



WIKIPEDIA
The Free Encyclopedia

[Main page](#)
[Contents](#)
[Featured content](#)
[Current events](#)
[Random article](#)
[Donate to Wikipedia](#)
[Wikipedia store](#)

Interaction
[Help](#)
[About Wikipedia](#)
[Community portal](#)
[Recent changes](#)
[Contact page](#)

Tools
[What links here](#)
[Related changes](#)
[Upload file](#)
[Special pages](#)
[Permanent link](#)
[Page information](#)
[Wikidata item](#)
[Cite this page](#)


Print/export
[Create a book](#)
[Download as PDF](#)
[Printable version](#)

Languages
[Add links](#)

[Create account](#) [Log in](#)

Article [Talk](#)

[Read](#) [Edit](#) [View history](#)

Search 

Laplacian smoothing

From Wikipedia, the free encyclopedia

This article is about the mesh smoothing algorithm. For the multinomial shrinkage estimator, also called Laplace smoothing or add-one smoothing, see [additive smoothing](#).



This article **needs additional citations for verification**. Please help [improve this article](#) by [adding citations to reliable sources](#). Unsourced material may be challenged and removed. *(December 2007)*

Laplacian smoothing is an algorithm to [smooth](#) a [polygonal mesh](#).^{[1][2]} For each vertex in a mesh, a new position is chosen based on local information (such as the position of neighbors) and the vertex is moved there. In the case that a mesh is topologically a rectangular grid (that is, each internal vertex is connected to four neighbors) then this operation produces the [Laplacian](#) of the mesh.

More formally, the smoothing operation may be described per-vertex as:

$$\bar{x}_i = \frac{1}{N} \sum_{j=1}^N \bar{x}_j$$

Where *N* is the number of adjacent vertices to node *i*, *x_j* is the position of the *j*-th adjacent vertex and *x_i* is the new position for node *i*.^[3]

See also [\[edit\]](#)

- [Tutte embedding](#), an embedding of a planar mesh in which each vertex is already at the average of its neighbors' positions

References [\[edit\]](#)

- ↑ Hermann, Leonard R. (1976), "Laplacian-isoparametric grid generation scheme", *Journal of the Engineering Mechanics Division* **102** (5): 749–756.
- ↑ Sorkine, O., Cohen-Or, D., Lipman, Y., Alexa, M., Ravi, C., Seidel, H.-P. (2004). "Laplacian Surface Editing". *Proceedings of the 2004 Eurographics/ACM SIGGRAPH Symposium on Geometry Processing*. SGP '04. Nice, France: ACM. pp. 175–184. doi:10.1145/1057432.1057456. ISBN 3-905673-13-4. Retrieved 1 December, 2013. Check date values in: |accessdate= (help)
- ↑ Hansen, Glen A.; Douglass, R. W; Zardecki, Andrew (2005). *Mesh enhancement*. Imperial College Press. p. 404.



This [geometry-related](#) article is a [stub](#). You can help Wikipedia by [expanding it](#).

Categories: [Mesh generation](#) | [Geometry stubs](#)

This page was last modified on 24 July 2015, at 19:08.

Text is available under the [Creative Commons Attribution-ShareAlike License](#); additional terms may apply. By using this site, you agree to the [Terms of Use](#) and [Privacy Policy](#). Wikipedia® is a registered trademark of the [Wikimedia Foundation, Inc.](#), a non-profit organization.

[Privacy policy](#) [About Wikipedia](#) [Disclaimers](#) [Contact Wikipedia](#) [Developers](#) [Mobile view](#)

