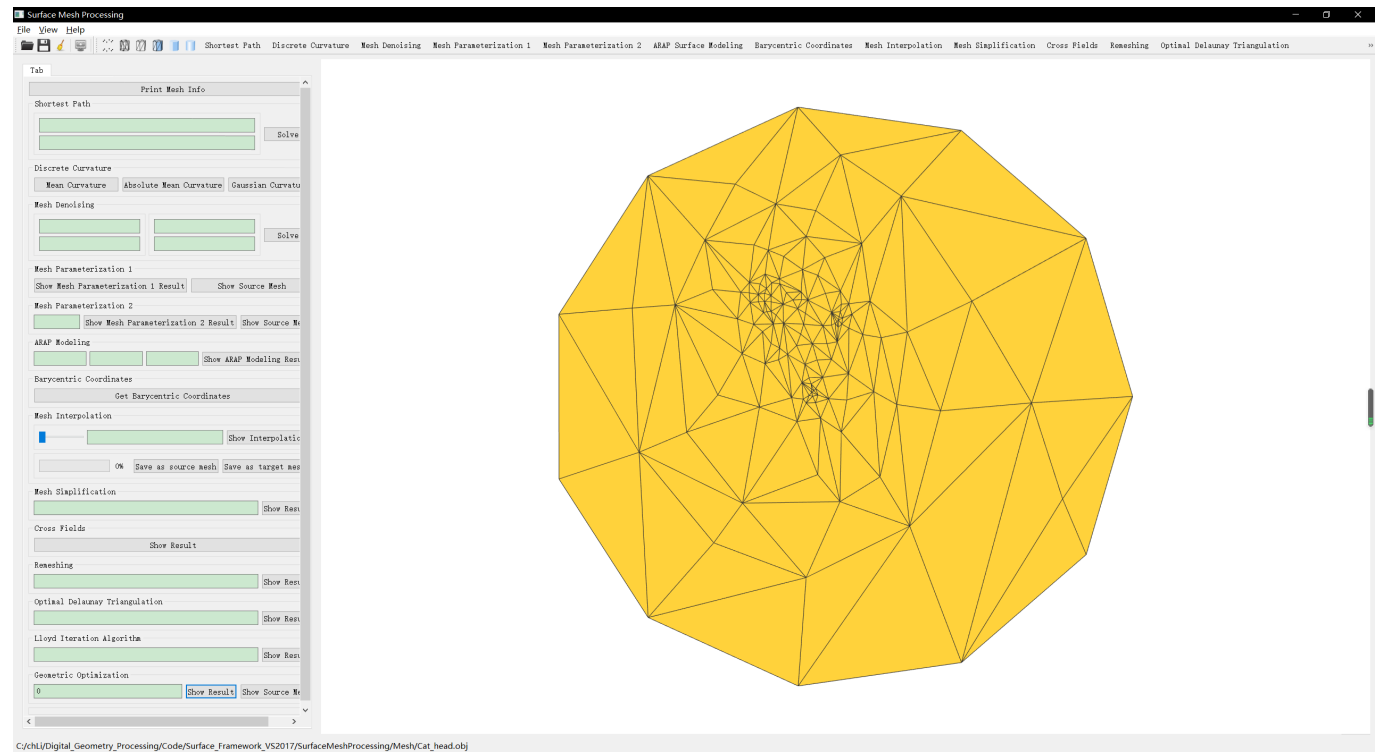


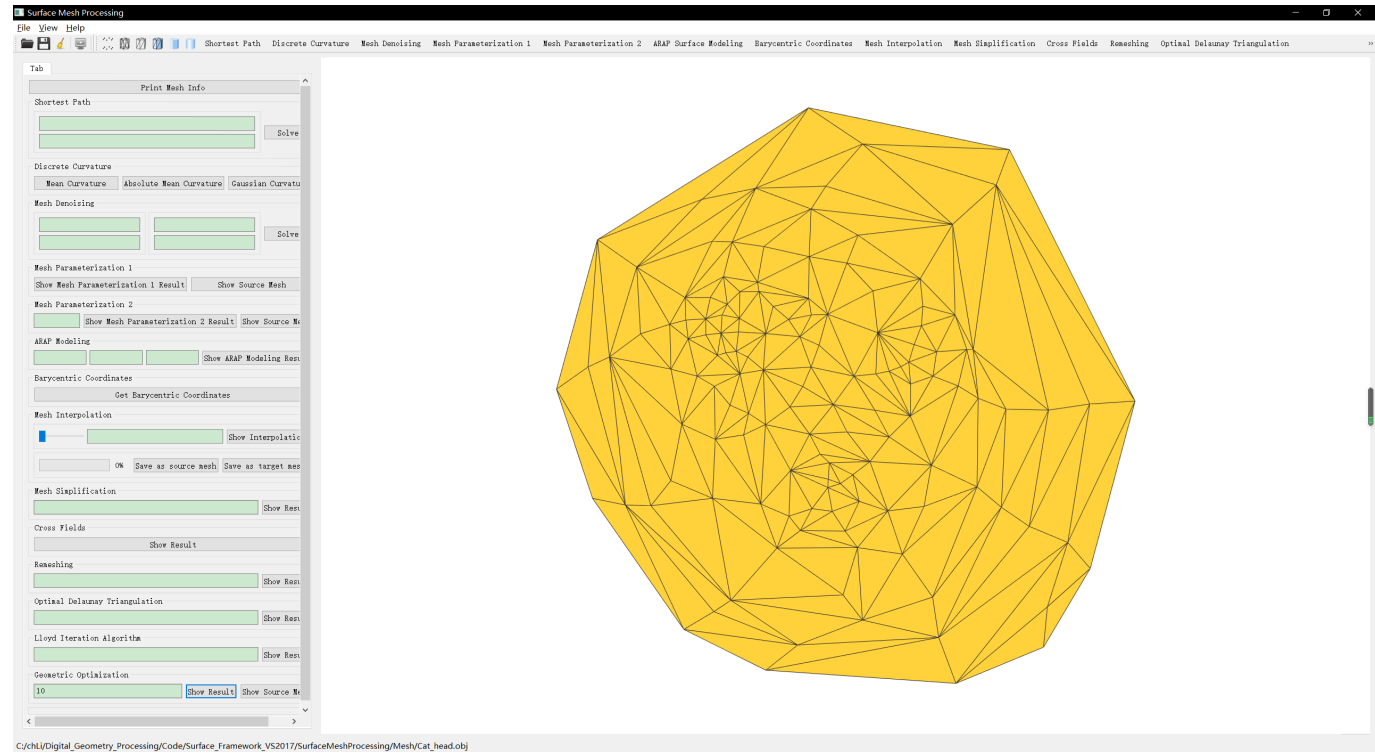
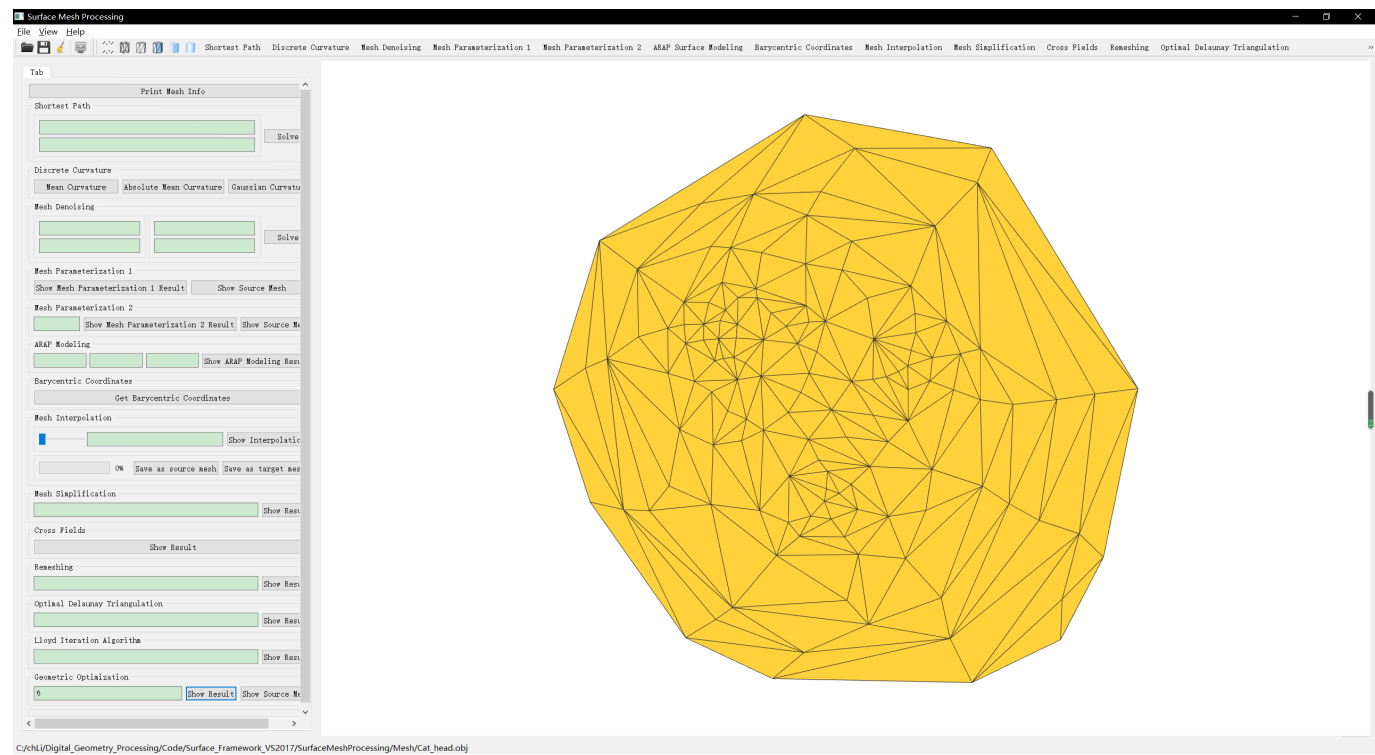




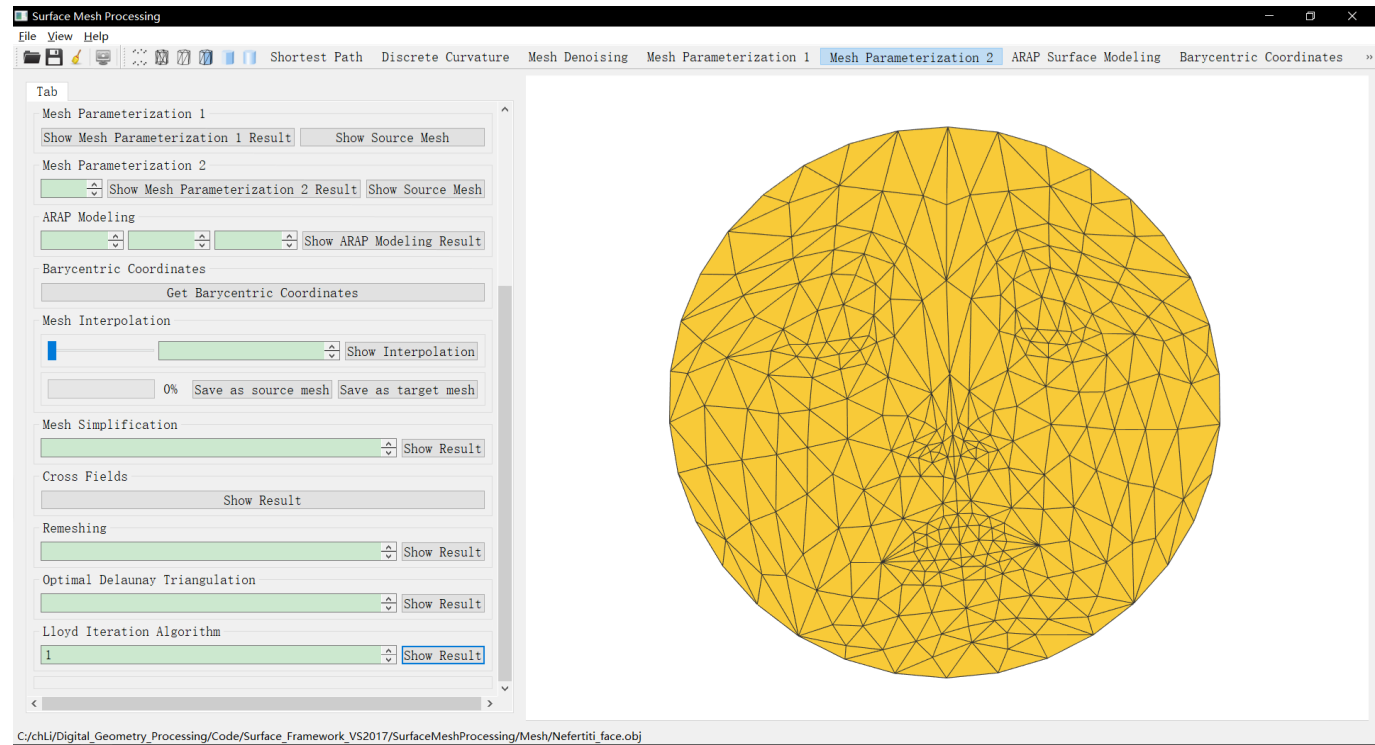
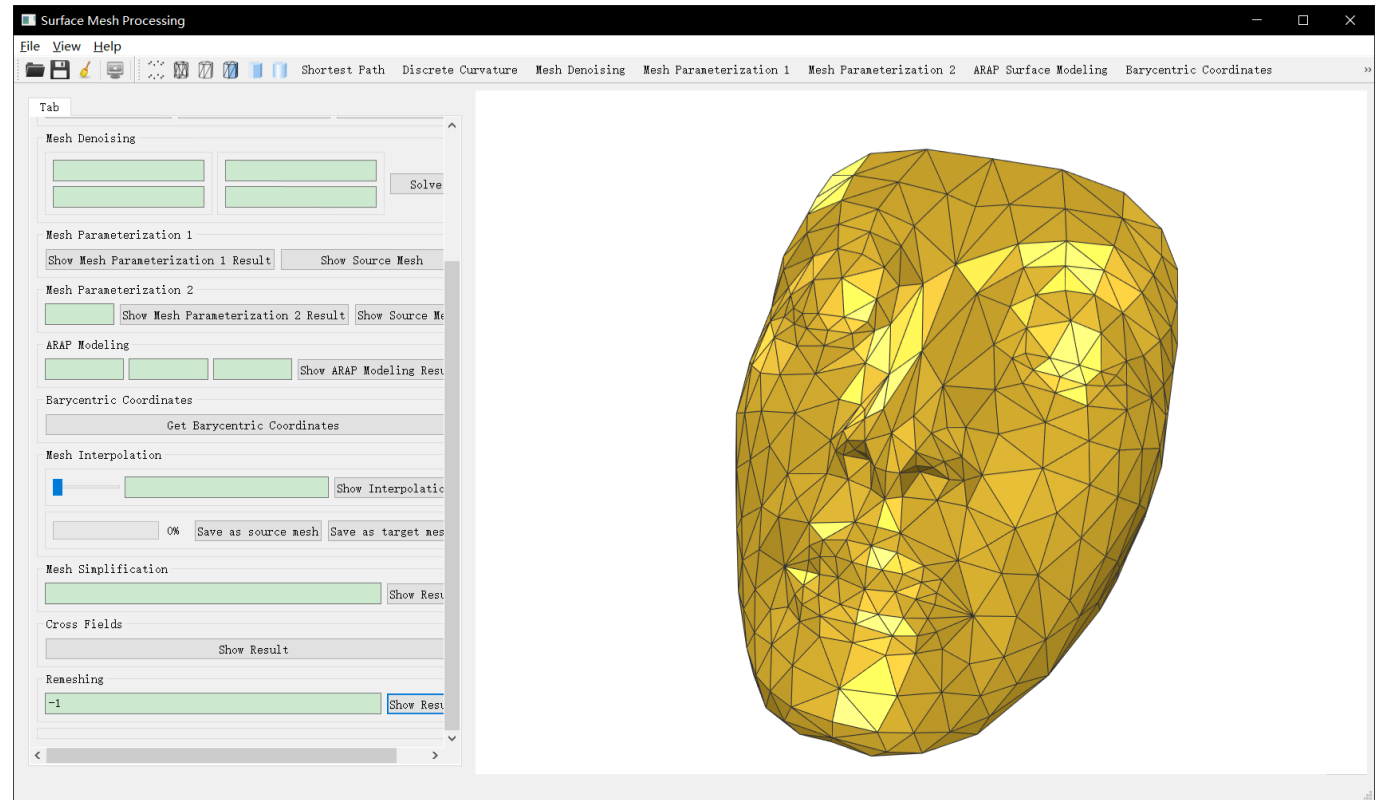
4.2 cat head



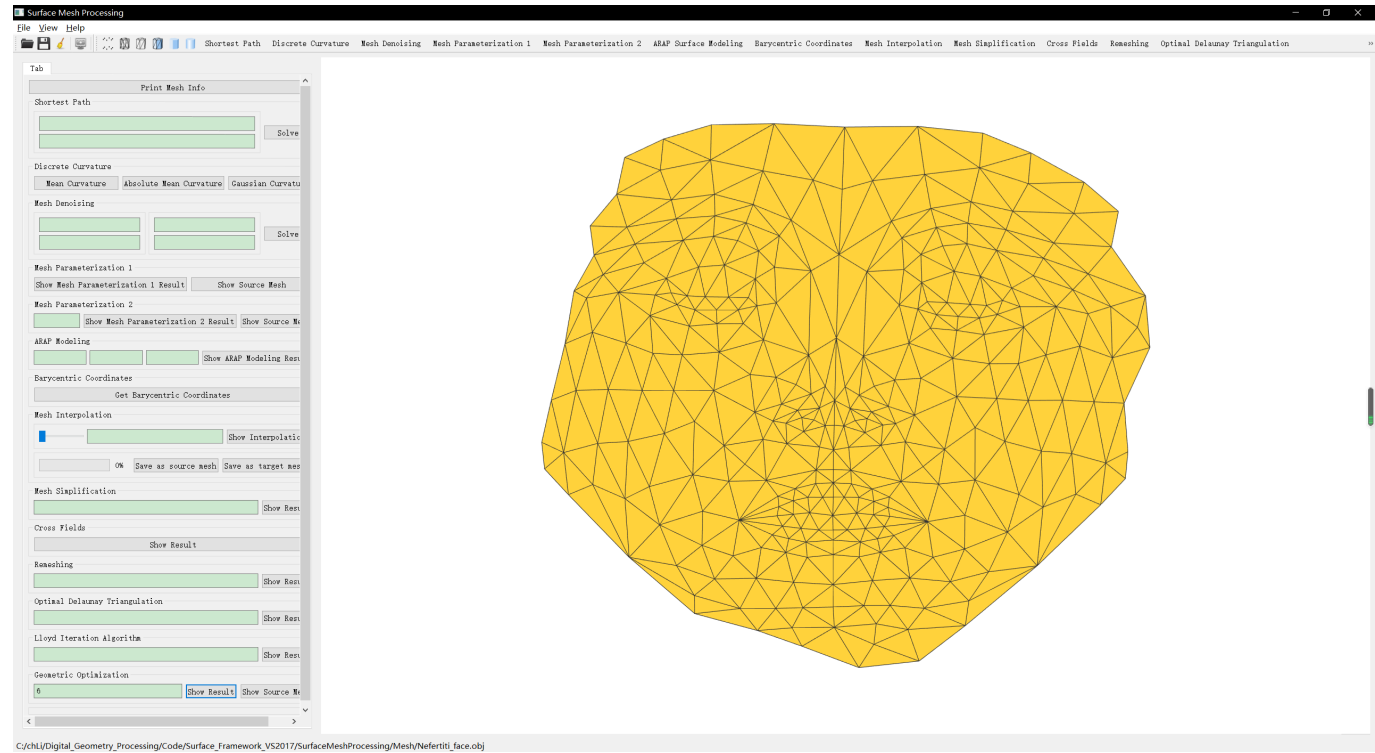
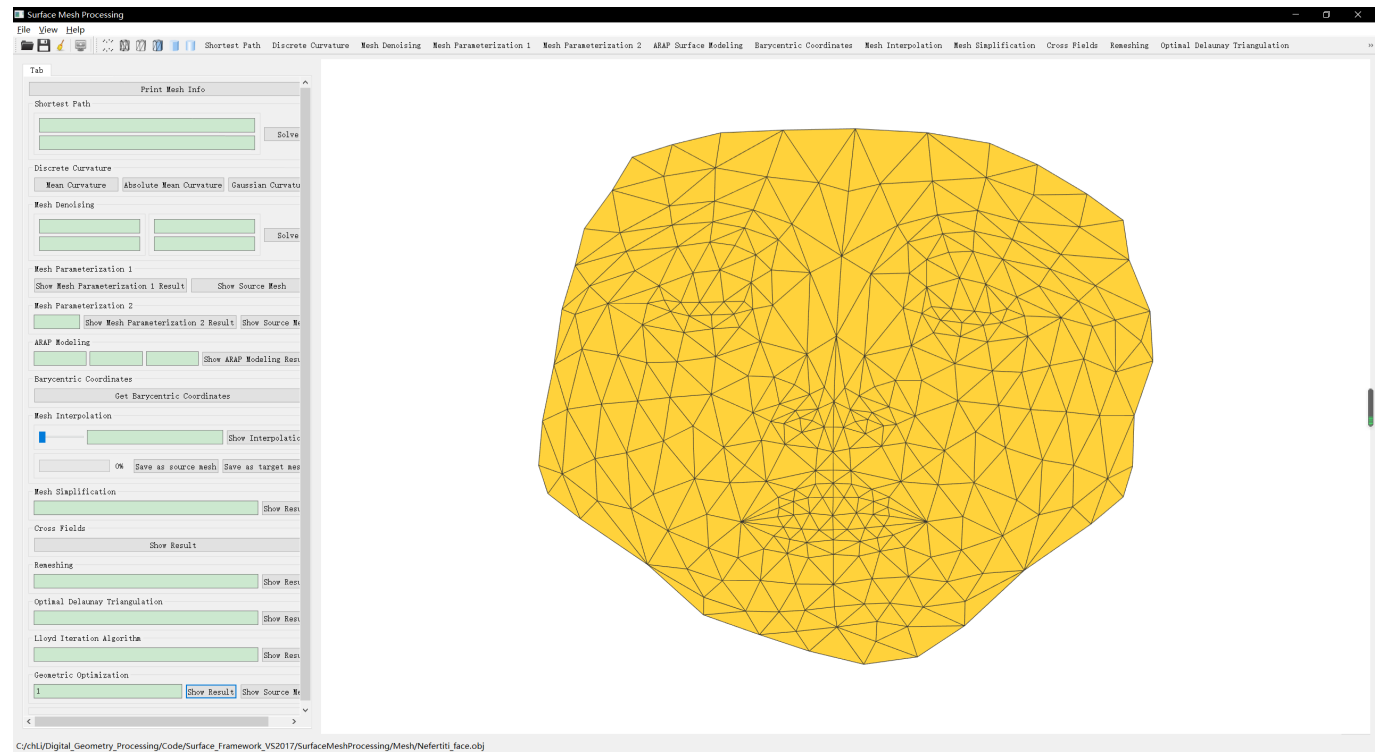


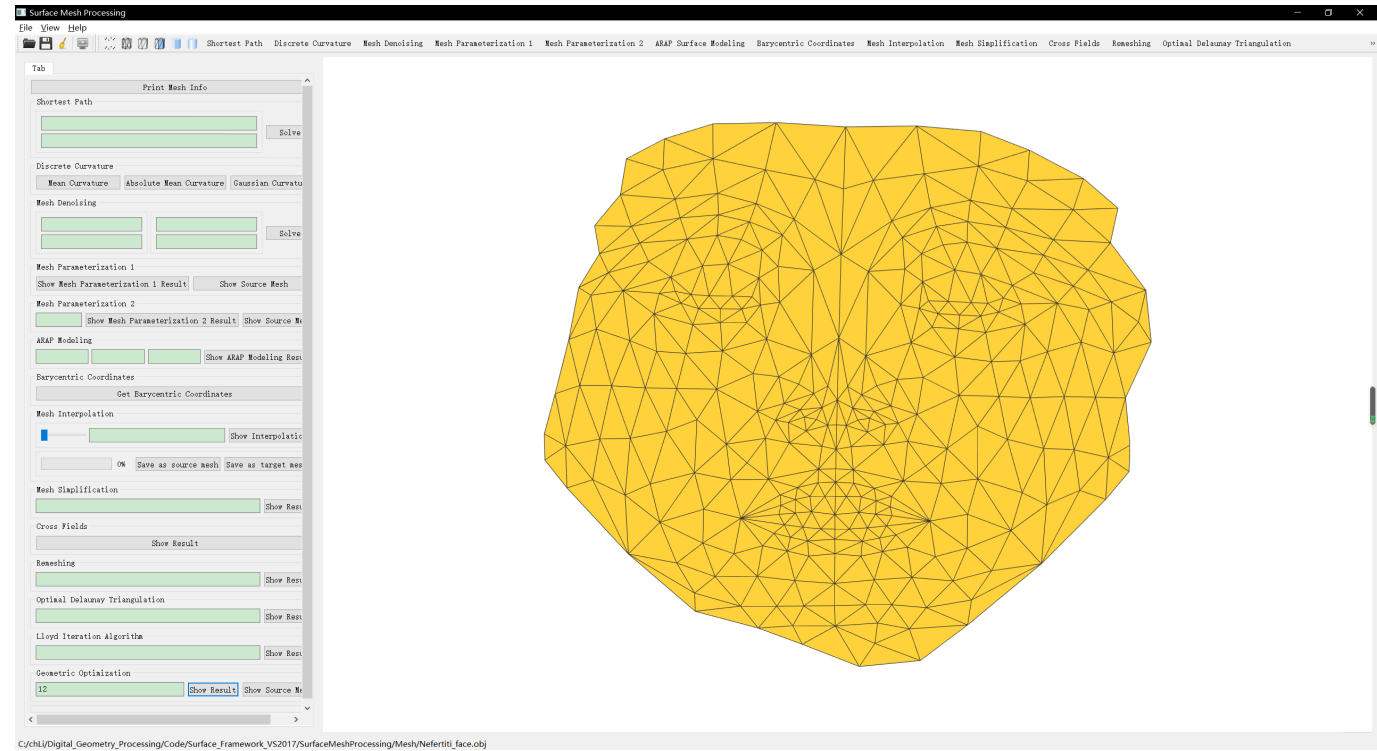


4.3 human face



C:/chLi/Digital_Geometry_Processing/Code/Surface_Framework_VS2017/SurfaceMeshProcessing/Mesh/Nefertiti_face.obj





4.3 其他测试

用户可随意选择网格和参数，进行进一步测试。