

CIS 410/510: Project #6B

Due November 7<sup>th</sup>, 2015

(which means submitted by 6am on November 8th, 2015)

Worth 5% of your grade

2%: committing correct cases to SVN (part 2 below)

3%: working proj6A.cxx (part 3 below)

Important: you must complete part2 by Nov. 7<sup>th</sup>. After that, you will not be able to earn credit for that portion (as I will insert the correct answers for you).

Assignment:

- 1) Using Subversion, checkout the files for this project.
  - a. 410 students:  
svn co svn+ssh://USERNAME@ix.cs.uoregon.edu/home/users/hank/SVN/mc410
  - b. 510 students:  
svn co svn+ssh://USERNAME@ix.cs.uoregon.edu/home/users/hank/SVN/mc510
- 2) We are crowdsourcing the marching cubes tables. Your name is associated with ~10 cases if you are in 410 and ~20 cases if you are in 510. Find each instance and replace it with the correct answers.
  - a. As we discussed in class, one solution to the ambiguity problem is to enforce conventions for how to perform a split along the diagonal for ambiguous cases.
  - b. We will not pursue that solution. Instead, we will expect that people put forward the “simplest” solution.
  - c. I put a program on ix called ~hank/case\_checker. It can help verify your solution.
  - d. That said, its reference implementation follows (a), where we are going to do (b). So it might not be helpful to you in complex cases.
- 3) Extend your proj6A.cxx to work with 3D data.
  - a. In 6A, you implemented 16 cases to work with 2D quads. As per step #2, you will only be implementing a subset of the cases for 3D, and using other’s solutions yourself.
  - b. In 6A, you used a module for setting up lines. I have created a new version for setting up triangles (see TriangleList.h).
  - c. You should test with the data file test\_data.vtk and isoval == 0.5. That will give you over 400 instances of each case.
- 4) After all of the cases are in, we will have a functional version of marching cubes.
- 5) Two parts to submission:
  - a. Commit the solutions for all of your cases to SVN.
  - b. Upload to Canvas your source code and a screenshot of it working (with isoval == 3.2 and test data proj6B.vtk). Make sure to cross-reference with the correct image posted on the website. Not everyone will have their cases in by Nov 7<sup>th</sup>, but I anticipate enough committed that your isosurfacers can produce a good picture.