COMP4901T HW2 Write-up

HUANG Junkai, 20676520, jhuangce@connect.ust.hk

October 10, 2021

1 Catmull-Clark Subdivision Implementation

2 Load Quadrilateral Mesh

1. The existing Viewer3D::addFace() function can only construct triangular mesh. I wrote another Viewer3D::addFace() function that can load a quadraliteral mesh.