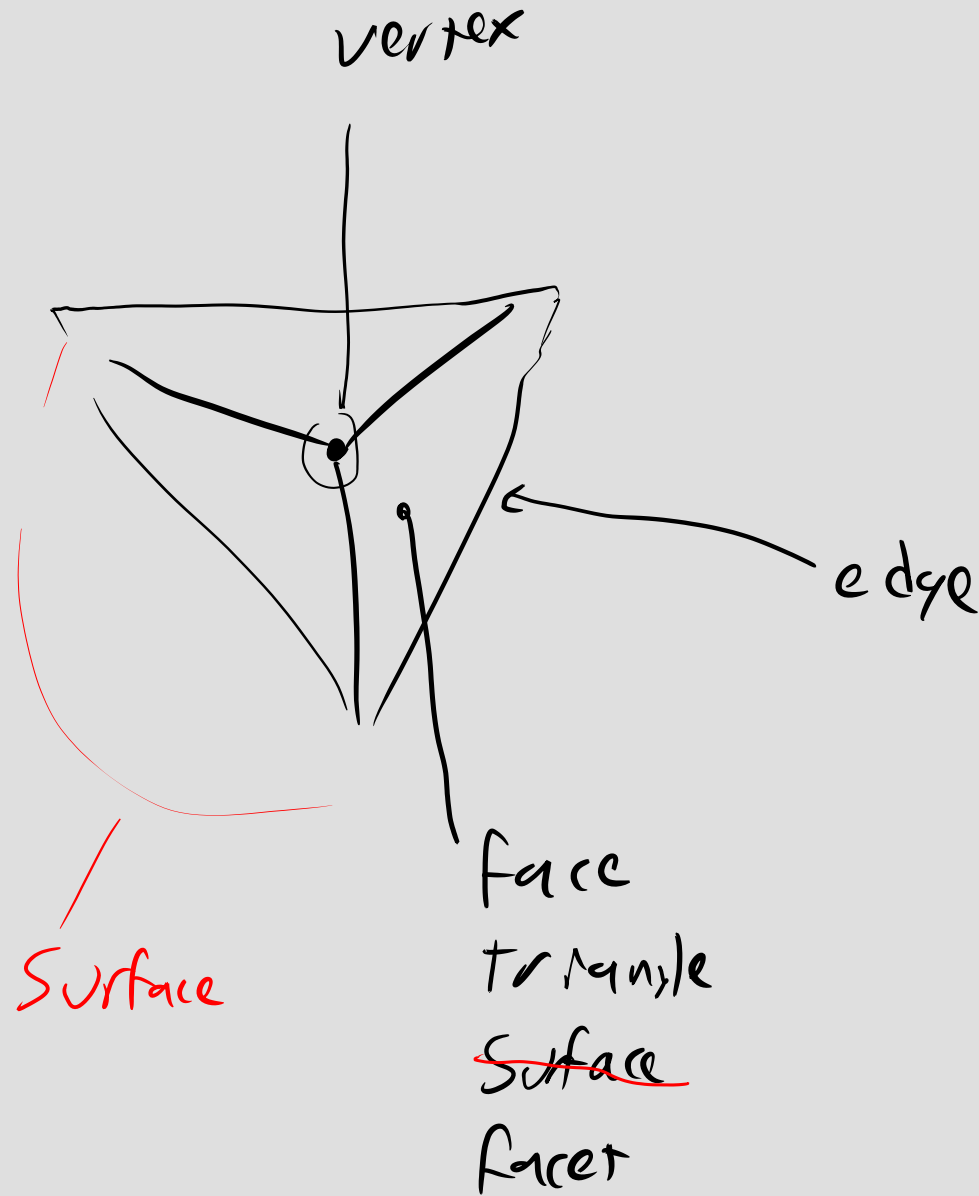
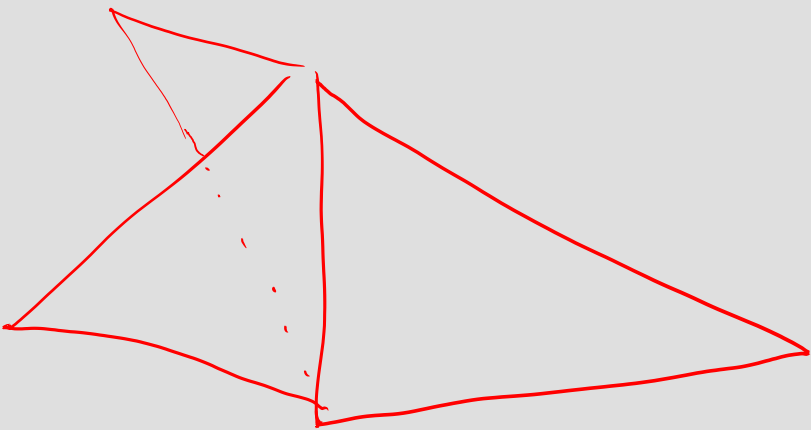
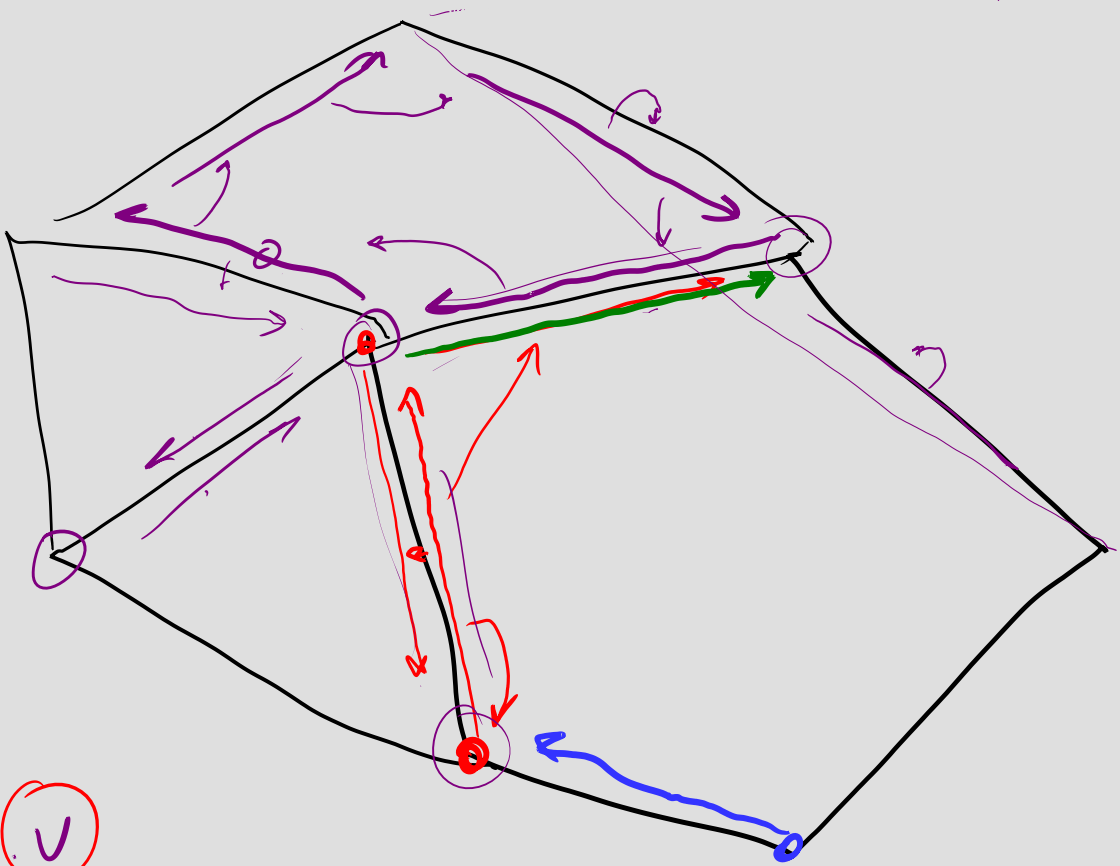


pts []

index [3][]



Half-edge



```

struct he {
    vertex * from
    struct he * pair
    struct he * next
}
    
```

```

struct ver {
    x y z
    he *
}
    
```

```

↑
V.e.p. (V)
.n.p. (V)
.n.p.v
.n.p.v
...
    
```

Simplicial meshes

0-Simplex



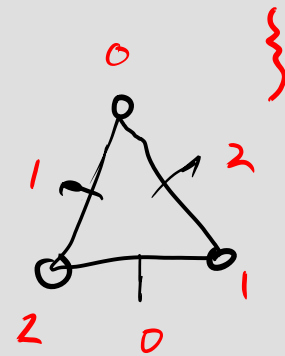
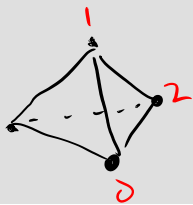
1-



2-



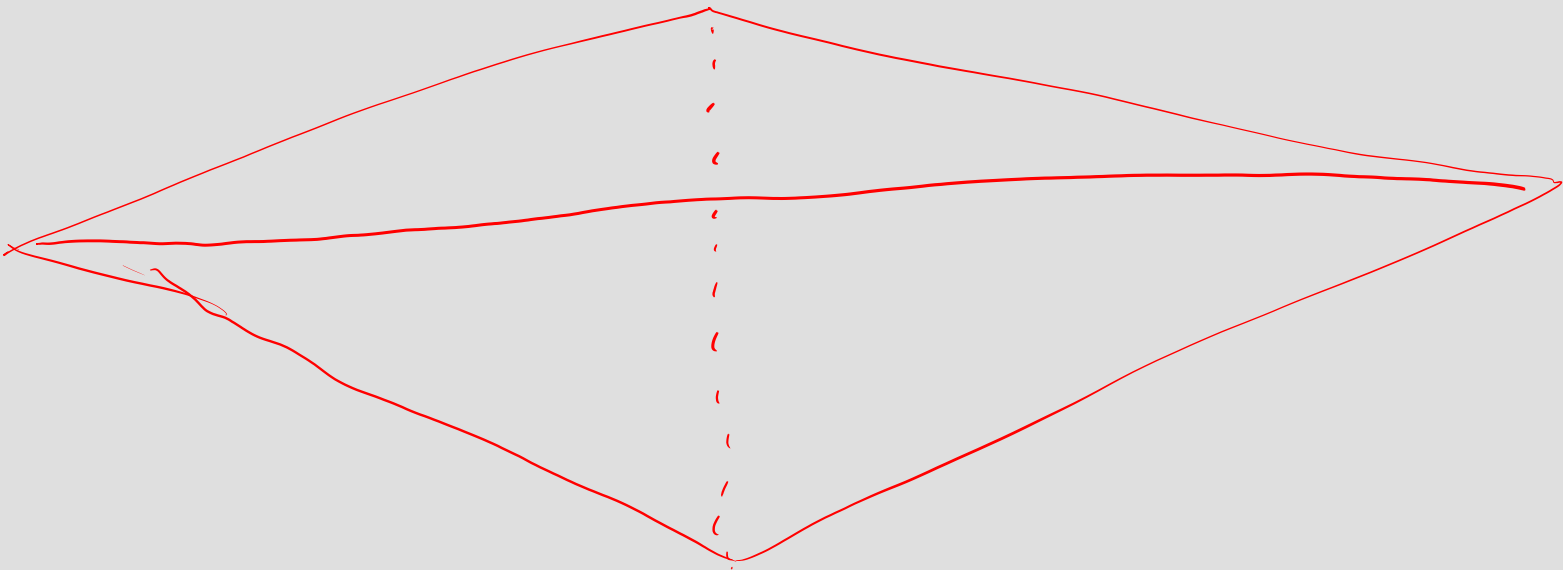
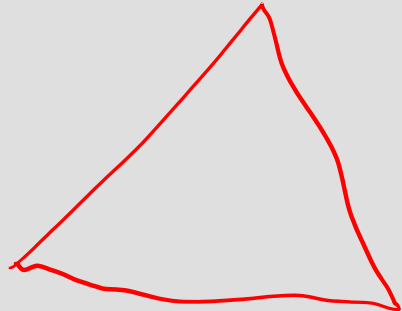
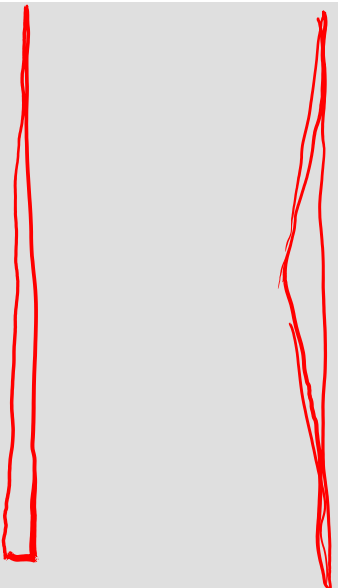
3-



Simplex {

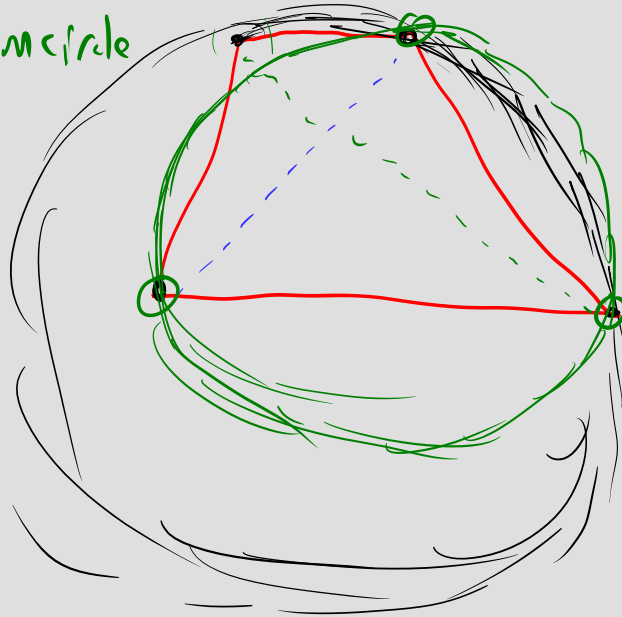
simplex [3]

vertex [3]

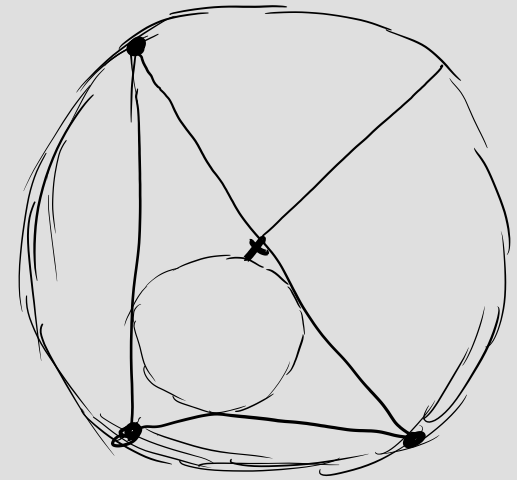


Delaunay

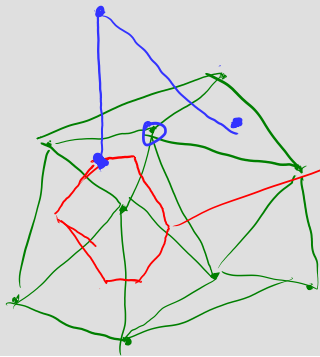
- empty circumcircle rule



finite elements
Eulerian



Dual



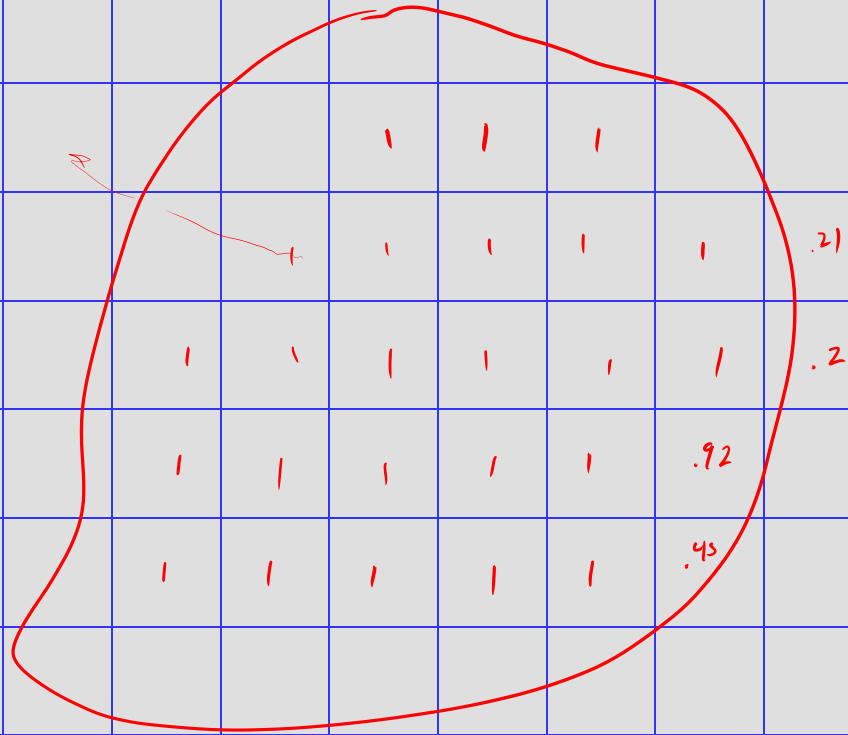
Voronoi cell
all pt closer to vertex than any other

finite difference

Lagrangian

cell

0 0



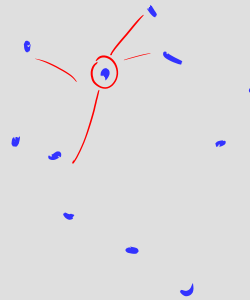
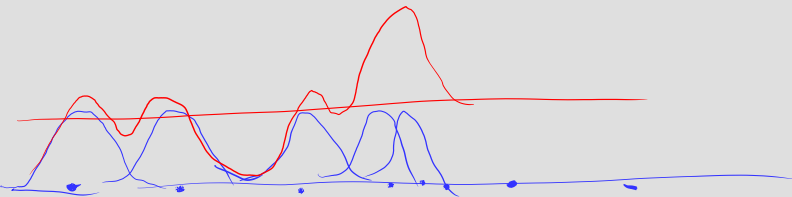
Eulerian

more vertices

Lagrangian

new stuff Btwn fixed cell

meshless



Marching cubes

