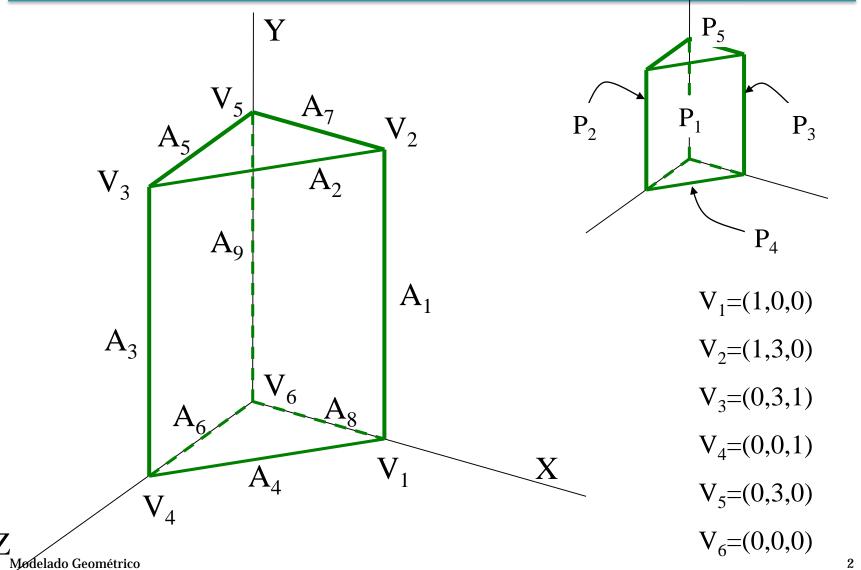




# Modelado Geométrico

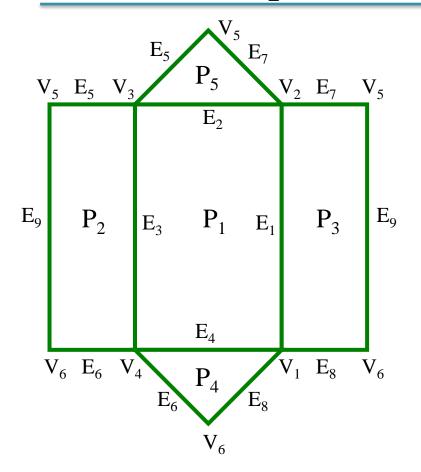
Ejercicios de clase

## Obtener la representación explícita, de punteros a la lista de vértices y de punteros a la lista de aristas





## Modelado explícito (Anti-horario)



$$V_1 = (1,0,0)$$
  $V_2 = (1,3,0)$ 

$$V_3 = (0,3,1)$$
  $V_4 = (0,0,1)$ 

$$V_5 = (0,3,0) \quad V_6 = (0,0,0)$$

<b>D</b> .			
$\mathbf{P}_1$	1	0	0
	1	3	0
	0	3	1
	0	0	1

D				
$P_2$	0	0	1	
	0	3	1	
	0	3	0	
	0	0	0	

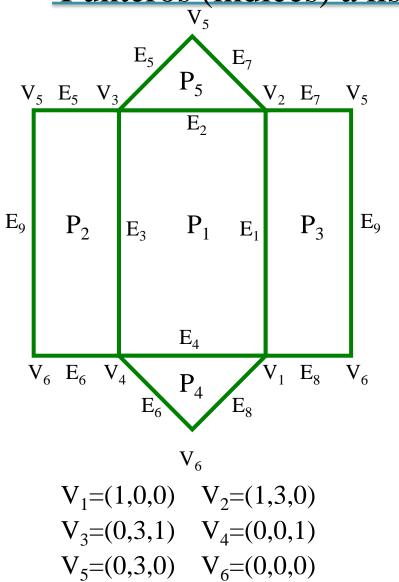
D.			
$P_3$	0	0	0
	0	3	0
	1	3	0
	1	0	0

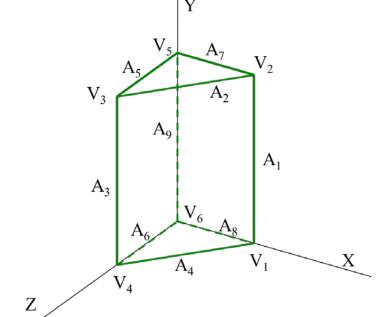
0	0	0
1	0	0
0	0	1

D.			
P <sub>5</sub>	1	3	0
	0	3	0
	0	3	1



### Punteros (índices) a lista de vértices (Anti-horario)





#### Vértices

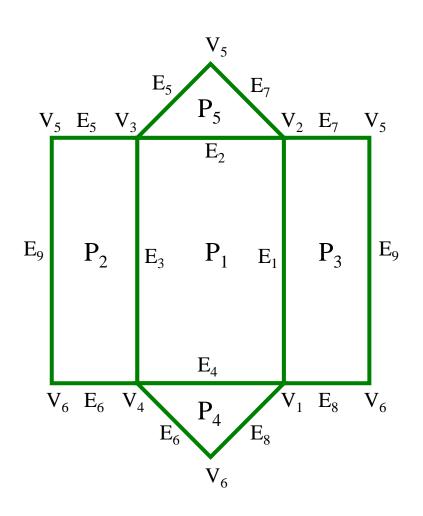
1	1	0	0
2	1	3	0
3	0	3	1
4	0	0	1
5	0	3	0
6	0	0	0

### Polígonos

1	1	2	3	4
2	3	5	6	4
3	1	6	5	2
4	1	4	6	
5	2	5	3	



### Punteros (índices) lista de aristas (Anti-horario)



$$V_1 = (1,0,0) \quad V_2 = (1,3,0)$$

$$V_3 = (0,3,1)$$
  $V_4 = (0,0,1)$ 

$$V_5 = (0,3,0) \quad V_6 = (0,0,0)$$

#### Aristas

	$\mathbf{v}_{\mathrm{s}}$	v <sub>e</sub>	p <sub>i</sub>	$p_d$
1	1	2	1	3
2	2	3	1	5
3	3	4	1	2
4	4	1	1	4
5	3	5	2	5
6	4	6	4	2
7	2	5	5	3
8	1	6	3	4
9	6	5	3	2

#### Vértices

1	1	0	0
2	1	3	0
3	0	3	1
4	0	0	1
5	0	3	0
6	0	0	0

#### Polígonos

1	1	2	3	4
2	3	5	9	6
3	1	8	9	7
4	4	6	8	
5	2	7	5	