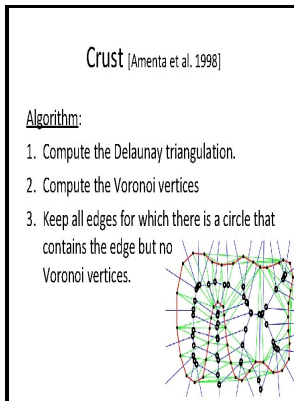


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Surface Reconstruction Surface Reconstruction Reconstructing surfaces from sample points in a faithful way is a difficult challenge.

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We call it the adaptive MLS or AMLS in short. See the paper for surface meshing and for volume meshing, and finally for piecewise smooth complex meshing. After developing the basics of sampling theory and its connections to various geometric and topological properties, the author describes a suite of algorithms that have been designed for the reconstruction problem, including algorithms for surface reconstruction from dense

samples, from samples that are not adequately dense and from noisy samples.

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The algorithm uses the concept of complemented cones in the Voronoi diagram as shown below. We simplified the proof and the algorithm of crust in this. Voronoi and Delaunay based techniques, implicit surface based methods and Morse theory based methods are covered.

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We also can handle piecewise smooth complexes including non-manifolds. Special issue of Eurographics Sympos. Dey Series: Cambridge Monographs on Applied and Computational Mathematics Publisher: Cambridge University Press, Year: 2006 ISBN: 0521863708, 9780521863704, 9780511261336 Description: Many applications in science and engineering require a digital model of a real physical object.

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The reconstructed surface should be topologically equivalent to the sampled surface and also geometrically close. Reconstruction of surfaces from slices S. Blade, 882,954 points, 50 minutes Lucy25, 3,505,407 points, 198 minutes.

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