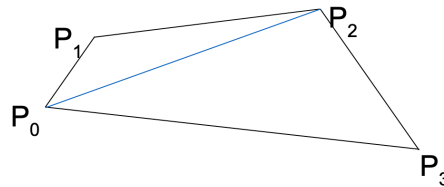


# Newell's method

Goal: Need to find the normal for a possibly non-planar polygon.

Let's look at a quadrilateral as an example. Divide the quadrilateral into two triangles.



Find the normal for each triangle and add them together (this gives a scaled version of the average normal).

The normal for the triangle made up of P<sub>0</sub>, P<sub>1</sub>, and P<sub>2</sub> is,

$$\begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ x_1 - x_0 & y_1 - y_0 & z_1 - z_0 \\ x_2 - x_0 & y_2 - y_0 & z_2 - z_0 \end{vmatrix}$$

For the x component of the normal, the value is  $(y_1 - y_0)(z_2 - z_0) - (y_2 - y_0)(z_1 - z_0)$ .

Similarly, for the triangle made up of P<sub>0</sub>, P<sub>2</sub>, and P<sub>3</sub>, the x component of the normal is  $(y_2 - y_0)(z_3 - z_0) - (y_3 - y_0)(z_2 - z_0)$ .

The total normal is the sum of the previous two expressions:

$$\begin{aligned} & (y_1 - y_0)(z_2 - z_0) - (y_2 - y_0)(z_1 - z_0) + \\ & (y_2 - y_0)(z_3 - z_0) - (y_3 - y_0)(z_2 - z_0) = \\ & y_1 z_2 - y_1 z_0 - y_2 z_1 + y_0 z_1 + y_2 z_3 - y_0 z_3 - y_3 z_2 + y_3 z_0 \end{aligned}$$

Add and subtract (giving a zero-sum change) terms of  $y_0 z_0$ ,  $y_1 z_1$ ,  $y_2 z_2$ ,  $y_3 z_3$ :

$$y_1 z_2 - y_1 z_0 - y_2 z_1 + y_0 z_1 + y_2 z_3 - y_0 z_3 - y_3 z_2 + y_3 z_0 + y_0 z_0 - y_0 z_0 + y_1 z_1 - y_1 z_1 + y_2 z_2 - y_2 z_2 + y_3 z_3 - y_3 z_3$$

Rearrange terms for grouping:

$$\begin{aligned} & y_0 z_0 + y_0 z_1 - y_1 z_0 - y_1 z_1 + \\ & y_1 z_1 + y_1 z_2 - y_2 z_1 - y_2 z_2 + \\ & y_2 z_2 + y_2 z_3 - y_3 z_2 - y_3 z_3 + \\ & y_3 z_3 + y_3 z_0 - y_0 z_3 - y_0 z_0 \end{aligned}$$

Grouping the previous expression in the "right" way gives the normal as

$$(y_0 - y_1)(z_0 + z_1) + (y_1 - y_2)(z_1 + z_2) + (y_2 - y_3)(z_2 + z_3) + (y_3 - y_0)(z_3 + z_0)$$

This expression can be generalized to

$$\sum (y_i - y_j)(z_i + z_j) \text{ where } j = (i+1) \% n.$$

There are similar expressions for the y component ( $\sum (z_i - z_j)(x_i + x_j)$ ) and the z component ( $\sum (x_i - x_j)(y_i + y_j)$ ) of the normal.