## Alan Adrian Malagan Baeza 6CV2 2021630433 $3 \times = -\cos(t), y = \sin(t)$ V,=W,=Vz=W4 Wz=-Vz=-W4=V4 V3=W2=W3=V4 M:=(PiQiViW;)

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3 Faces missing

Vertex table

Vo - Vox , Voy , Voz

V1= V1x , V14 , V12

V2= V2x , V24 , V22

V3= V3x , V34 , V32

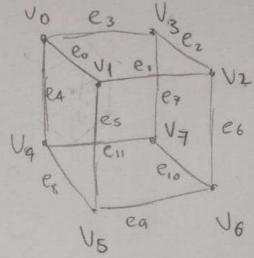
V4= V4x , V44 , V42

V5= V5x , V54 , V52

V6= V6x , V64 , V62

V7= V7x , V74 , V72

V7= V7x , V74 , V72



Edge table

eo: Vo, Vi

e1: U, Vt

ez: Uz, U3

e3: V3, Vo

C4. V0, V4

es: VI, Us

1e6: Uz, U6

67: N3, N7

eq: Va, Vs

eq: Vs, V6

C10: V6, V7

P11: V7, V4

Suiface table

So: Vo, V3, Uz, V1

S, : U3, V7, V6, V2

52 : V7, V4, U5, V6

S3: U4, V0, V1, V5

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math P = 0 T = 5=20 P = 1 P = 20 P = 1 P = 20 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2 P = 2