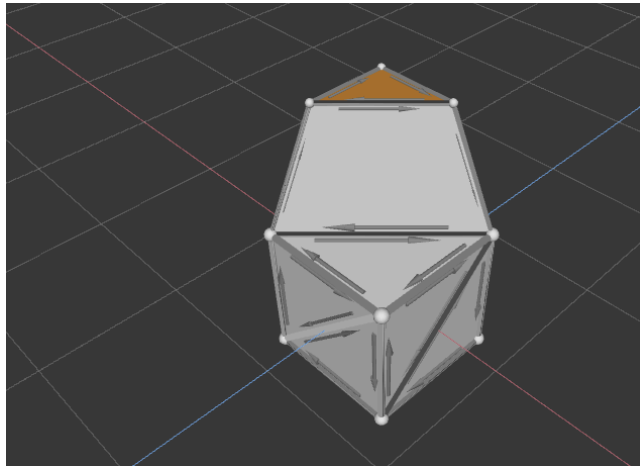


CS248 Assignment 2: Mesh Edit

Anze Wang

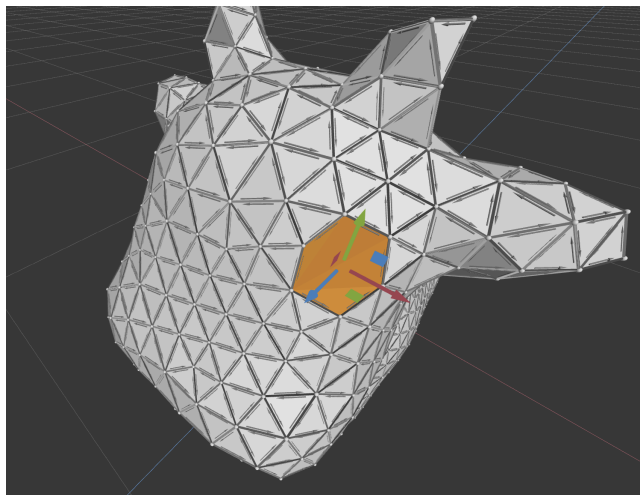
Sunet: wangaz

- FaceBevel - basic task



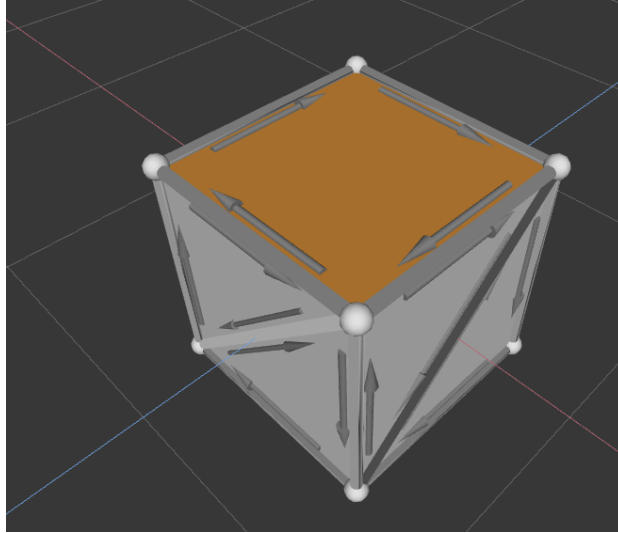
○

- EraseVertex - advanced task



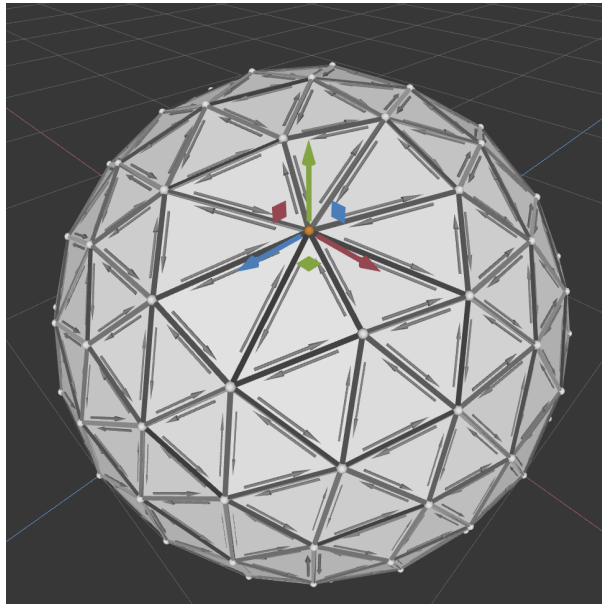
○

- EraseEdge - advanced task



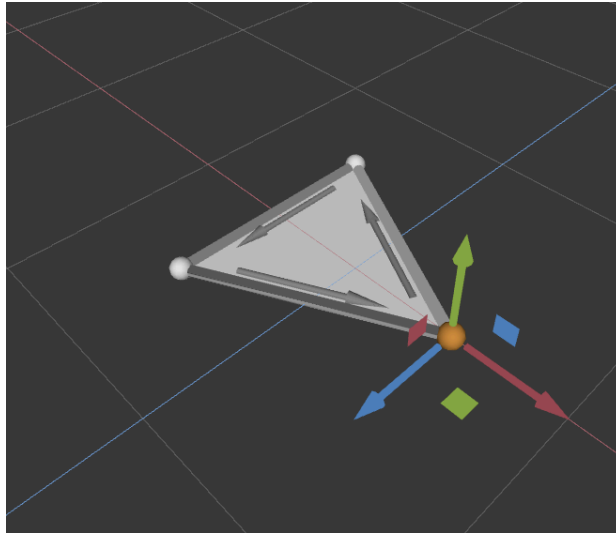
○

- EdgeCollapse - basic task

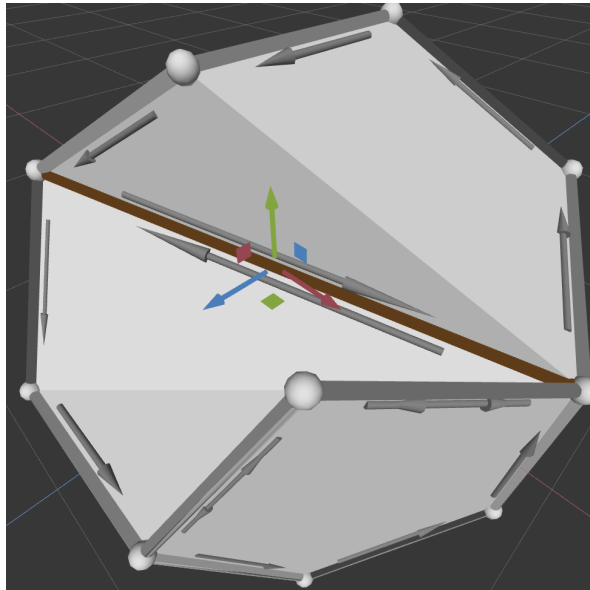


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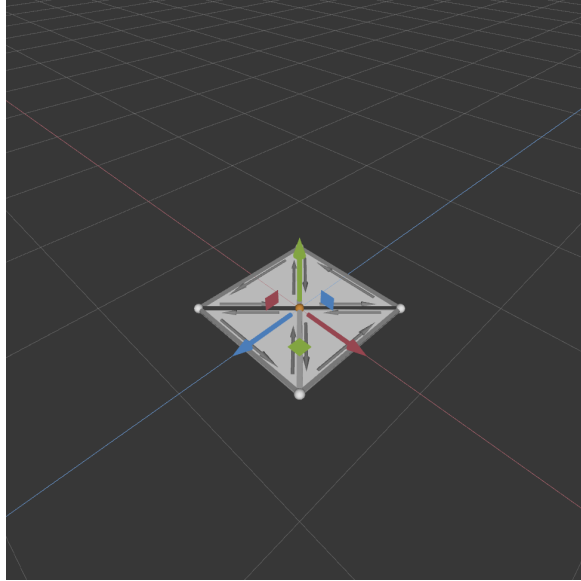
- Collapsing a boundary edge - advanced task



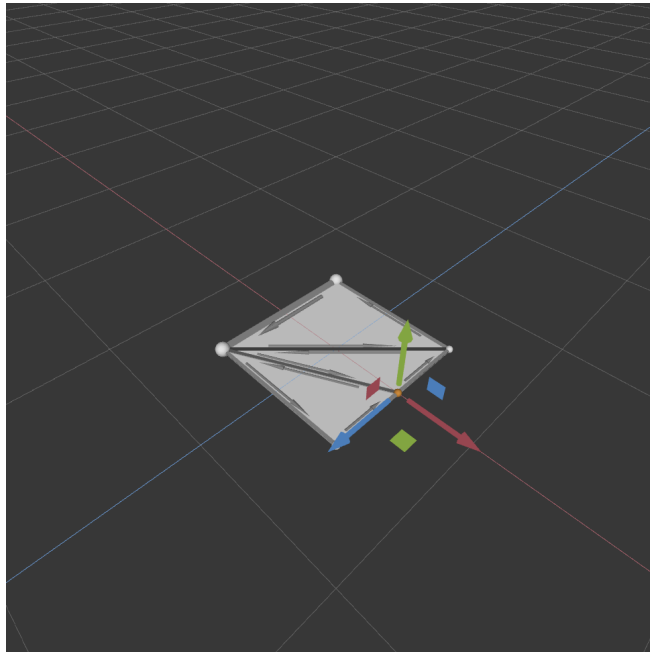
- EdgeFlip - basic task



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- EdgeSplit - basic task

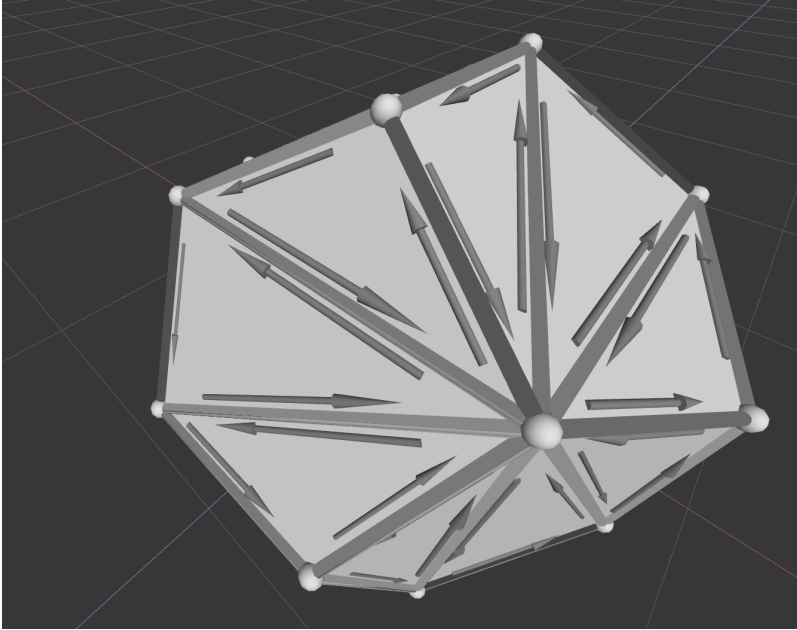


-
- Splitting a boundary edge - advanced task

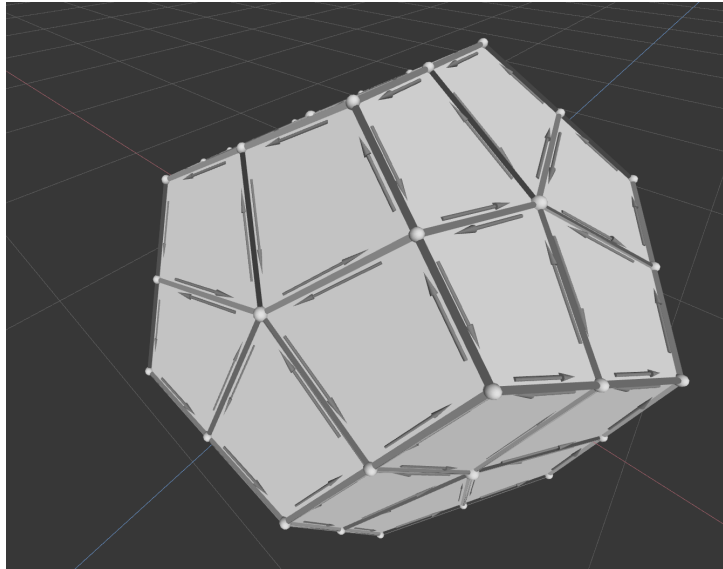


The global operations, and their dependency on local operations, are as follows:

- Triangulation - basic task

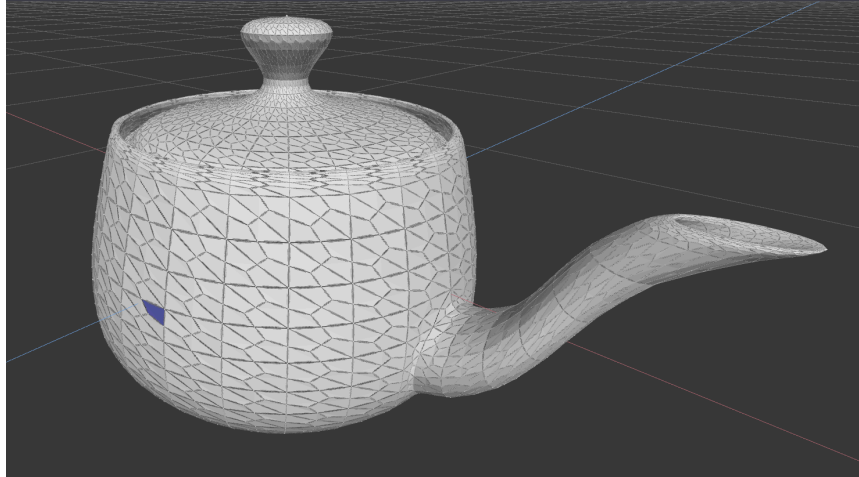


- LinearSubdivision - basic task



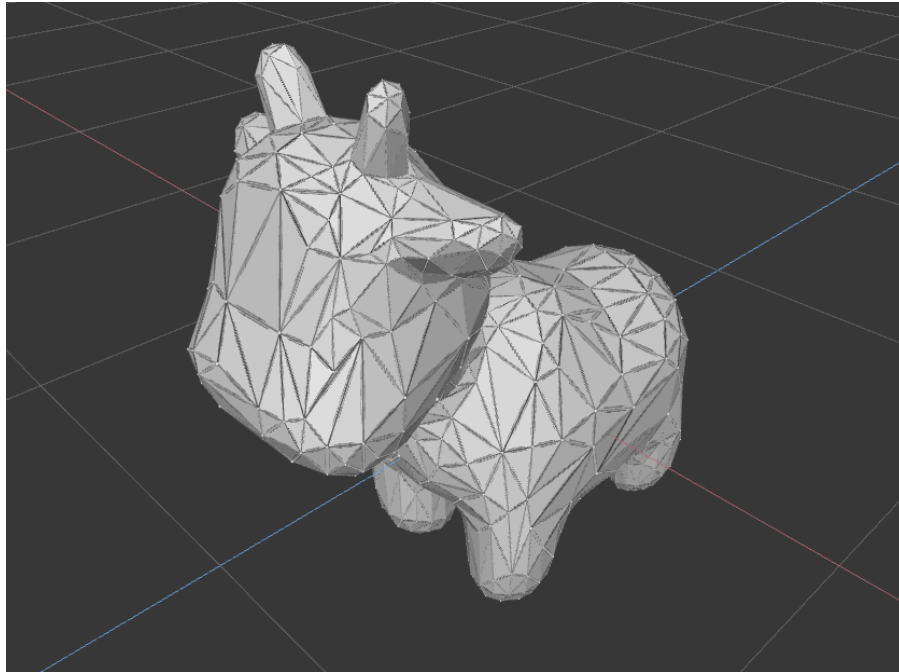
○

- CatmullClarkSubdivision - basic task



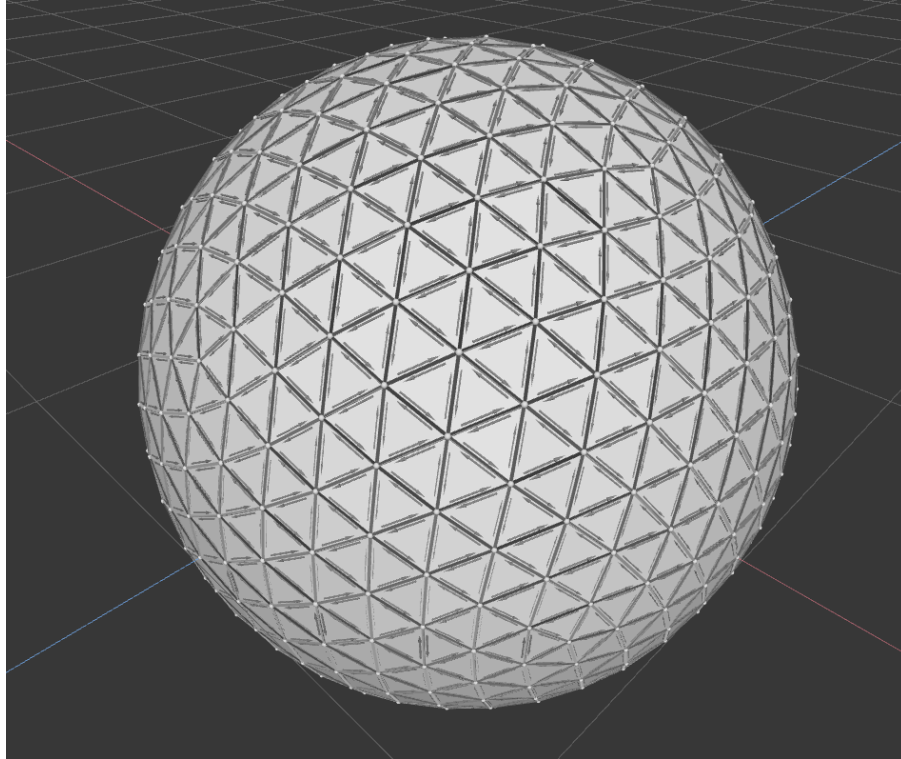
○

- Simplification - basic task

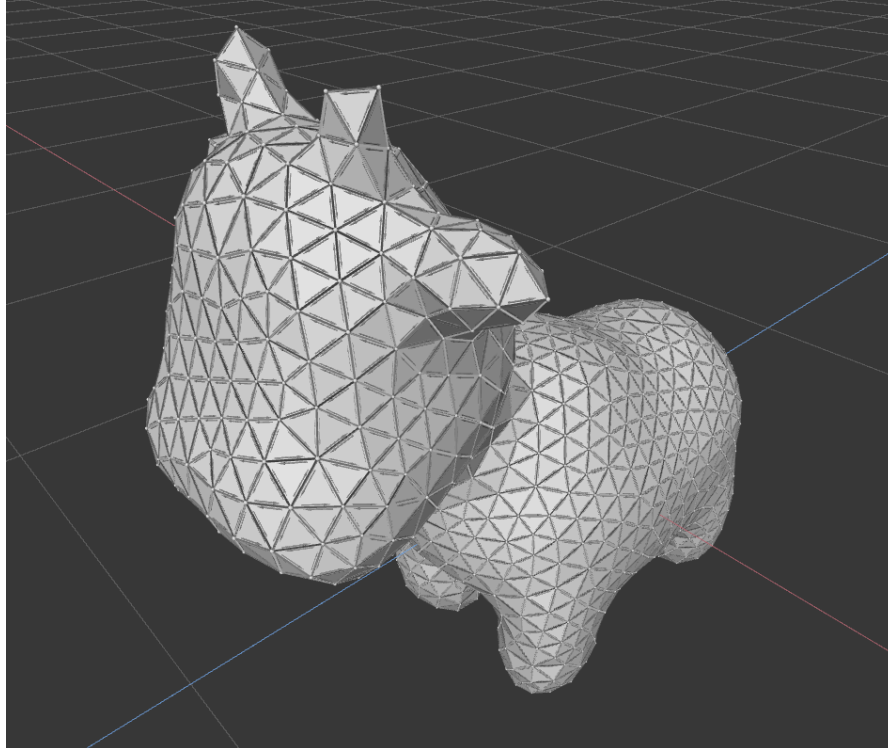


○

- LoopSubdivision - advanced task, depends on EdgeSplit and EdgeFlip



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- IsotropicRemeshing - advanced task, depends on EdgeSplit, EdgeFlip, and EdgeCollapse



My Model

