

Unfolder : HW4

Implemented algorithms :

- Greatest increase cut tree (1)
- Rightmost ascending edge (2)

Problems :

I guess I didn't do the homework correctly because my results are not good. For the second algorithm, for each tries the results are the same, I don't know why.

Results:

The images are in the same folder as the report.

Models used:

- Ball tiny (1 : 36 overlaps, 2: 89, f: 0, s: 0)
- Cone (1: 0, 2: 2, f: 0, s: 0)
- Cylinder (1: 0, 2: 13, f: 0, s: 0)
- Geodesic sphere 4 (1: 13, 2: 38, f: 0, s: 0)
- Cube-05 (1: 0, 2: 0, f: 0, s: 0)

With 100 tries

- 1up-mushroom (1: 89, 2: 114, f: 76, s: 37)
- Bunny-348 (1: 139, 2: 302, f: 157, s: 196)
- Pooh-389 (1: 449, 2: 1310, f: 267, s: 419)
- Hand-336 (1: 273, 2: 642, f: 291, s: 446)
- Kitten-122 (1: 148, 2: 132, f: 18, s: 59)