Model representation

Mesh - polygon soup

Vertecies

optonal

idx	x	y	z	n_x	n_y	n_z	C_r	c_g	c_c	t_u	t_v

Polygons

id	$U1.id$	$U2.id$	$U_3 id$
	list of vertex indices		

Simple normal computing alg

for each vetex v
  for each face f
    if v ∈ f
      mark f

avg normal of marked faces

for

n verts
m faces

$O(n*m)$