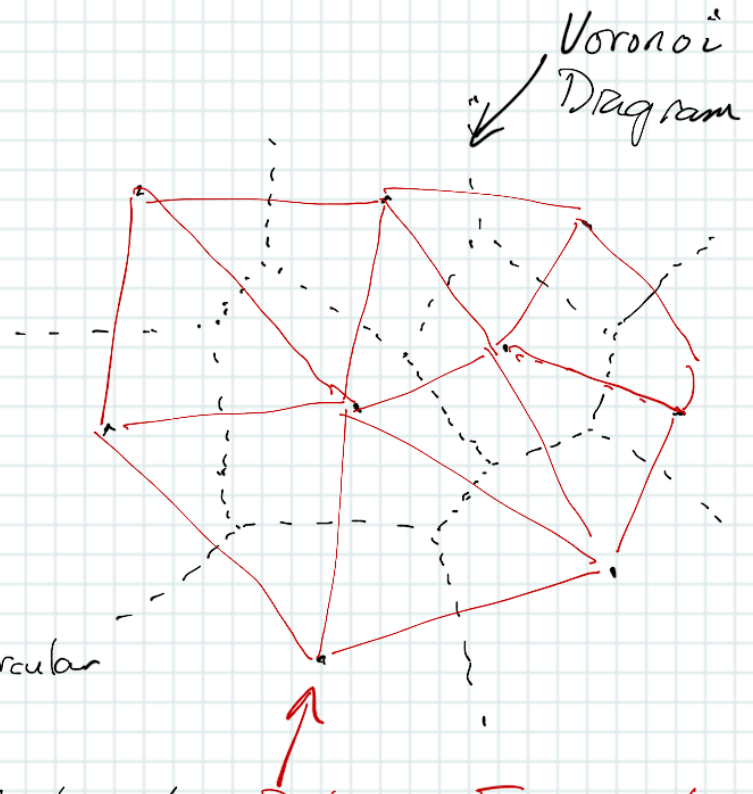
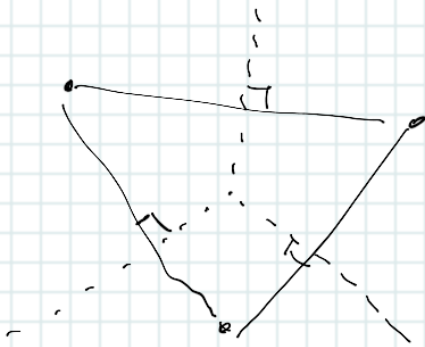
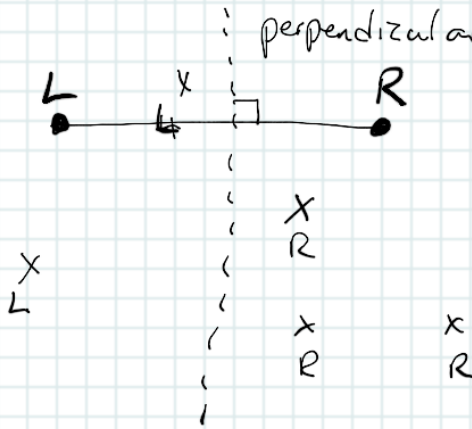


Voronoi Diagrams

Given a set of points $P = \{p_i\}$ and a manifold M

Define $Vor(i) = \{x \in M : \text{dist}(x, p_i) < \text{dist}(x, p_j) \ \forall j \neq i\}$

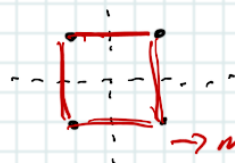


Notice these regions are roughly circular

Voronoi Diagram is the planar dual graph of the Delaunay Triangulation!

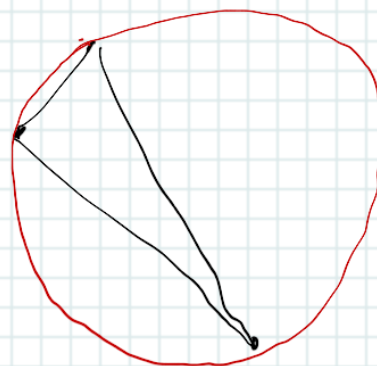
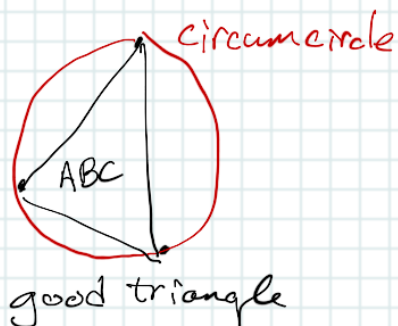
Delaunay Triangulation

Barring degenerate cases, the Delaunay is always a triangulation



→ move a vertex a small random amount → Δ^n

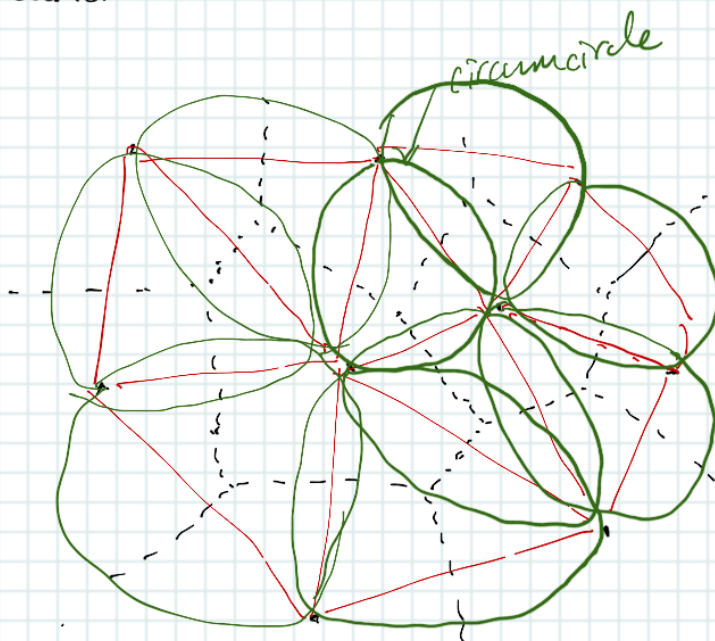
Given a triangle ABC , the circumcircle is the circle that passes through A , B , and C . It is unique as long as A, B, C are not collinear & the closer the Δ is to equilateral, the smaller the circle is.



so circumcircle is related to triangle quality

Empty Circle Property:

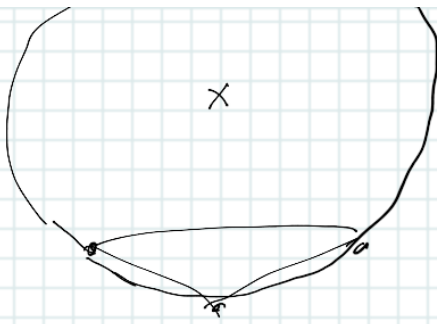
If ΔABC is a Delaunay Triangle, then no other point p_j is in ΔABC 's circumcircle



if P is inside, use ABP, PBC instead of ABC
 \rightarrow better quality

Corollary: Delaunay Triangulations give you good quality meshes

- oh, this also works in 3D to generate good tet meshes
 \rightarrow so many tet meshes are generated this way



at boundary,
circumcircle is often
outside

→ in the middle, it may be

Algorithms: They exist.

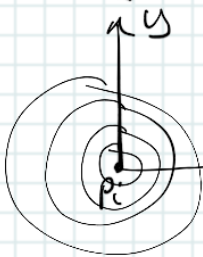
They're messy.

They're fragile. — they break easily in IEEE float

They're $O(n \lg n) - O(n^2)$ ↳ entire complex may be incorrect

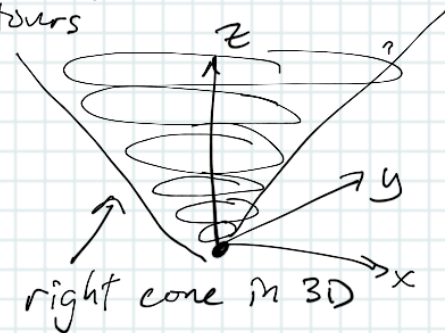
Conclusion: use a library (eg. CGAL)

cheap hack:

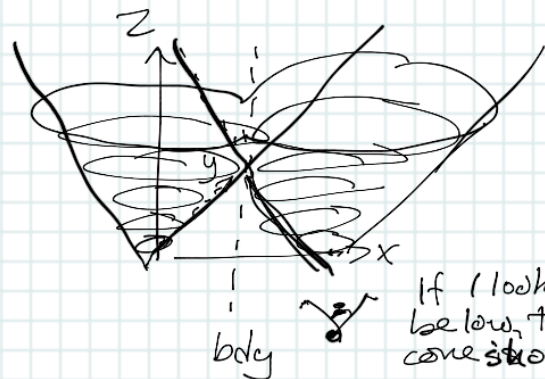
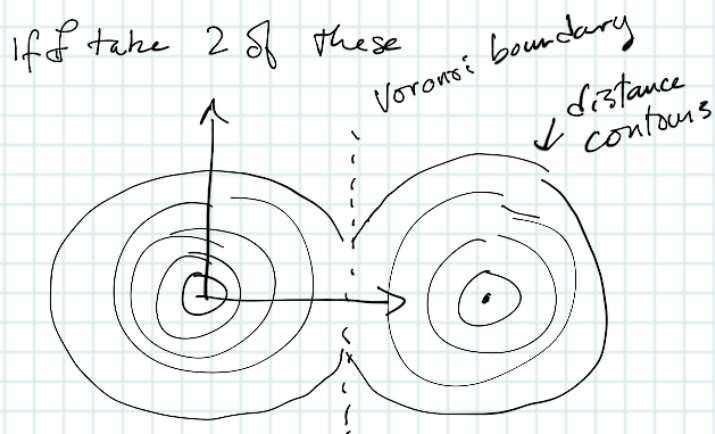


Draw some circles around a point p_i

← those look like contours

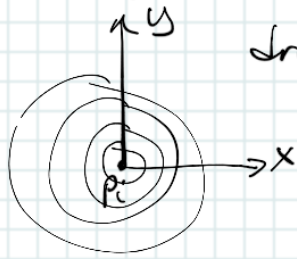


right cone in 3D



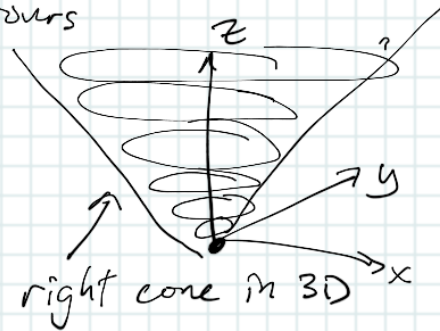
If I look from
below, the closest
cone shows the closest
point

cheap hack:

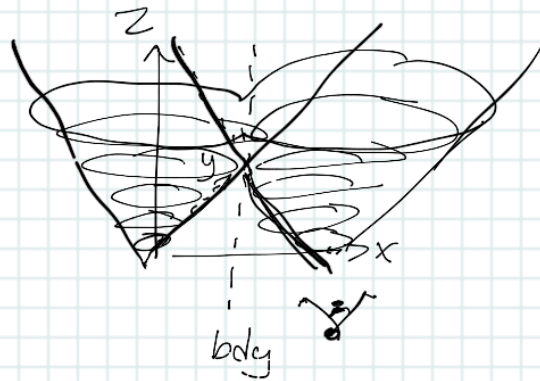
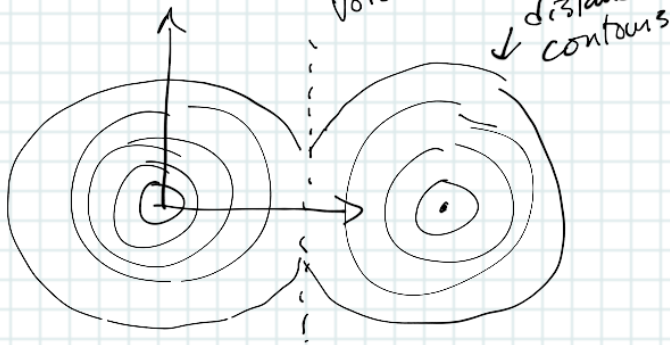


draw some circles around a point p_i

← these look like contours



If I take 2 of these



From below, the closest cone determines which point p_i a pixel belongs to

Hack: Render a cone at each point in different colours
 Depth buffer takes care of finding lowest value / distance
 Colour determines the Voronoi region
 Work out the D.T. from there (Ming Lin)