Chapter 1

Experiments

In this section, the frame field generation applied to a cuboid with some different metrics is discussed.
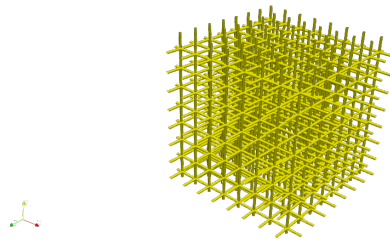

Figure 1.1. Idea of quadrangulation with integer-grid maps in 2D

Constant metric

- As a sanity check, we start with the constant metric everywhere.
  constant metric everywhere -¿ no singularities

- linearly increasing metric in z-axis, isotropic scaling

- 2d example anisotropic scaling, constant-linear-constant

- larger cubes at the edges of the cube, isotropic scaling