

## Meshes

### 1. The Euler Formula

The Euler Formula states the following relationship for the elements of a closed and connected surface mesh:

$$V - E + F = 2(1 - G)$$

Assume

$$G = 0$$

**V** is the number of vertices

**E** is the number of edges

**F** is the number of faces

**G** is the genus of the surface (how holes/handles it has)



Show that for a triangle mesh with no holes we have  $F \approx 2V$ . Hint: each face has 3 edges and each edge is shared by 2 faces.

$$V - E + F = 2$$

$$V - \frac{3F}{2} + F = 2$$

$$V - \frac{F}{2} = 2$$

$$V = \frac{F}{2} + 2$$

$$2V = F + 4$$

$$2V \approx F$$

$\rightarrow$

$$\text{IFM} \begin{cases} V & 1.3 & 2.9 & -5. \\ \sim & & & \\ F & 1 & 5 & 6 \end{cases}$$

### 2. Memory Requirements

Using the fact that  $F \approx 2V$ , compare the storage requirements for an indexed face mesh and a triangle soup. Assume the mesh has  $V$  vertices and a number requires 4 bytes of space. Derive functions for the number of bytes the mesh will require as a function of  $V$ .

$\Delta$  soup  $\rightarrow$  each  $F$  has 3 vertices w/ 3 coords

IFM  $\rightarrow$  vertices w/ 3 coords + faces w/ 3 indices

### Laplacian Smoothing

Can be viewed as an iterative averaging process using the following formulation:

$$\mathbf{p}_i \leftarrow \mathbf{p}_i + \lambda L(\mathbf{p}_i)$$

$$L(\mathbf{p}_i) = \sum_{n_j} \frac{1}{w_j} (n_j - \mathbf{p}_i) \text{ and } \lambda \text{ is in } [0,1]$$

with  $n_j$  being the neighboring vertices of  $\mathbf{p}_i$  and  $w_j$  a weight

### 3. Laplacian Smoothing

Consider a linear curve of three vertices: (4,2) to (12, 2) to (16, 2)

- Assume the endpoints always stay fixed. What is the position of the middle vertex after 2 iterations of Laplacian smoothing using uniform weights and  $\lambda = 1/2$ ?
- If you iterate until convergence, what final position will the middle vertex be in?
- What weights in the smoothing formula would result in the middle vertex never moving?

### 4. Mesh Simplification

Simplify the triangle mesh below using the grid to perform vertex clustering. Use cell centers for the vertex placement

