

Indexed Face Set

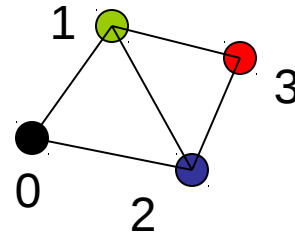
- An IFS is:

- A list of vertices

- coordinates, color, normal, texture coords., ...

- A list of indices interpreted as triangles

- $T0 = (v[i[0]], v[i[1]], v[i[2]]), T1 = (v[i[3]], v[i[4]], v[i[5]]), \dots$



$v: ((x_0, y_0, z_0, r_0, g_0, b_0),$
 $(x_1, y_1, z_1, r_1, g_1, b_1),$
 $(x_2, y_2, z_2, r_2, g_2, b_2),$
 $(x_3, y_3, z_3, r_3, g_3, b_3))$
 $i: (0, 2, 1, 2, 3, 1)$

- Why using an IFS ?

- Compactness:

- Many triangles share vertices

- Efficiency:

- Vertex id enable vertex caching

