Mesh Cutting
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• Induce cuts on the mesh

• Cut mesh can be flattened to a disk
Mesh Cutting

• Simple greedy algorithm
  – Fix boundary edges (are not removed)
  – Remove a face from the mesh
  – While possible
    • Find edge adjacent to single face
    • Remove face and edge
  – While possible
    • Find vertex adjacent to single edge
    • Remove vertex and edge
  – Remaining edges are the cut
Mesh Cutting

• Simple greedy algorithm, step 1
Mesh Cutting

• Simple greedy algorithm, step 2