An Implementation of Halfedge Data Structure in Catmull-Clark Subdivision for 2-Manifold Single-sided Surface

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1 Introduction

Contents of Introduction.

Add later.

Problem statement. 1. Motivation of writing this program: Emulation of sculptures. 2. Describe the rendering problem of Continuum on SLIDE.

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- 2.1 Vertex, Halfedge, and Face
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- 3 Catumll-Clark Subdivision
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