



Texture Space Viewer 2D

Uniformization

- ☐ Triangulation
- ☒ Fundamental Domain
- ☒ Polygon
- ☒ Axes
- ☐ Draw all Axes
- ☐ Boundary
- ☐ Face Circles
- ☐ White Vertex Circles
- ☐ Black Vertex Circles

Geometry Hyperbolic ▾

Domain Cut ▾

Cover Elements 400 ▴ ▾

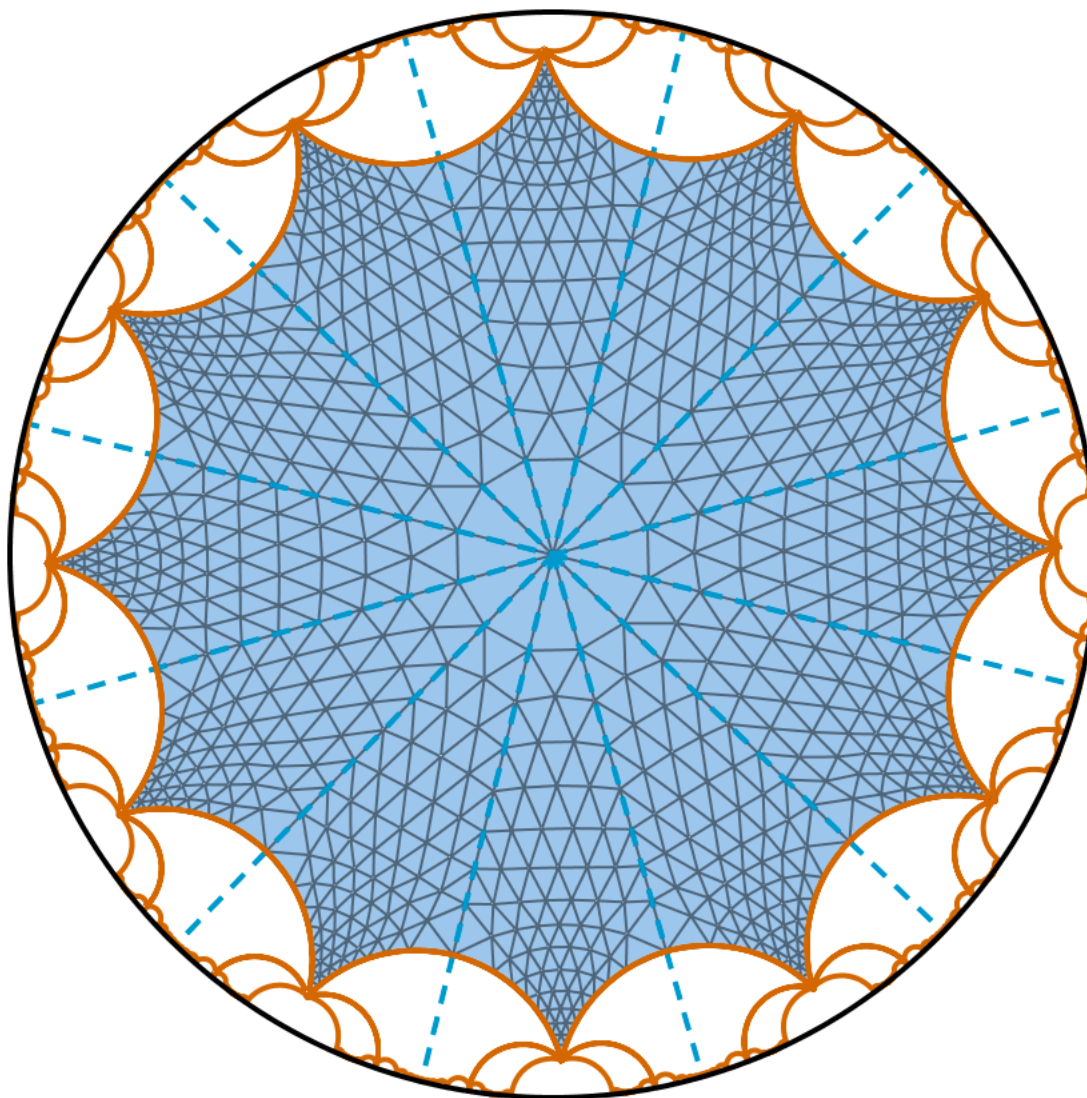
Cover Distance 0,9 ▴ ▾

Hyperbolic Model Poincaré ▾

Interpolation Incircle ▾

Hyperideal Uniformization

- ☒ Vertex Circles
- ☒ Face Circles



Texture Space Options

- ☐ Grid
- ☒ Anti-Aliasing
- Rotation ° 0 ▴ ▾
- ☐ Reflect
- ☐ Vertices
- ☐ Indices
- ☒ Vertex Color
- ☒ Vertex Outline
- ☒ Edges
- ☐ Indices
- Edge Width 1 ▴ ▾
- ☒ Faces
- ☐ Texture
- ☐ Indices
- Face Opacity 0,2 ▴ ▾
- ☒ Selection