Smoothing

For all verices v

For all ubs ni of v

Avg.pos +=pos(vi)

Avg.pos<-avg.pos/nbs (weighted avg)

Move v into …… of avg.pos

Volume of a mesh

Take a point in the middle of the area and connect this one to all the vertices and calculate the volume of all the new triangles

Add all the triangles which the middelloodlijn hit on the inside subtract all the triangles which the middelloodlijn hit on the outside