

Ex05 - Half-Edge Trick

Info:

Implement a simple mesh representation in 2D. Use half-edge data structure. Implement loading data from file.off and filling the structure.

Application should be able to load a OFF file with half-edge data structure. Application should be also able to visualize structure's edges, points and polygons.

Implementation http://www.cs.sunysb.edu/~gu/lectures/lecture_8_halfedge_data_structure.pdf

Bonus Points:

1. Change your solution so it can dynamically load a mesh using your half-edge structure by adding more points to the scene. Points are added to the structure via GUI. Functionality and visualisation should be the same. - **2 points**

More information during the seminar and / or mail and consultation

Materials:

OFF file definition - http://segeval.cs.princeton.edu/public/off_format.html

OpenMesh documentation - <http://www.openmesh.org/index.php?id=228>