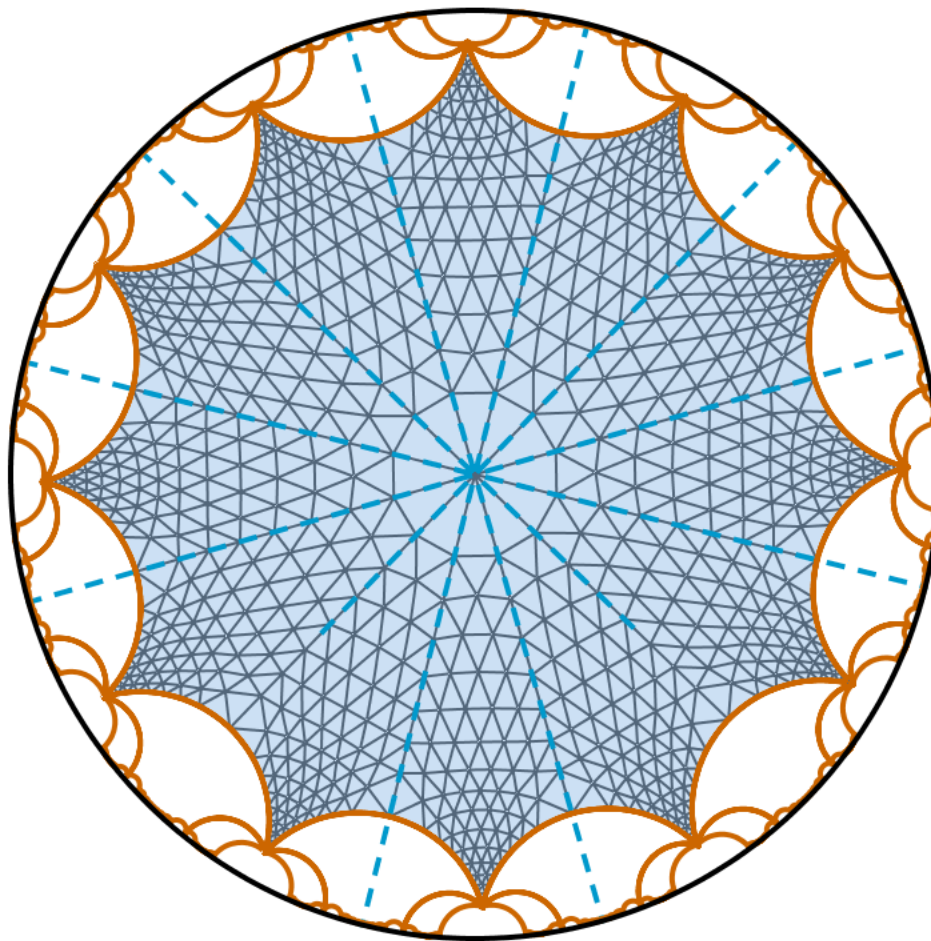


Texture Space Viewer 2D

Uniformization

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

Geometry Hyperbolic ▾
Domain Cut ▾
Cover Elements 140 ▴ ▾
Cover Distance 0,95 ▴ ▾
Hyperbolic Model Poincaré ▾
Interpolation Linear ▾



Texture Space Options

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