Sample Projects

1. The Butterfly Scheme is an interpolating spline scheme. Demonstrate this scheme with a variety of mesh types.

2. $\sqrt{3}$ subdivision, developed by Leif Kobbelt is a scheme that works on triangle meshes. Develop a demo that illustrates this scheme on a variety of meshes.

3. ROAM subdivision, developed by Mark Duchaineau is normally used on meshes that represent terrain. Develop a variant of this scheme that works on arbitrary meshes and illustrate its use on several mesh types.