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.

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 Brew on macOS: `brew install cmake`.

The download of `libigl` is directly taken care of by the cmake system. In the assignment directory, create and enter a build directory with 'mkdir build && cd build'. Then invoking 'cmake ../' will download `libigl` to 'external/' and take care of the configuration. Most of the problems, if any, will be solved by removing '../external/' and redo 'cmake ../'