

1. Install and get an overall look of meshlab
2. Learn the file format OFF
3. Create a cube in OFF
4. Create a sphere in OFF
5. Generate a sphere subdividing the faces of a tetrahedron
6. Generate a "sphere" by running several times Catmull-Clark, starting from a cube
7. Generate a "sphere" by running several times the algorithm of Loop. For this, triangulate the quadrilaterals of the exercise 4.
8. Implement the algorithm of marching squares, in order to draw an implicit curve. Use, for this, the same implicit curve that was presented in the slides