# 2. Face triangulation for polygons in 3D Polyhedra
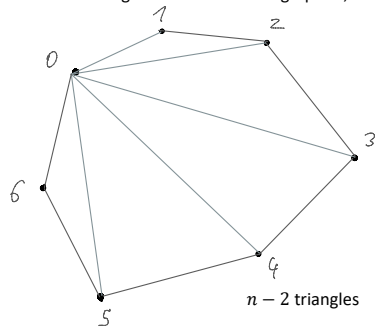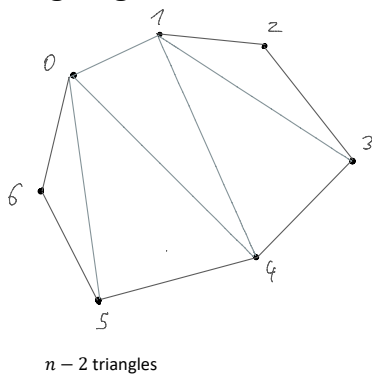
1. partition Faces (polygons) into triangles

## A

My current vpython implementation uses method A.
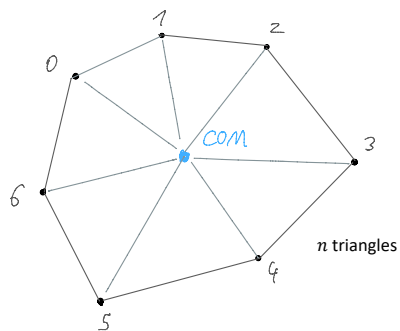Slim triangles don't matter for graphics, only for FEM. => A is fine.

$n - 2$ triangles

## B   Zig-Zag

$n - 2$ triangles

## C   Star

COM

$n$ triangles

+ much more regular for convex polygons
- needs one more point and two more triangles
- may break for non-convex polgons