Faces. EdgeIndex. VertexOneRing. OppositeVertices. OrientedVertices. NeighborVerticesInFace from Neighborhoods(M)

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M: TriangleMesh
                   t \in \mathbb{R} step length
           V. E. F = ElementSets(M)
                           v \in \mathbb{R}
                      bound = 19.1
area(f, p, \mathbf{x}) = \begin{cases} 0 & \text{if } A = 0 \\ \frac{1}{2} & A & \text{if } dot p < 0 \\ \frac{1}{4} & A & \text{if } dot q < 0 \text{ or } dot r < 0 \\ \frac{1}{8} & \left(\cot q \|\mathbf{p}\mathbf{q}\|^2 + \cot \|\mathbf{p}\mathbf{q}\|^2\right) & \text{otherwise} \end{cases}
where
                              x_i \in \mathbb{R}^3
                                p \in V
                            q, r = NeighborVerticesInFace(f, p)
                              pq = x_n - x_n
                              qr = x_r - x_q
                             pr = x_r - x_n
                               A = \frac{1}{2} \|pq \times pr\|
                           dotp = pa \cdot pr
                           dotq = (x_o - x_r) \cdot pq
                           cotq = clamp\left(\frac{dotq}{2}\right)
                      where
                        i, i, k \in V
                             x_i \in \mathbb{R}^3
                          oj, oi = OrientedVertices(k, j, i)
                             \cos = (x_{ol} - x_k) \cdot (x_{ol} - x_k)
                             sin = ||(x_{ni} - x_k) \times (x_{ni} - x_k)||
        Ax(i,x) = x, -t w K
                     where
                               x_i \in \mathbb{R}^3
                              \dot{A} = \sum_{f \in Faces(i)} area(f, i, x)
                               w = \begin{cases} \frac{1}{2-A} & \text{if } A \neq 0 \\ 0 & \text{otherwise} \end{cases}
                               K = \sum_{j \in \mathit{VermConditing}(i)} \max(\cot(\alpha) + \cot(\beta), 0) \  \, \left( x_j - x_i \right) \qquad \text{where } k, l = \mathit{OppositeVertices}(\mathit{EdgeIndex}(i, j)), \cot(\alpha) = \cot(k, j, i, x), \cot(\beta) = \cot(l, i, j, x)
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