## **Digital Geometry Processing**

# Homework 1

Due Date: March 11, 2016

## **Important things:**

- Before you start this homework, please read this document carefully, and make sure your submission meets all requirements.
- You should submit the **code** and a simple **document** to describe the runtime environment and the functions you have finished.
- Please compress the submission and rename it as "2015XXX\_Name.zip".
- You will only get 90% of the score if your submission is out of the due date.

## Task 1: DGP\_Load() (15 Point)

Write a function or a class to load the .off file and .obj file.

#### A. Input:

A file in any format.

#### **B.** Output:

A structure including:

the coordinates of vertices,

the face list,

the edge list I (the indexes of vertices connected by each edge),

the edge list II (the indexes of faces beside each edge),

the number of face.

the number of vertices,

the number of edges.

#### C. Test:

Filename: "Introduction Test shape.txt"

File format:

Line#1: 1.off or 1.obj

### Task 2: DGP\_Show() (15 Point)

Show a shape with colors.

### A. Input:

a shape, colors of vertices or faces (default: no colors)

#### B. Test:

- B.1 Display the normalized area of each face.
- B.2 Read the labels in the following file.

Filename: "Introduction Test labels.txt"

File format:

Line#1: the label of face 1

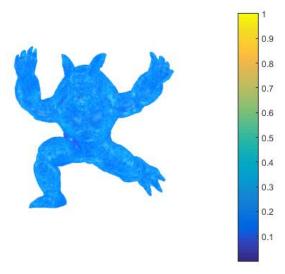
Line#2: the label of face 2

## C. Results:

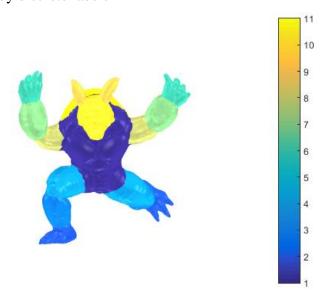
# C.1 Shape display



C.2 Colored by continuous values



# C.3 Colored by discrete labels



# Task 3: DGP\_VerNei() (15 Point)

Find vertex neighbors.

## A. Input:

the index of a vertex.

## **B.** Output:

the indexes of vertices that connect with the input vertex directly, the indexes of faces that surrounding the input vertex.

## C. Test:

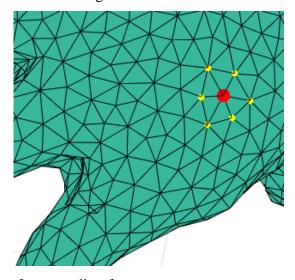
Filename: "Introduction\_Test\_vernei.txt".

File format:

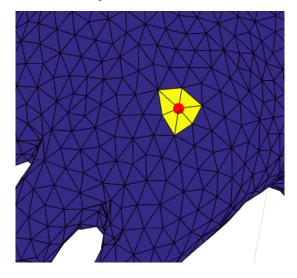
Line#1: 1000

### **D.** Results:

## D.1 The indexes of surrounding vertices



D.2 The indexes of surrounding faces.



## Task 4: DGP\_FaceNei() (15 Point)

Find face neighbors

### A. Input:

the index of a face.

#### **B.** Output:

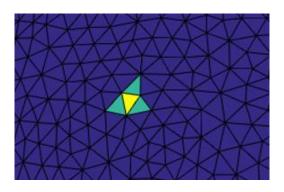
the indexes of faces surrounding the input face.

#### C. Test:

Filename: "Introduction Test facenei.txt"

File format: Line#1: 1000

#### **D. Results:**



Task 5: DGP\_Ver2face() (20 Point)

Find the region formed by given vertices.

#### A. Input:

the set of indexes of vertices,

a flag to indicate whether a face can be selected if given its two vertices.

### **B.** Output:

the set of indexes of faces in the region.

#### C. Test:

Filename:"Introduction Test ver2face.txt"

File format:

Line#1: the index of vertex 1 Line#2: the index of vertex 2

. . . . . .

### **D. Results:**



# Task 6: DGP\_ShapeValue() (20 Point)

Calculate the properties of the shape.

## A. Input:

a shape.

## **B. Output**: a structure including:

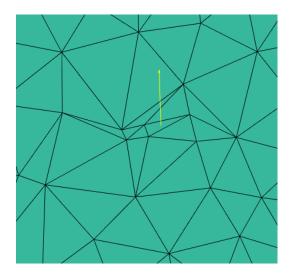
the area of each face. the normal of each face. the length of each edge.

# C. Test:

Filename: "Introduction\_Test\_facenorm.txt".

File format: Line#1: 1000

### **D. Results:**



Ending