Assignment 2 Report

Introduction

This assignment consists of 3 labs concerning geometry processing and fluid simulation. The first thing to do is defining new classes.

The first lab requires a Voronoï diagram using Voronoï Parallel Linear Enumeration with Sutherland-Hodgman polygon clipping algorithm. The Sutherland-Hodgman clipping algorithm is basically clipping the target polygon with a clipping polygon edge-by-edge. Every clipping results in an elimination of a half plane. It is to be noticed that the vertices