Triangle meshes

CS 465 Lecture 13

Notation

- $n_T = \text{#tris}$; $n_V = \text{#verts}$; $n_E = \text{#edges}$
- Euler: $n_V - n_E + n_T = 2$ for a simple closed surface
  - and in general sums to small integer
  - argument for implication that $n_T:n_E:n_V$ is about 2:3:1

Validity of triangle meshes

- in many cases we care about the mesh being able to bound a region of space nicely
- in other cases we want triangle meshes to fulfill assumptions of algorithms that will operate on them (and may fail on malformed input)
- two completely separate issues:
  - topology: how the triangles are connected (ignoring the positions entirely)
  - geometry: where the triangles are in 3D space

Topology/geometry examples

- same geometry, different mesh topology:

- same mesh topology, different geometry:
**Topological validity**

- strongest property, and most simple: be a manifold
  - this means that no points should be "special"
  - interior points are fine
  - edge points: each edge should have exactly 2 triangles
  - vertex points: each vertex should have one loop of triangles
    - not too hard to weaken this to allow boundaries

**Geometric validity**

- generally want non-self-intersecting surface
- hard to guarantee in general
  - because far-apart parts of mesh might intersect

**Representation of triangle meshes**

- Compactness
- Efficiency for rendering
  - enumerate all triangles as triples of 3D points
- Efficiency of queries
  - all vertices of a triangle
  - all triangles around a vertex
  - neighboring triangles of a triangle
  - (need depends on application)
    - finding triangle strips
    - computing subdivision surfaces
    - mesh editing

**Representations for triangle meshes**

- Separate triangles
- Indexed triangle set
  - shared vertices
- Triangle strips and triangle fans
  - compression schemes for transmission to hardware
- Triangle-neighbor data structure
  - supports adjacency queries
- Winged-edge data structure
  - supports general polygon meshes
Separate triangles

- array of triples of points
  - float[n_T][3][3]: about 72 bytes per vertex
    - 2 triangles per vertex (on average)
    - 3 vertices per triangle
    - 3 coordinates per vertex
    - 4 bytes per coordinate (float)
- various problems
  - wastes space (each vertex stored 6 times)
  - cracks due to roundoff
  - difficulty of finding neighbors at all

Indexed triangle set

- Store each vertex once
- Each triangle points to its three vertices
Indexed triangle set

- array of vertex positions
  - float[nV][3]: 12 bytes per vertex
    - (3 coordinates x 4 bytes) per vertex
- array of triples of indices (per triangle)
  - int[nT][3]: about 24 bytes per vertex
    - 2 triangles per vertex (on average)
    - (3 indices x 4 bytes) per triangle
- total storage: 36 bytes per vertex (factor of 2 savings)
- represents topology and geometry separately
- finding neighbors is at least well defined

Triangle strips

- Take advantage of the mesh property
  - each triangle is usually adjacent to the previous
  - let every vertex create a triangle by reusing the second and third vertices of the previous triangle
  - every sequence of three vertices produces a triangle (but not in the same order)
  - e.g., 0, 1, 2, 3, 4, 5, 6, 7, ... leads to
    - (0 1 2), (2 1 3), (2 3 4), (4 3 5), (4 5 6), (6 5 7), ...
  - for long strips, this requires about one index per triangle
Triangle strips

- array of vertex positions
  - float[nv][3]: 12 bytes per vertex
    - (3 coordinates x 4 bytes) per vertex
- array of index lists
  - int[nv][variable]: 2 + n indices per strip
  - on average, (1 + ε) indices per triangle (assuming long strips)
    - 2 triangles per vertex (on average)
    - about 4 bytes per triangle (on average)
- total is 20 bytes per vertex (limiting best case)
  - factor of 3.6 over separate triangles; 1.8 over indexed mesh

Triangle fans

- Same idea as triangle strips, but keep oldest rather than newest
  - every sequence of three vertices produces a triangle
  - e.g., 0, 1, 2, 3, 4, 5, ... leads to
    (0 1 2), (0 2 3), (0 3 4), (0 3 5), ...
  - for long fans, this requires
    about one index per triangle
- Memory considerations exactly the same as triangle strip

Triangle neighbor structure

- Extension to indexed triangle set
- Triangle points to its three neighboring triangles
- Vertex points to a single neighboring triangle
- Can now enumerate triangles around a vertex
Triangle neighbor structure

- Extension to indexed triangle set
- Triangle points to its three neighboring triangles
- Vertex points to a single neighboring triangle
- Can now enumerate triangles around a vertex

Triangle neighbor structure

- Extension to indexed triangle set
- Triangle points to its three neighboring triangles
- Vertex points to a single neighboring triangle
- Can now enumerate triangles around a vertex

Triangle neighbor structure

- Triangle neighbor structure

Triangle neighbor structure

- Triangle neighbor structure
Triangle neighbor structure

- indexed mesh was 36 bytes per vertex
- add an array of triples of indices (per triangle)
  - int[n_T][3]: about 24 bytes per vertex
    - 2 triangles per vertex (on average)
    - (3 indices x 4 bytes) per triangle
- total storage: 60 bytes per vertex
  - still not as much as separate triangles
Winged-edge mesh

- Edge-centric rather than face-centric
  - therefore also works for polygon meshes
- Each (oriented) edge points to:
  - left and right forward edges
  - left and right backward edges
  - front and back vertices
  - left and right faces
- Each face or vertex points to one edge

Winged-edge mesh

- Edge-centric rather than face-centric
  - therefore also works for polygon meshes
- Each (oriented) edge points to:
  - left and right forward edges
  - left and right backward edges
  - front and back vertices
  - left and right faces
- Each face or vertex points to one edge

Winged-edge structure
Winged-edge structure

- array of vertex positions: 12 bytes/vert
- array of 8-tuples of indices (per edge)
  - head/tail left/right edges + head/tail verts + left/right tris
  - int[nE][8]: about 96 bytes per vertex
    - 3 edges per vertex (on average)
    - (8 indices x 4 bytes) per triangle
- total storage: 108 bytes per vertex
  - so this is more complex than neighbor pointers
  - but it is cleaner and generalizes to polygon meshes