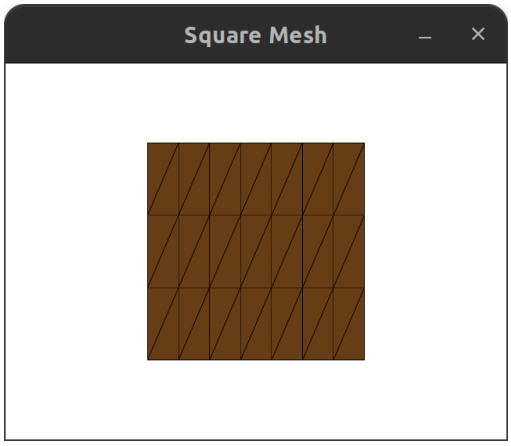
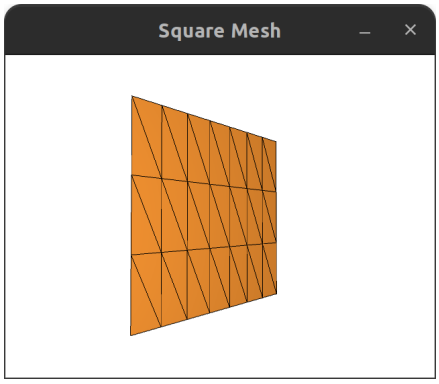
Assignment-2(Mesh Processing)

Name: Devarakonda Ronith Kumar **Entry No.:** 2020EE10486
Name: Earavelly Sriharshitha **Entry No.:** 2020CS10345

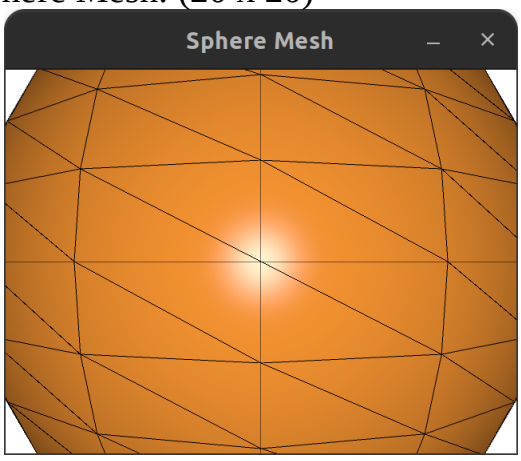
Part 1:

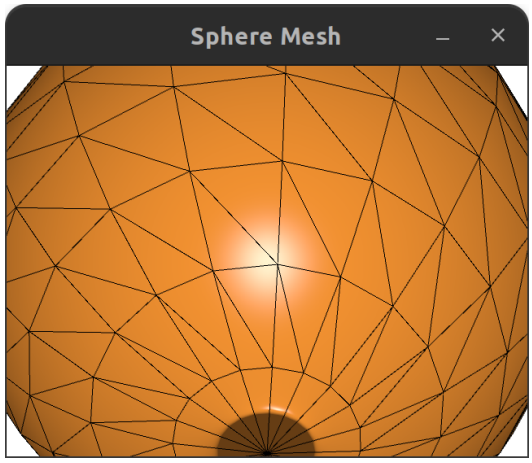
➔ Used Half-Edge data structure for efficient access to the neighbouring elements of each vertex and each triangle.
➔ Square Mesh: (3 x 7)



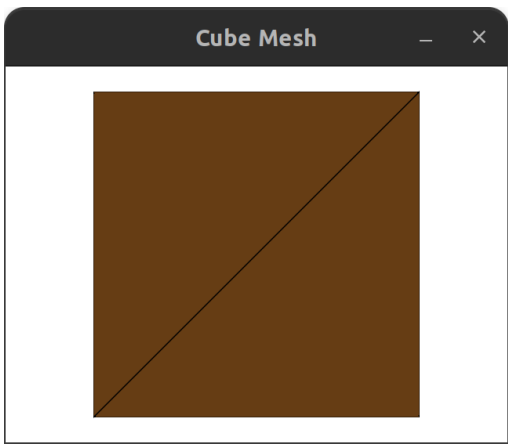


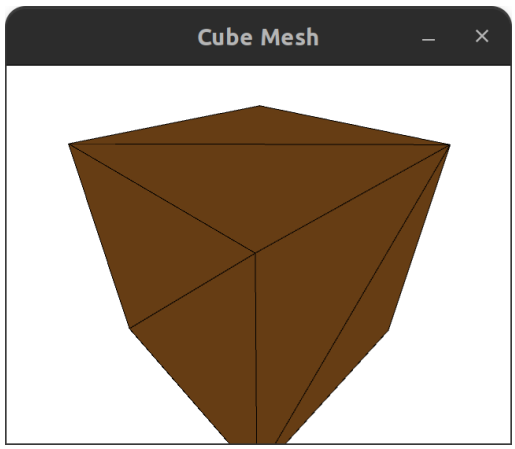
➔ m = 3 and n = 7. Total vertices = 32 = (4 x 8). Total Traingles = 42 = (2 x 3 x7)
➔ Sphere Mesh: (20 x 20)



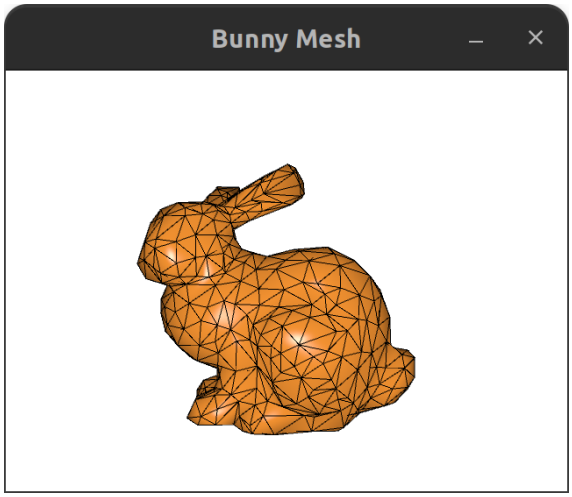


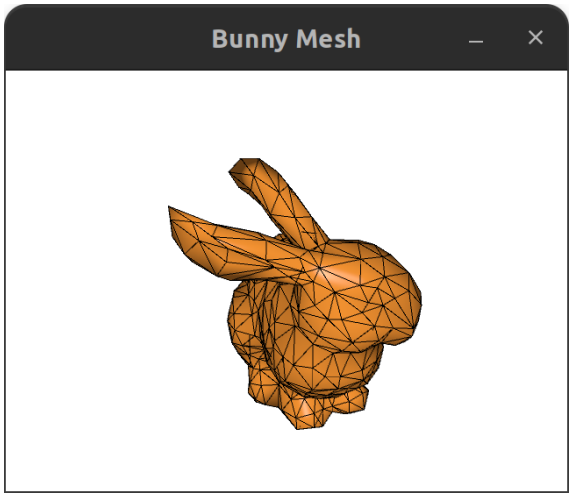
➔ Cube Mesh: (Loaded from cube.obj)



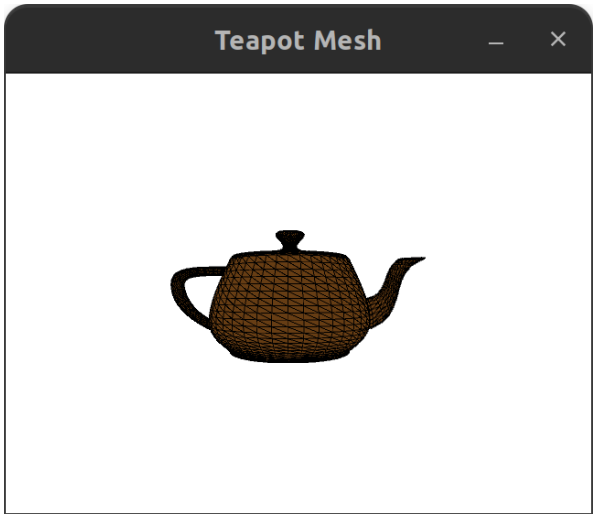


➔ Bunny Mesh: (Loaded from bunny-1k.obj)





➔ Teapot Mesh: (Loaded from teapot.obj)



➔ Noisy Cube Mesh: (Loaded from noisy cube mesh.obj)