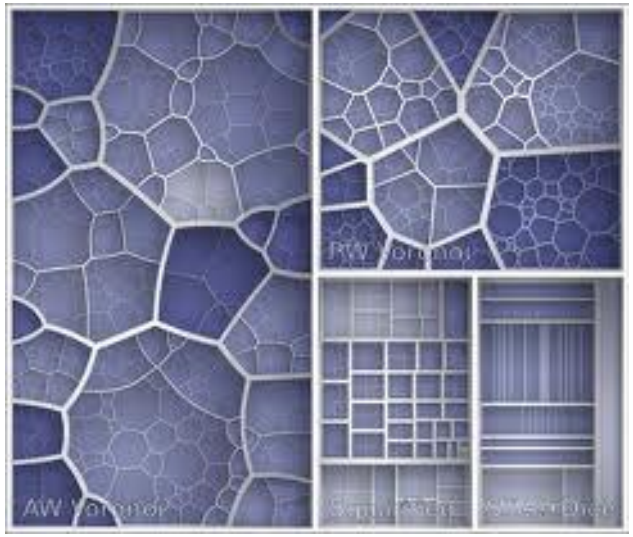
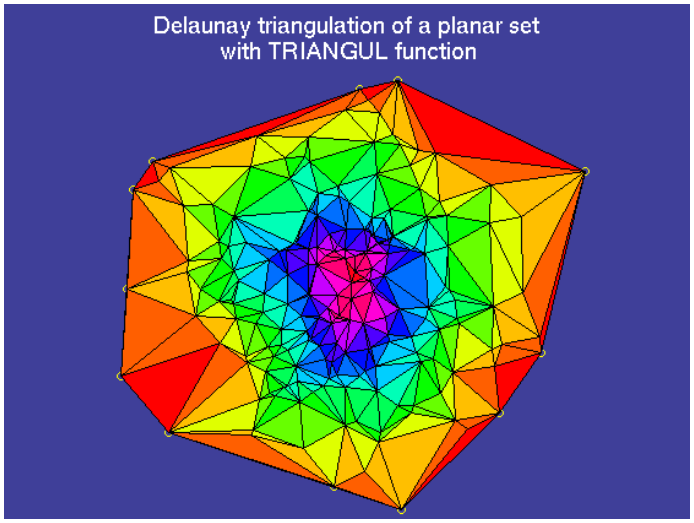


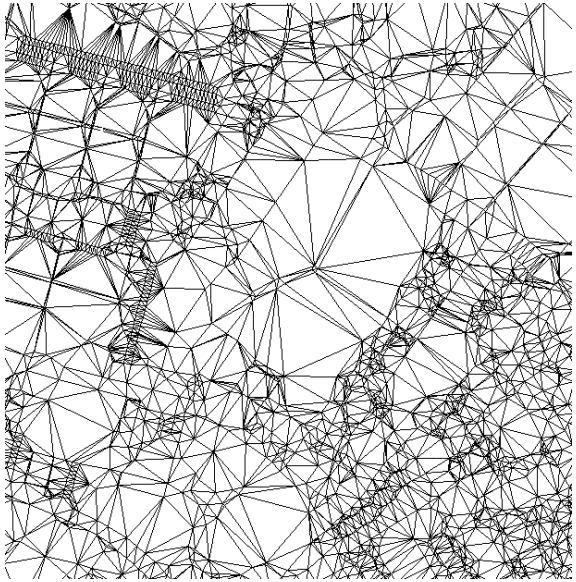
rickosborne.org



puddle.mit.edu

PA093

Computational geometry project



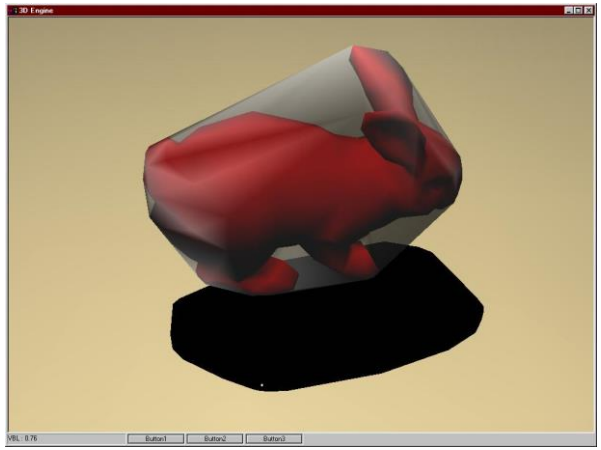
herakles.zcu.cz

Barbora Kozlíková

xkozlik@fi.muni.cz

Katarína Furmanová

furmanova@mail.muni.cz



www.codercorner.com

Introduction

- Course taught every even week
- Communication channel:
  - Primary by mail: xkozlik@fi.muni.cz, furmanova@mail.muni.cz
  - Personally after arranging an appointment

Introduction

- Course connected to M7130 Computational geometry
- https://is.muni.cz/auth/do/sci/UMS/el/geometricke-alg/index.html
- Implementation of selected algorithms
- Java, C++, Processing, ?
- Credits given after submitting all assignments

Course outline

- Everything will be implemented into a basic framework – it will be a base for all assignments
  - Convex hull in 2D
  - Triangulation
  - k-D trees
  - Voronoi diagrams
  - …

Outline for the next weeks …

- 20. 9. – intro, basic framework, convex hull
- From 4. 10.
  - Convex hull continued
  - Triangulation of points in a plane
  - k-D tree
  - Delaunay triangulation
  - Voronoi diagram
  - Christmas ☺

Basic framework

- It should contain:
  - Visualization (rendering) window
  - Random points generation
  - Add point on mouse click
  - Delete point on mouse click
  - Move point using mouse move
  - Clear scene
- Deadline: **4. 10.**