General Rules and Instructions

Plagiarism Note and Late Policy

Copying code (either from other students or from external sources) is strictly prohibited! We will be using automatic anti-plagiarism tools, and any violation of this rule will lead to expulsion from the class. Late submissions will generally not be accepted. In case of serious illness or emergency, please notify Daniele and provide a relevant medical certificate.

Provided Libraries

For each assignment, you will use the geometry processing library `libigl`, which includes implementations of many of the algorithms presented in class. The `libigl` library includes a set of tutorials, an introduction to which can be found in `tutorial/tutorial.html`. You are advised to look over the relevant tutorials before starting the implementation for the assignments; you are also encouraged to examine the source code of all the library functions that you use in your code to see how they were implemented.

To simplify compilation, we will use `libigl` as a header-only library (note that, if you prefer, you can compile it into a set of static libraries for faster builds at your own risk—this can be brittle on some platforms). This way, all you need to do to install `libigl` is to clone it somewhere and point your `$LIBIGL_ROOT` there. If you don't want to deal with environment variables, `libigl` can also be found if you clone it into your assignment directory's parent directory. All dependencies of `libigl` are included as git submodules, so please follow the installation instructions below carefully (note the '–recursive' clone).

No libraries apart from `libigl` are permitted unless permission is granted in advance.

Installing CMake and LIBIGL

Before we can begin, you must install CMake, the system `libigl` uses for cross-platform builds. If you are using Linux or macOS, I recommend installing it with a package manager instead of the CMake download page. E.g. on Debian/Ubuntu: `sudo apt-get install cmake` or with MacPorts on macOS: `sudo port install cmake`.

Next, choose an installation location for `libigl`. As mentioned above, if you clone it into the parent directory of your assignment repositories, each assignment's CMake scripts will find it automatically. If you place it elsewhere, you will need to set the `$LIBIGL_ROOT` environment variable to point to the cloned `libigl` directory.

Finally, clone `libigl` and all of its dependencies:
`git clone --recursive https://github.com/libigl/libigl.git`. The `--recursive` is needed to bring in the dependencies, which are git submodules.