

2D images



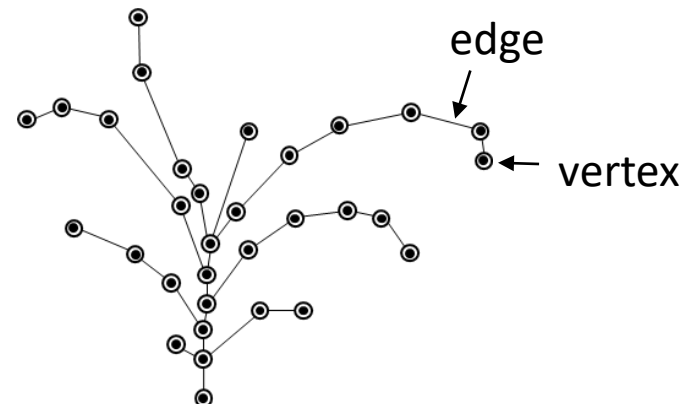
**(a) scatter**

group of  $(x,y)$  points



**(b) raster image**

$(m \times n)$  matrix



**(c) vector graph**

only record edge vertex points

3D models



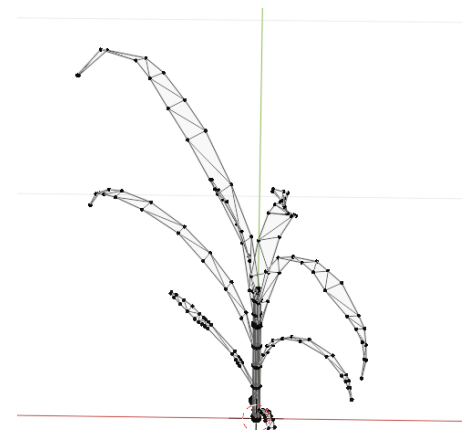
**(d) point cloud**

group of  $(x,y,z)$  points



**(e) voxel model**

$(m \times n \times k)$  matrix



**(f) mesh model**

only record edge vertex points