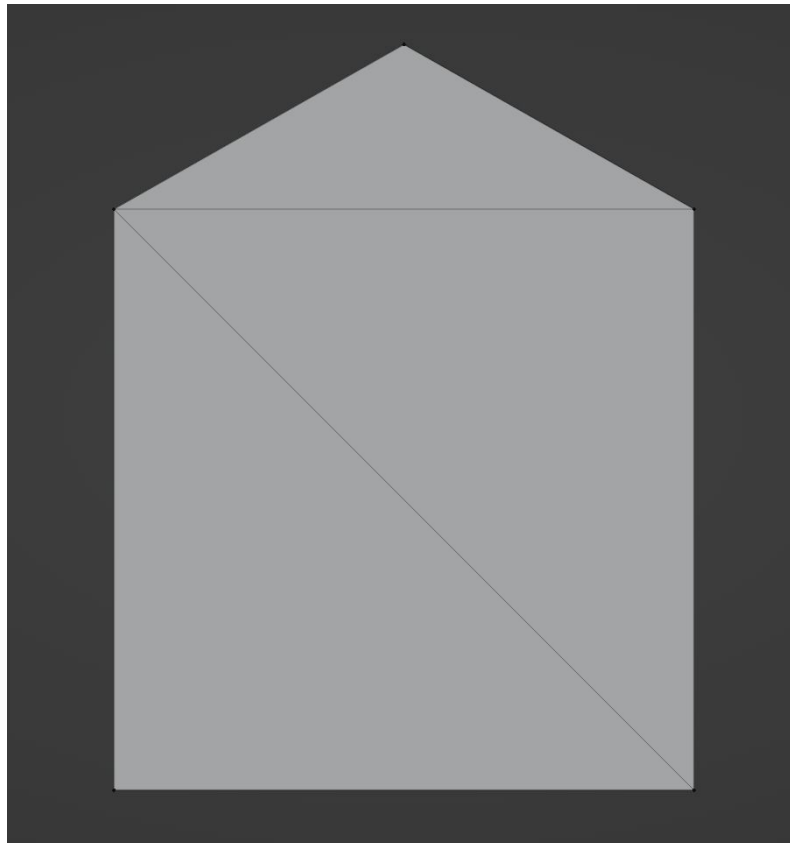
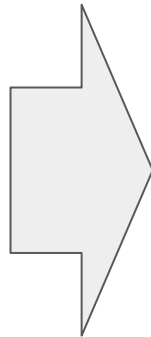
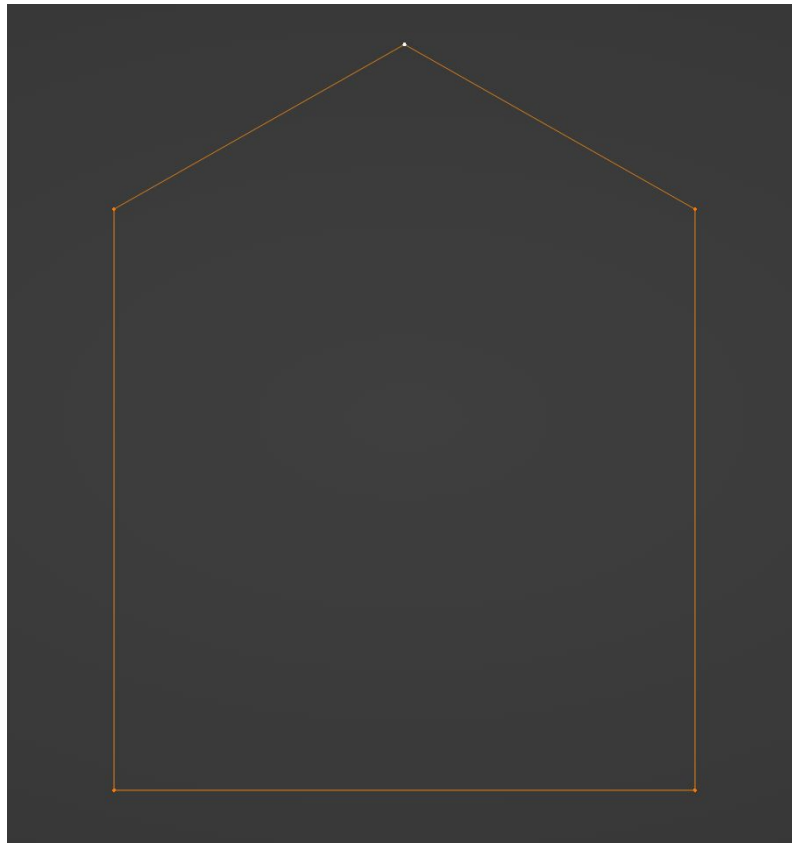


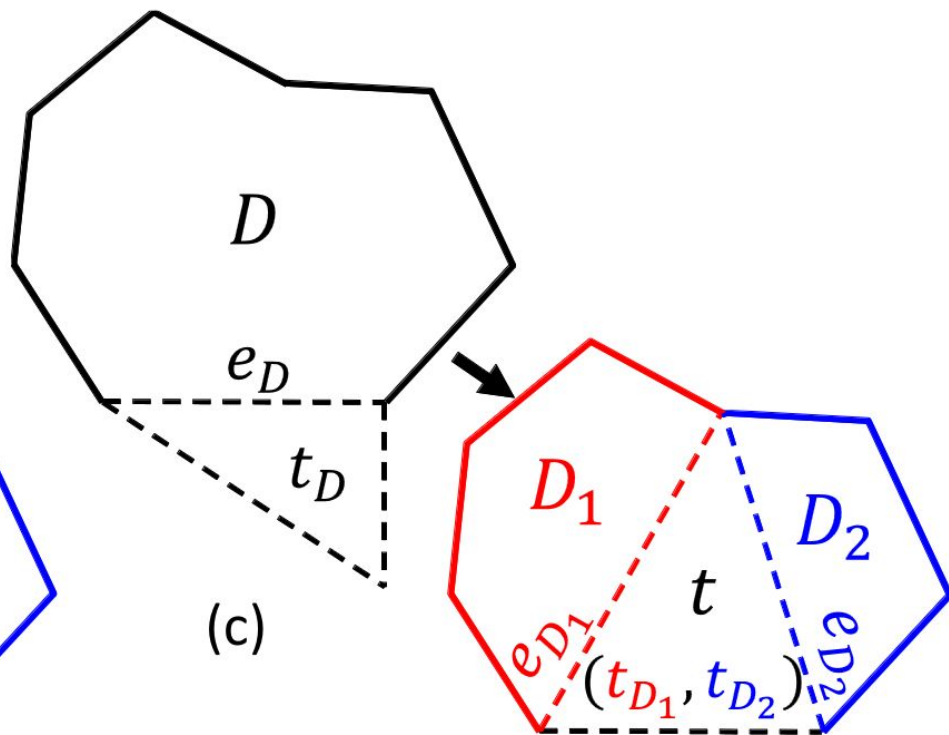
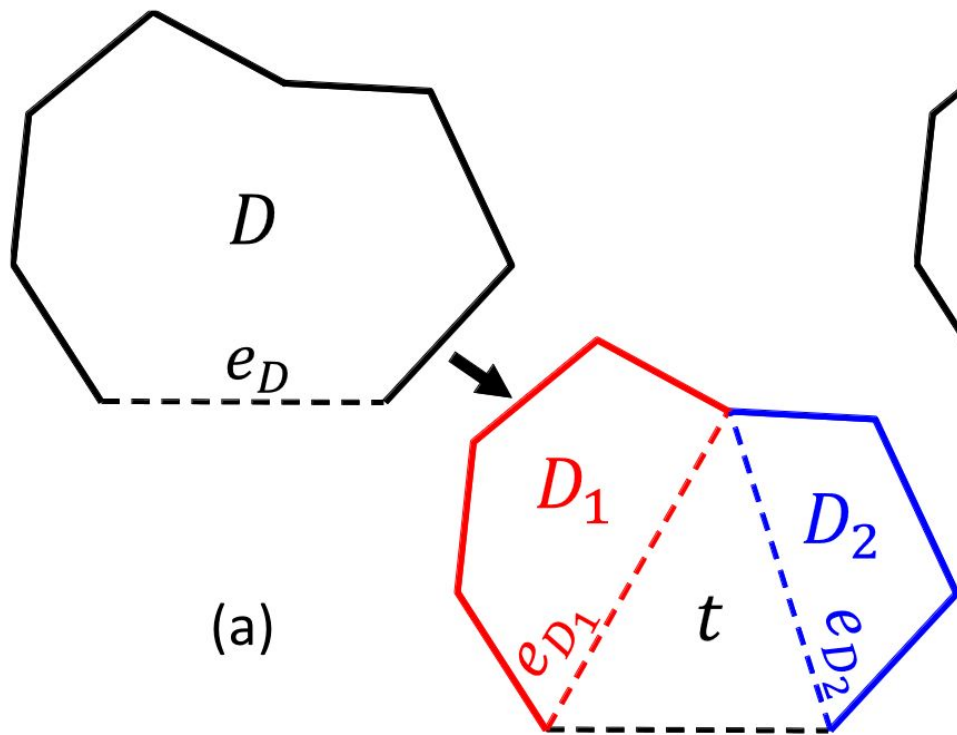
# Polygon triangulation

In Blender

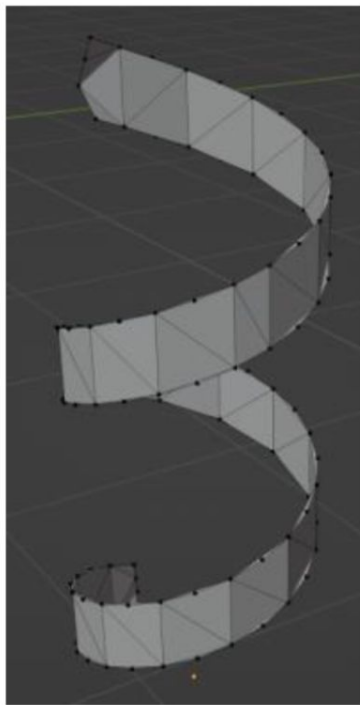
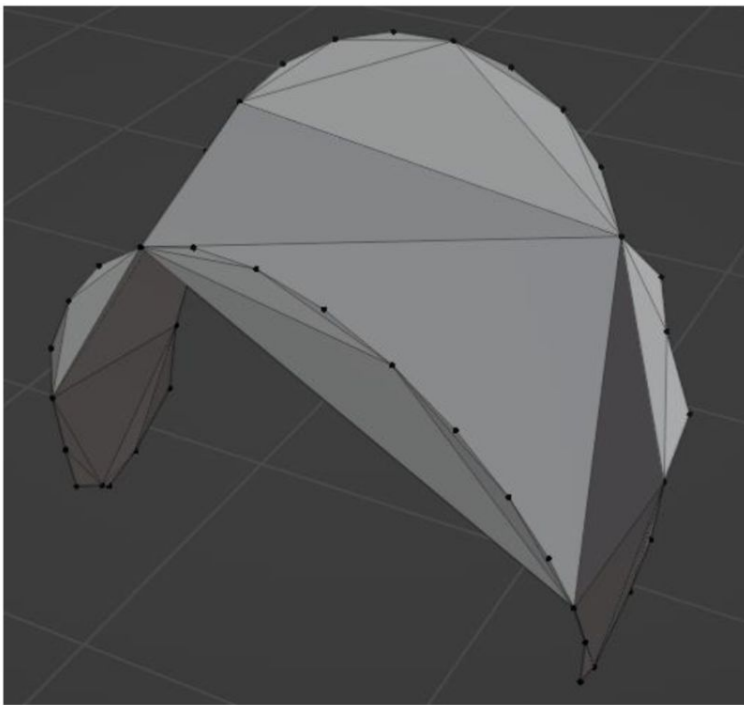
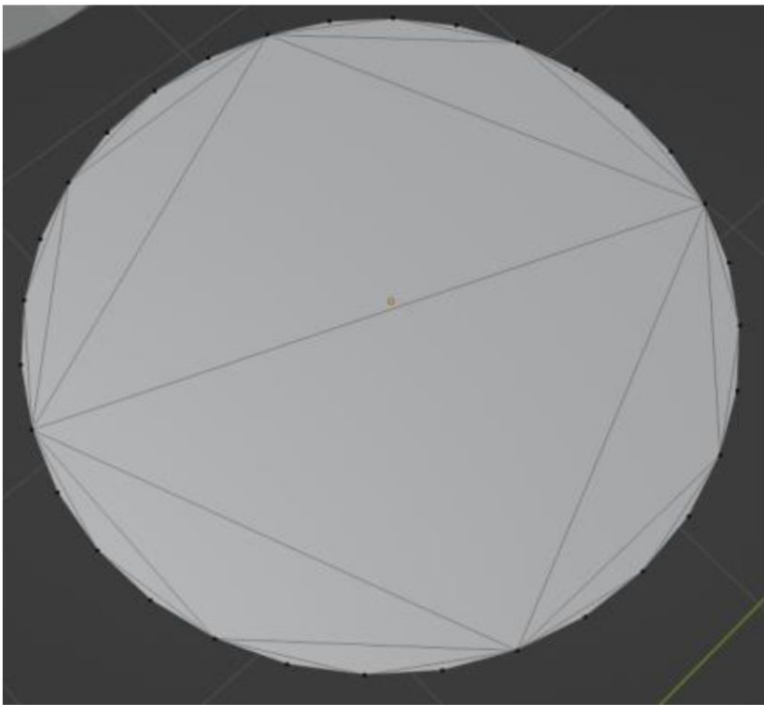
# What?



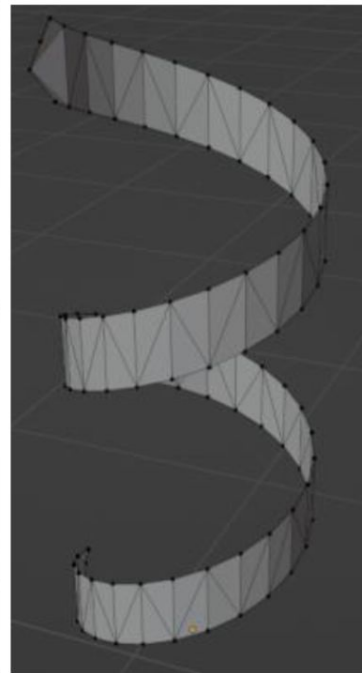
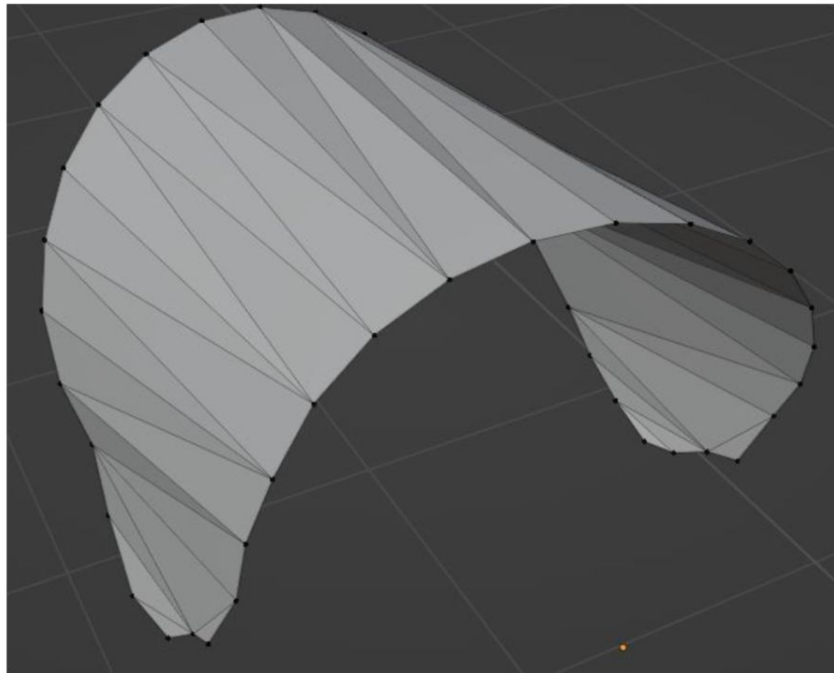
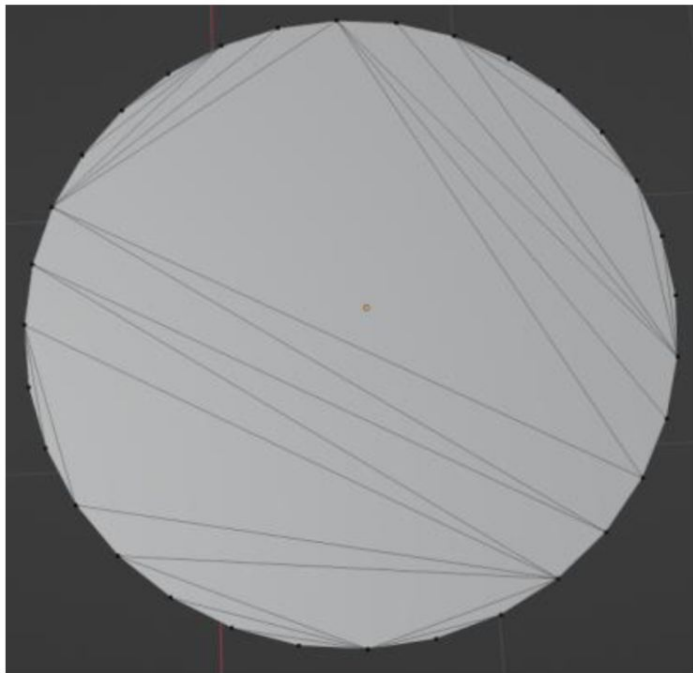
How?



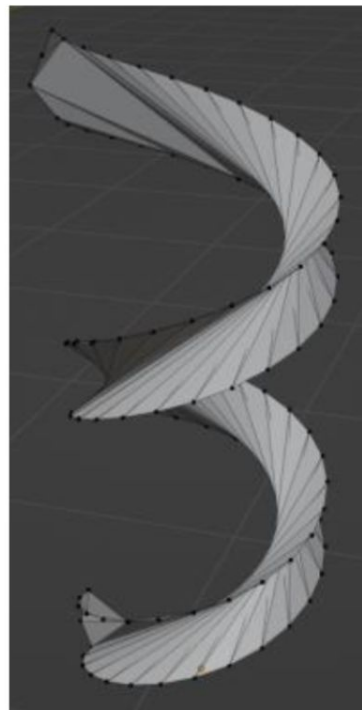
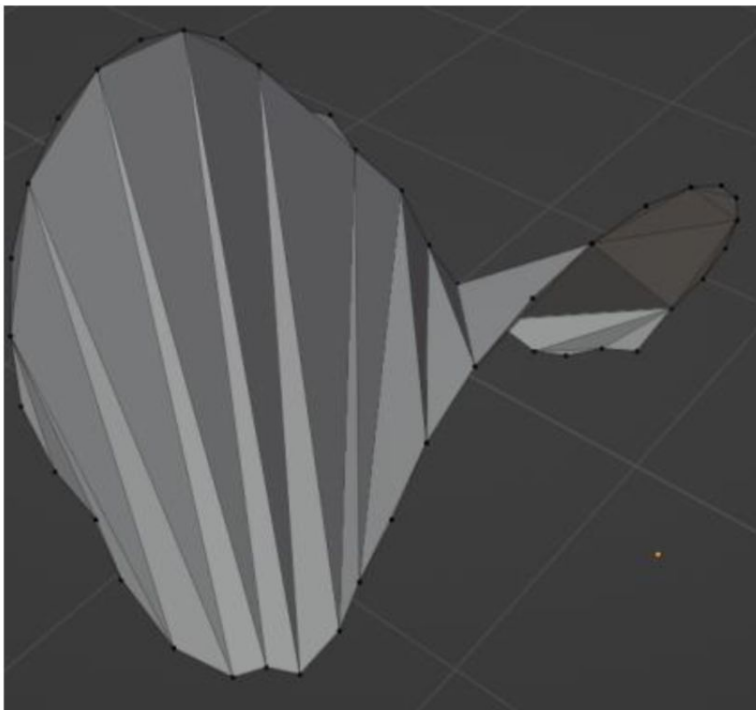
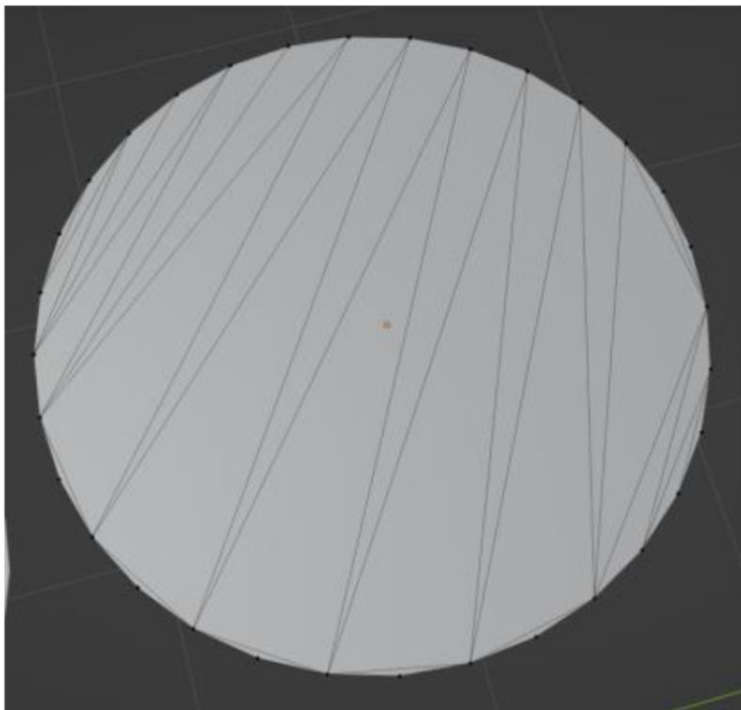
# DeLaunay



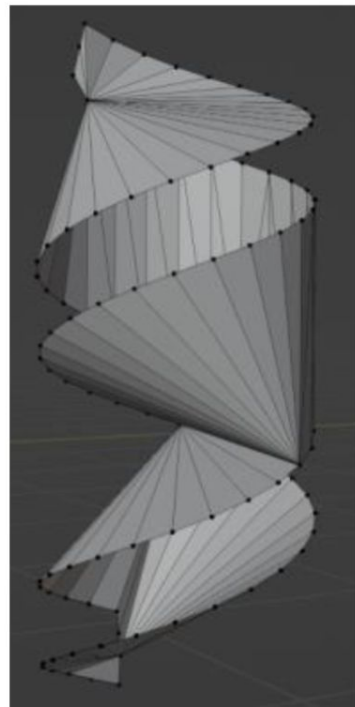
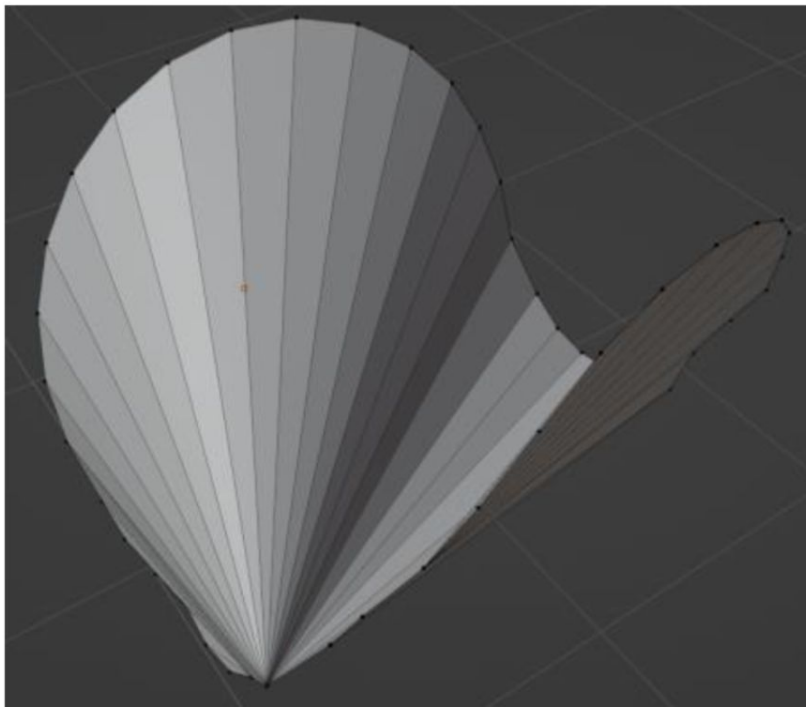
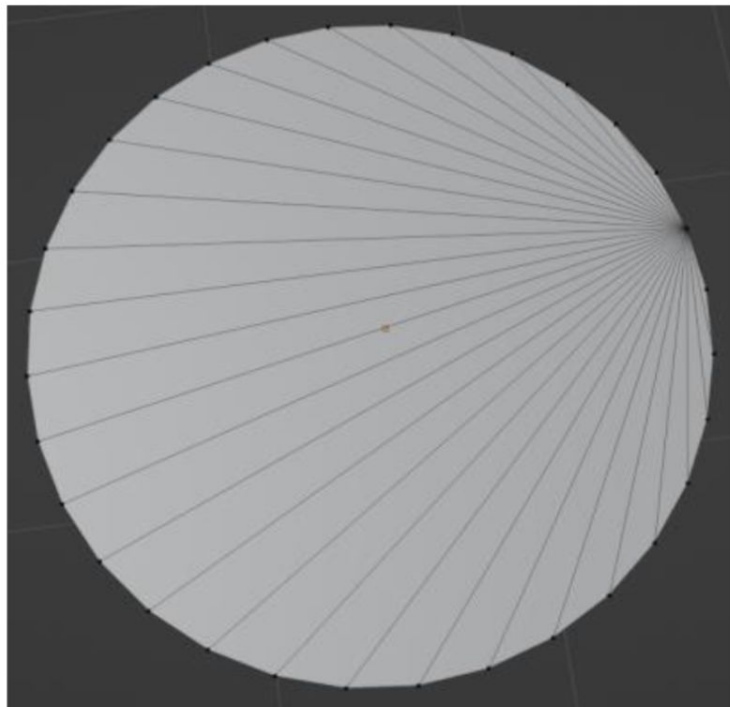
# Minimum area



# Maximum dihedral angle



# Minimum dihedral angle



# Who?

**Bc.** Marek Mudroň - xmudro04

**Bc.** Matej Kunda - xkunda00

**Bc.** Samuel Repka - xrepka07