Triangulation

CS 420

Objectives:

- Understand what constitutes a valid triangulation of a piece of geometry.
- Understand how the use of Steiner vertices contributes to quality triangulations.
- Understand the problems caused by non-convex geometry.

Experiments

- Experiment 8.1 and Exercise 8.3.
- Why do "sliver" triangles tend to lead to a poor triangulation? What can be done to eliminate sliver triangles?
- Exercise 8.7.
- Experiment 8.2 and Exercises 8.9 through 8.11.