

Contents

List of Figures	v
1 Introduction	1
2 Cutting - Topological singularity removal	5
2.1 Basic Notation	6
2.1.1 Polygonal Surfaces	6
2.1.2 The Cutting Algorithm	8
2.2 Cut	10
2.2.1 Global Cutting	10
2.2.2 Discussion	11
3 Filling - Filling Holes	15
3.1 Related Work	16
3.2 Definition and Discussion	17
3.3 Hole-Identification	19
3.4 Hole Triangulation	21
4 Experiment results	25
4.1 The Experiments	26
4.2 Data Selection	27
4.3 Experiment Results	27
5 Conclusions	35

List of Figures

2.1	Isolated singular vertex, singular vertex and singular edge	7
2.2	Non-boundary edge	9
2.3	Global Cutting	12
2.4	Cutting through the non-boundary edge	13
3.1	Hole Example (1)	18
3.2	Hole Example (2)	19
3.3	Hole Identification	20
3.4	Potential Problem of triangulation algorithm (1)	23
3.5	Potential Problem of triangulation algorithm (2)	23
4.1	Dinosaur model	31
4.2	Dinosaur model with crenellation hole	32
4.3	Bunny model	33
4.4	Broken models	34
4.5	Self-intersection	34