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| FH Wedel - Medieninformatik |
| Convex Hull in 3D |
| Computational Geometry |

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| Jonas Sorgenfrei – MINF101767  [Datum] |



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# Introduction

This chapter is for introduction into the necessary basics of the math and logic for understanding 3D space and the computation of the convex hull.

# Convex Hull Overview

# Convex Hull in 3D

## Complexity

## Computation

## Analysis

# Computer Graphic Applications

# References

Repository:

<https://github.com/jonassorgenfrei/convexHull3D>

Repo:

<https://gist.github.com/msg555/4963794>

Info:

<https://doc.cgal.org/latest/Convex_hull_3/index.html>

<https://www.cs.ubc.ca/~lloyd/java/quickhull3d.html>