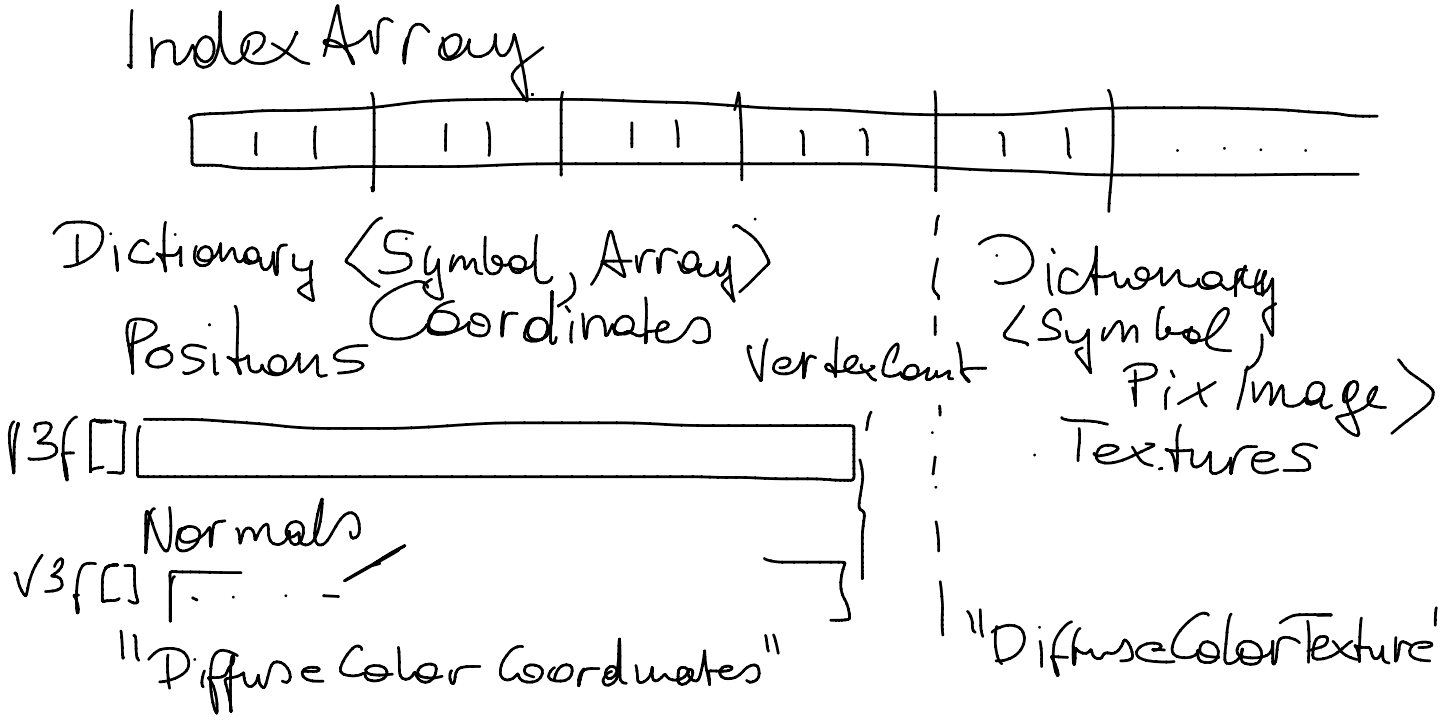
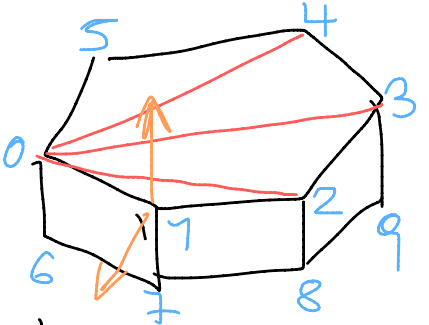
VertexGeometry (IndexedGeometry)

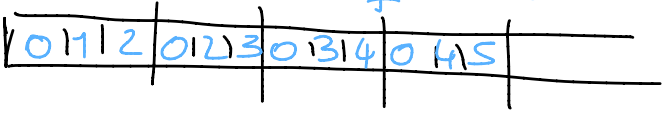


PolyMesh → VertexGeometry

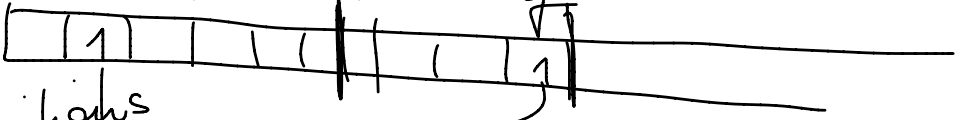
Polygone (konvex)

Triangles

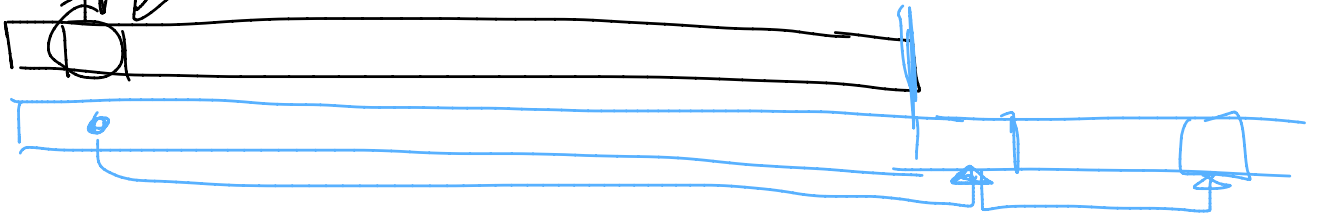


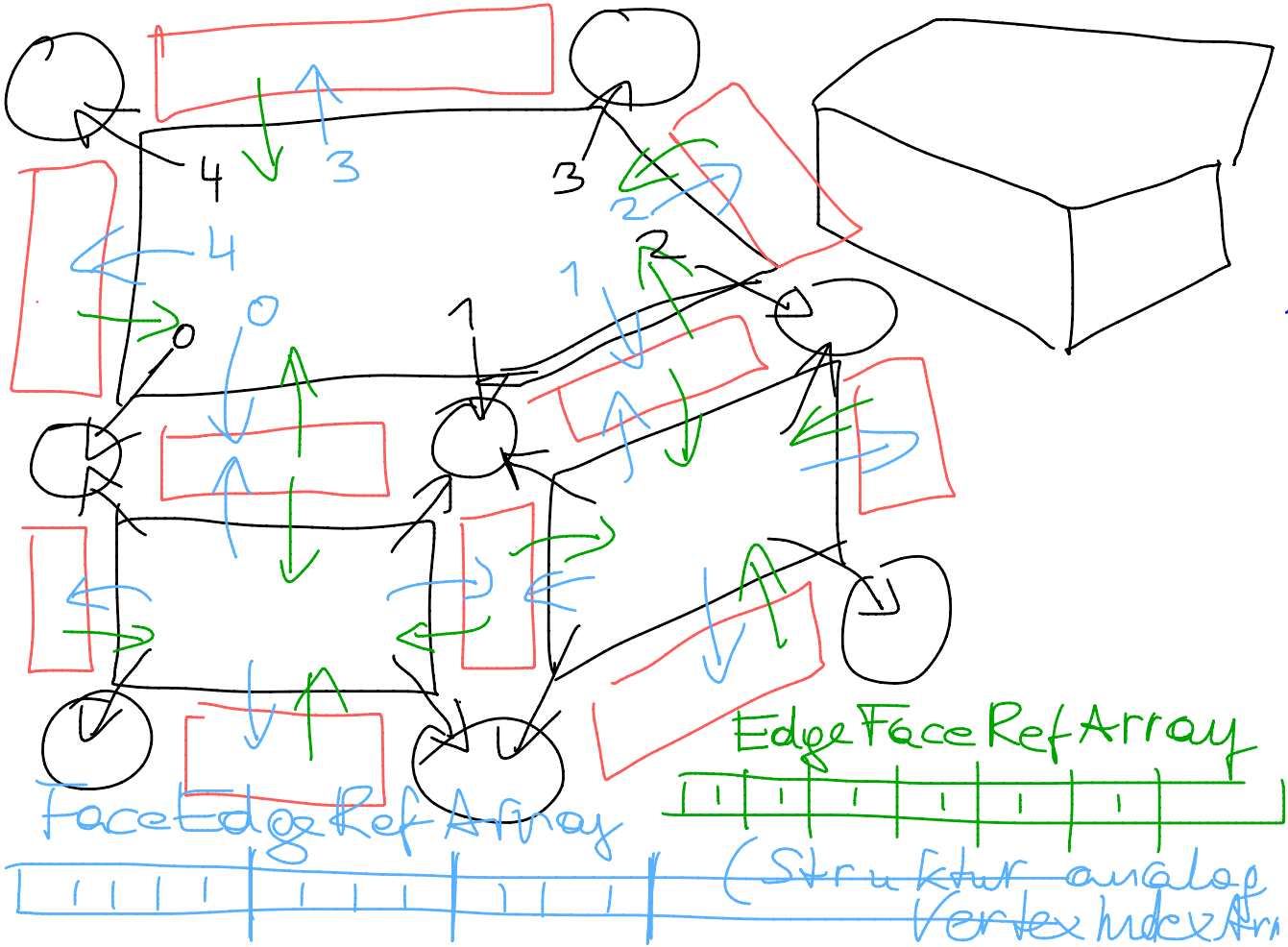


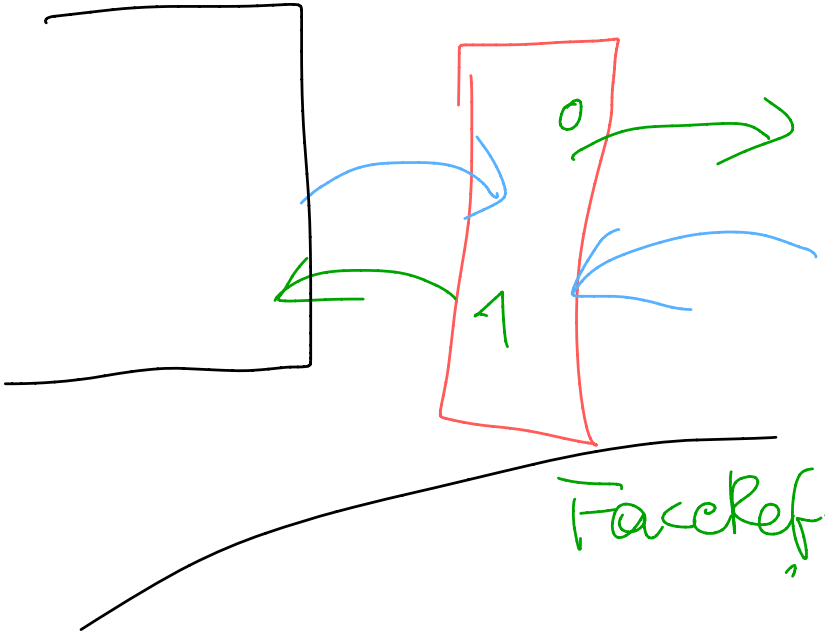
VertexIndexArray



Positions

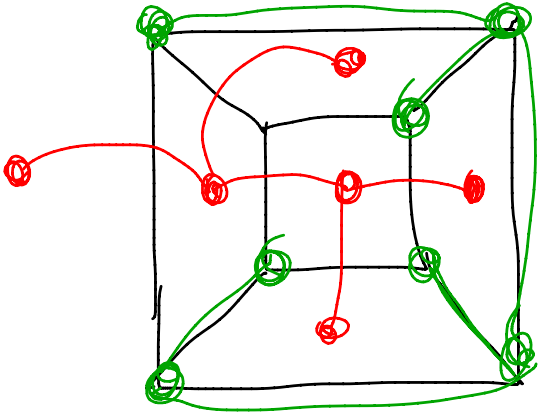



4
3
3
2
4
1
0
0
1
EdgeFaceRefArray
FaceEdgeRefArray
(Struktur analog
VertexIndexArr



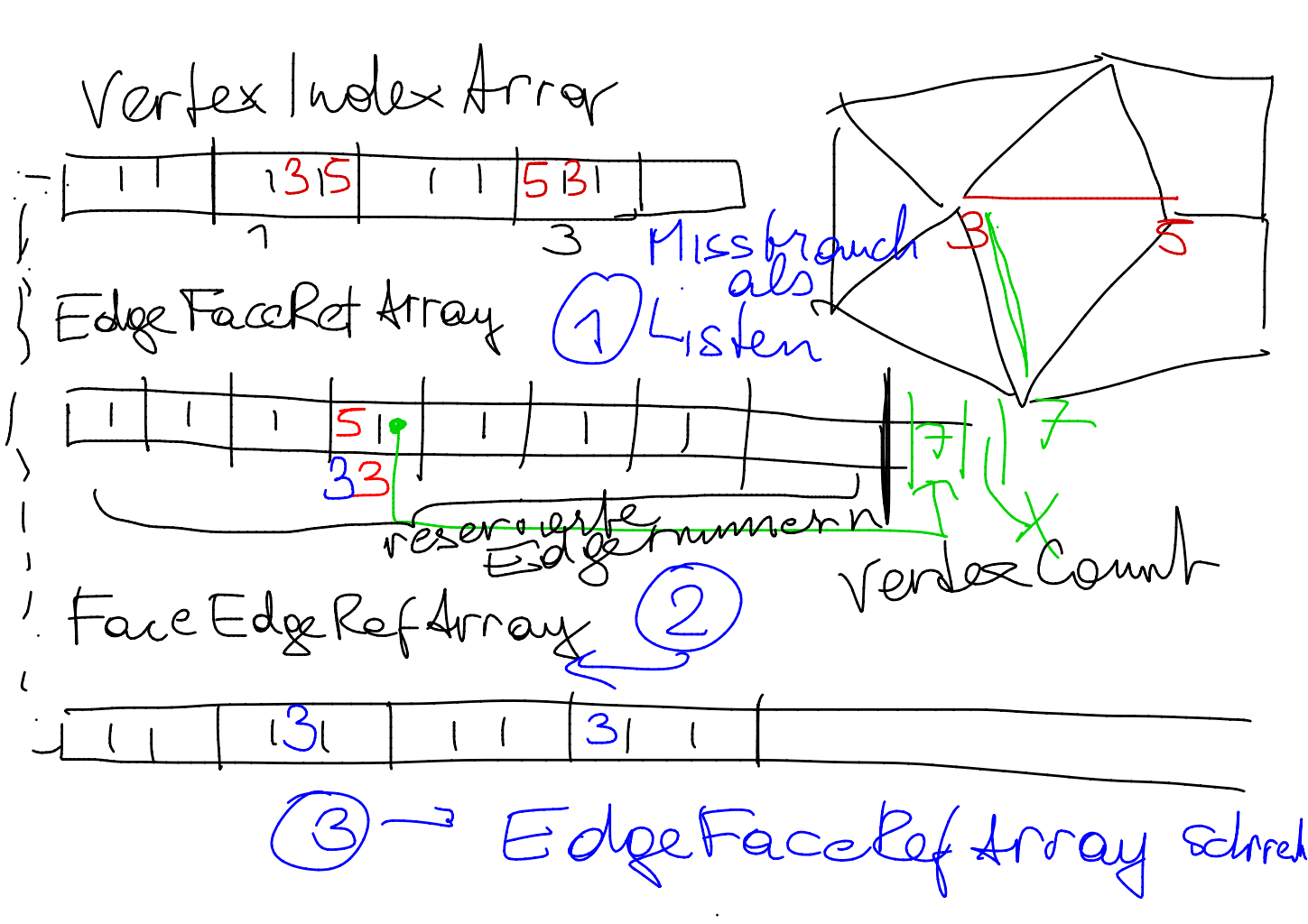
EdgeRef
=
(EdgeIndex,
EdgeSide)
↳ 0 | 1

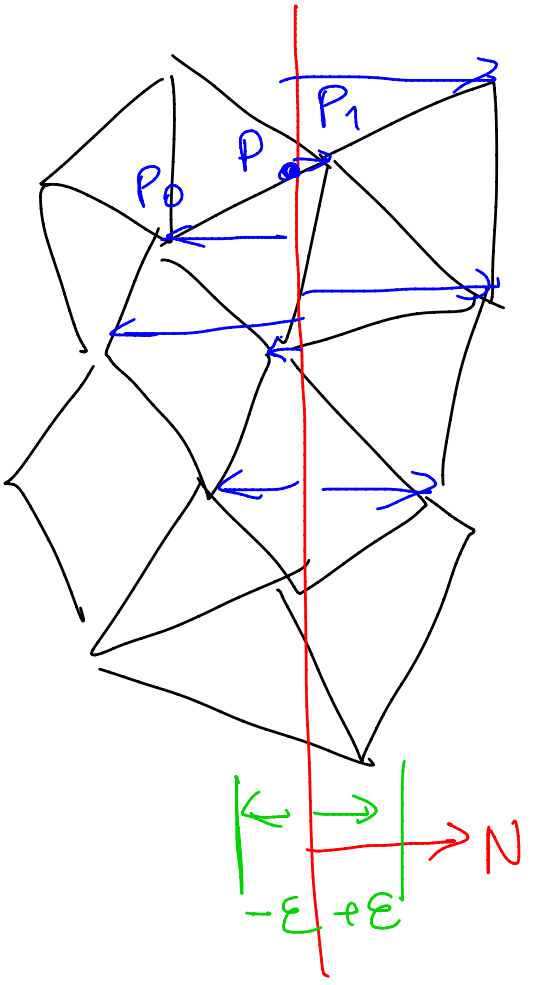
FaceRef = (FaceIndex,
FaceSide)
↳ 0 ... MaxInt



$$V - 1$$
$$+ \quad F - 1$$
$$\overline{\qquad\qquad}$$
$$E$$

jeder Vertex hat einen Edge mit dem selben Index der von ihm weg geht


Vertex Index Array
3 5
5 3
7
3
Missbrauch als Listen
1
3
5
Edge Face Ref Array
5
33
reservierte Edgenummern
7
7
Vertex Count
2
Face Edge Ref Array
3
3
3 → Edge Face Ref Array schrei



Positions P_0 P_1

Signed Height Array h_0 h_1

$$P = P_0 + t \cdot (P_1 - P_0)$$

$$t = -\frac{h_0}{h_1 - h_0}$$

double Precision