

## **Computational Geometry – Exercise Meeting #5**

February 16th, 2022

What did you think of these meetings?

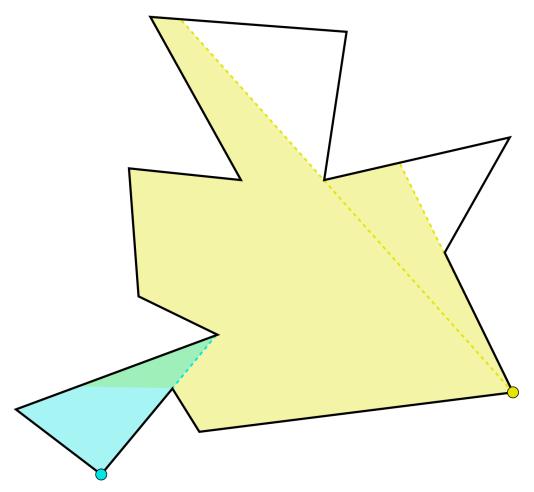
Would you prefer a different format?

Do you have any ideas for next time?

E-mail us!



### Art Gallery Problem – Simple polygons



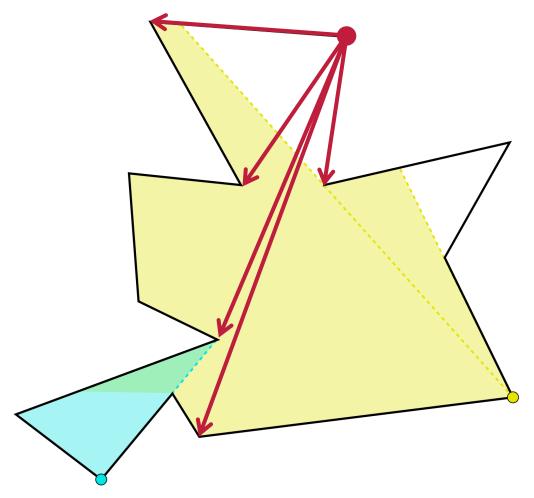
#### Simple polygon:

- No intersection of edges
- No holes

#### Guard and guard cover:

- Represented by points
- Placed on vertices of the polygon
- Cover contains all points that are visible from the guard

#### Visibility graph – Simple polygons



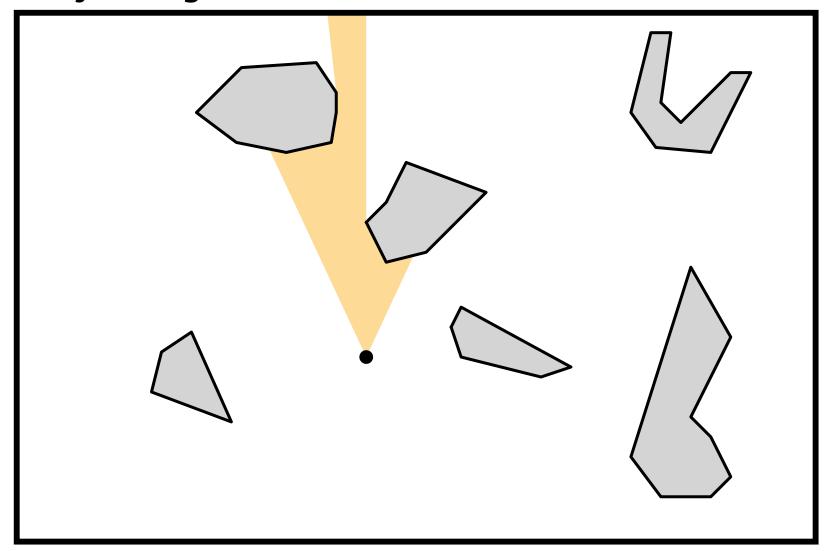
#### Simple polygon:

- No intersection of edges
- No holes

#### Guard and guard cover:

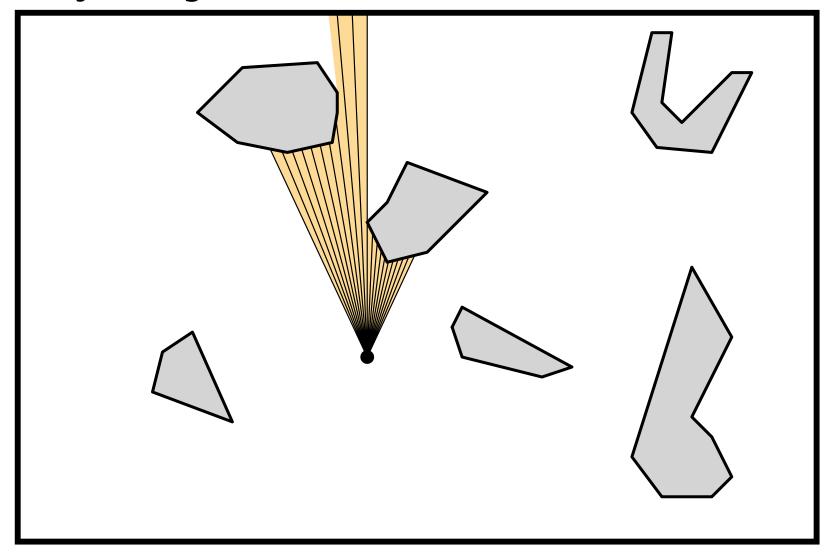
- Represented by points
- Placed on vertices of the polygon
- Cover contains all points that are visible from the guard

# Motivation – Raytracing



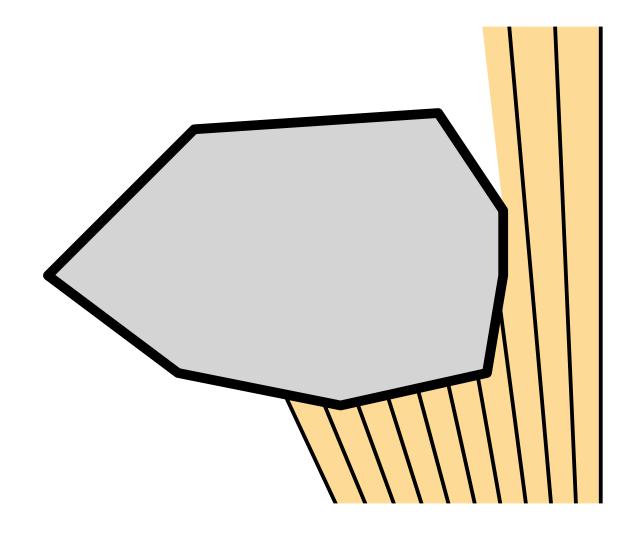


# Motivation – Raytracing



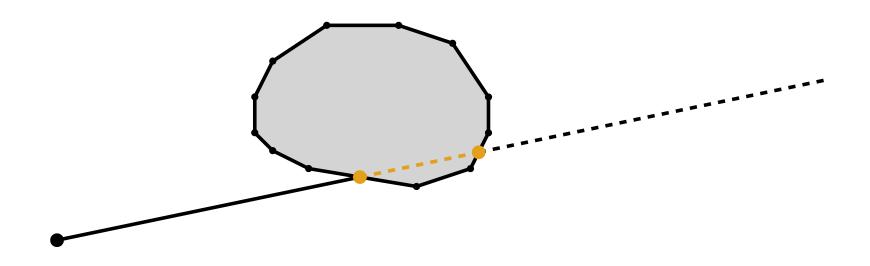


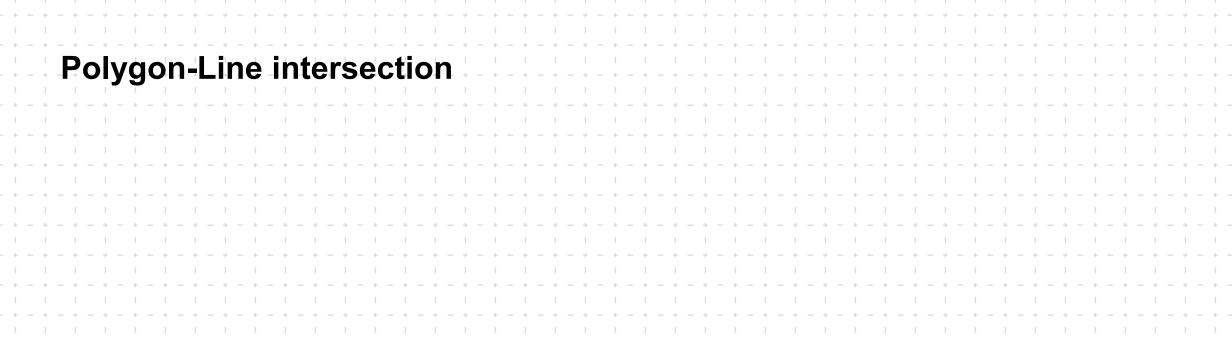
# Motivation – Raytracing



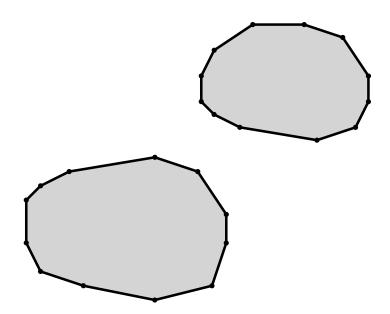


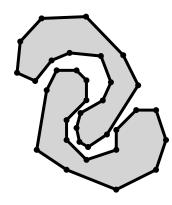
# **Polygon-Line intersection**



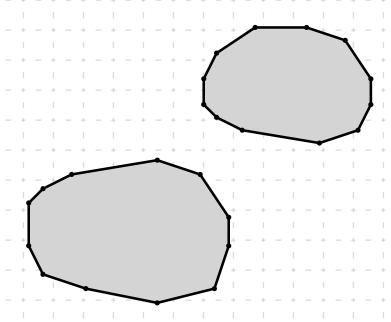


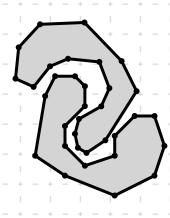
# **Polygon-Polygon intersection**



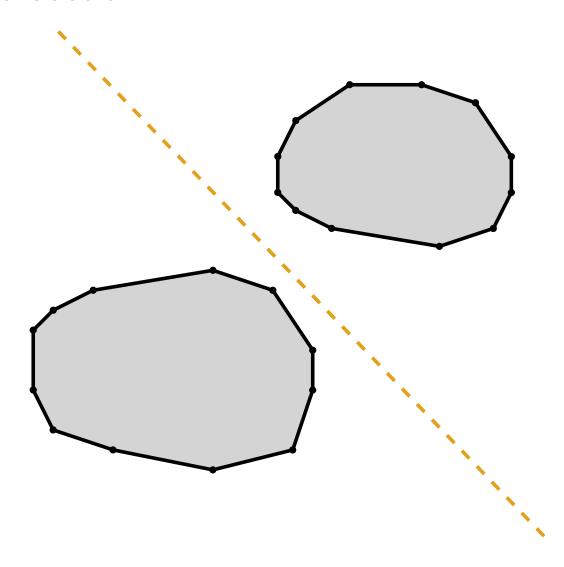


# Polygon-Polygon intersection



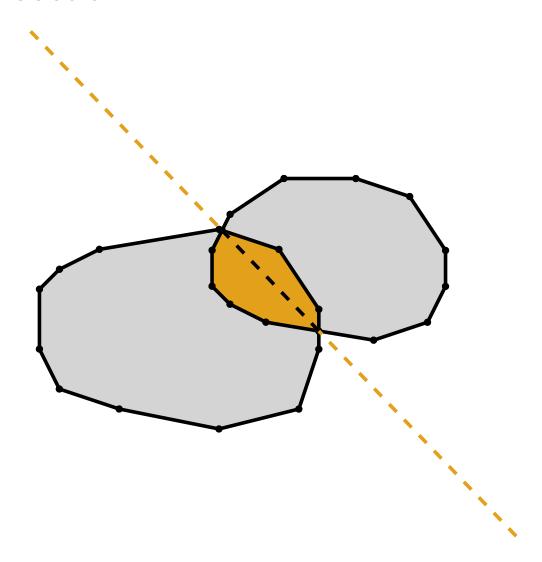


#### **Convex-Convex intersection**

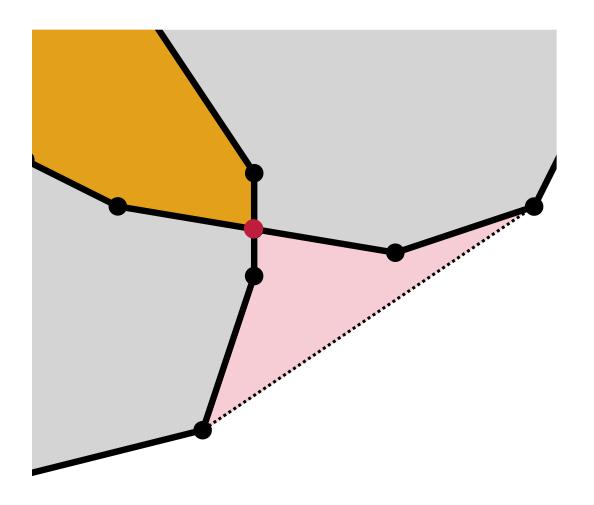




#### **Convex-Convex intersection**

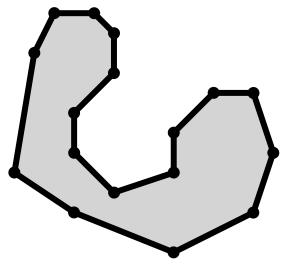


#### **Convex-Convex intersection**





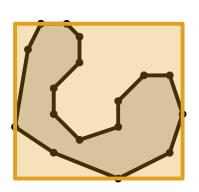
#### **Bounding volumes**

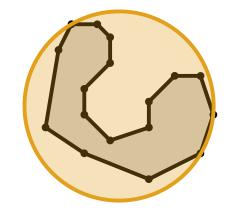


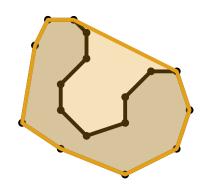
A Bounding volume is the smallest of a given shape/geometric object type that fully encloses another.

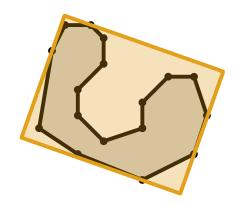
Can you think of types of bounding volumes that we've already encountered?

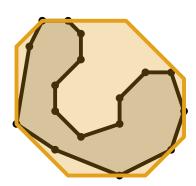
# **Bounding volumes**





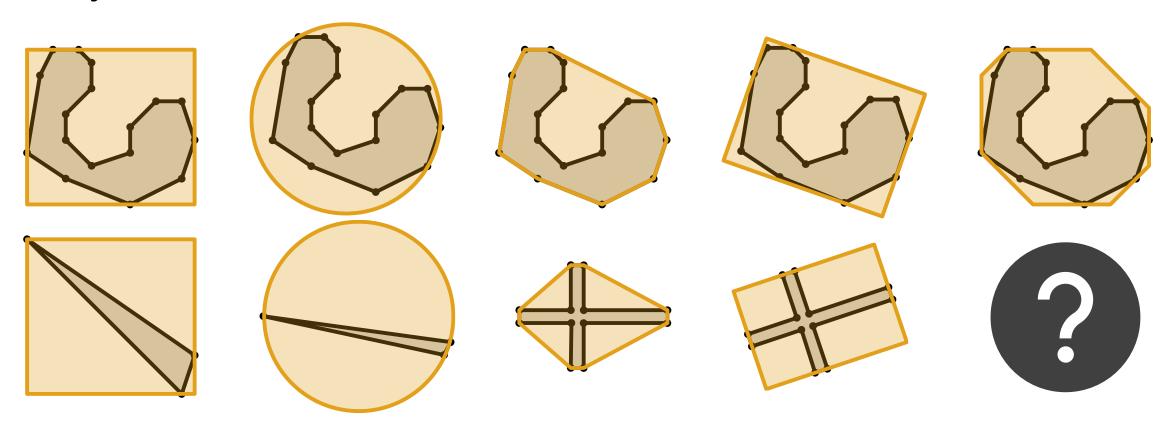




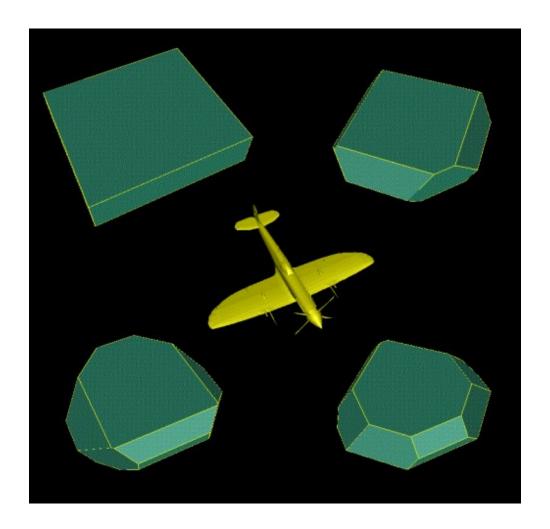


## **Bounding volumes**

# Some types of bounding volumes that we've already encountered!

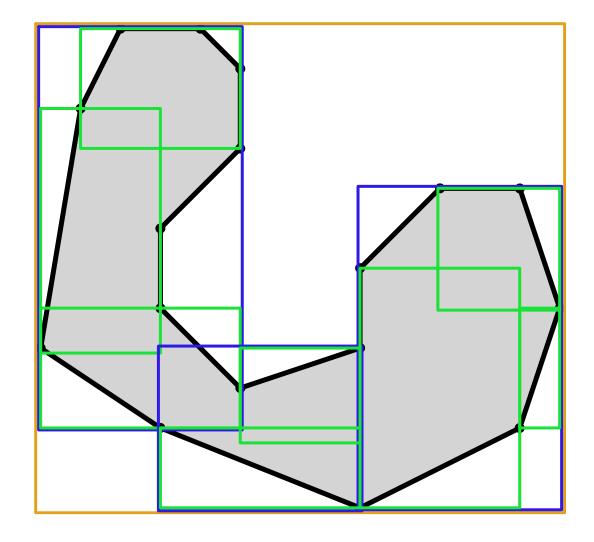


#### k-DOPs





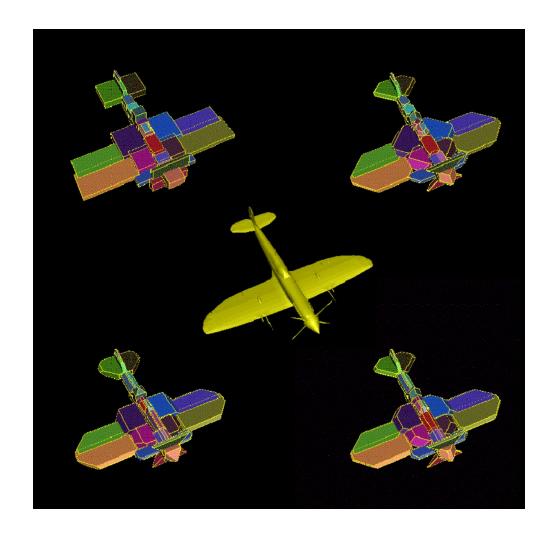
## Bounding volume hierarchies – Primitives



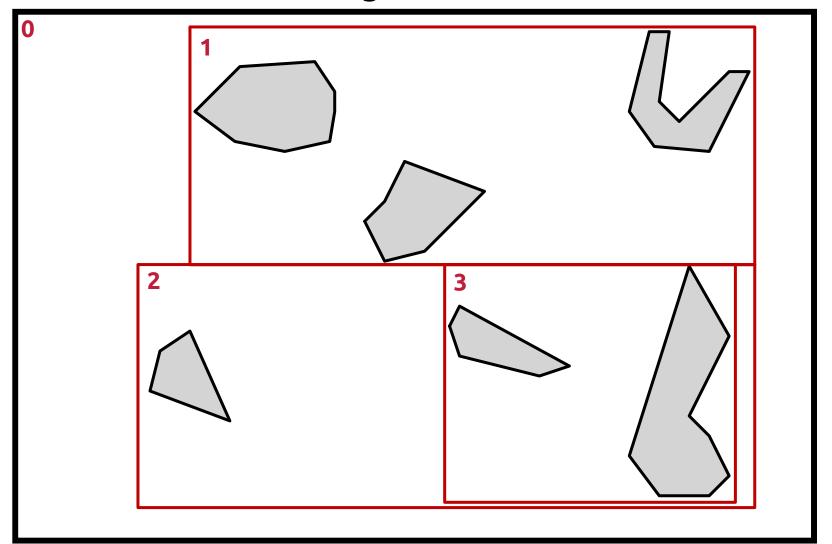
What do we have to do to ensure that this works?

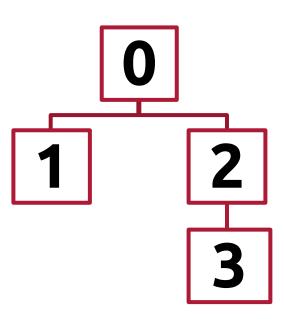


# Bounding volume hierarchies–k-DOP

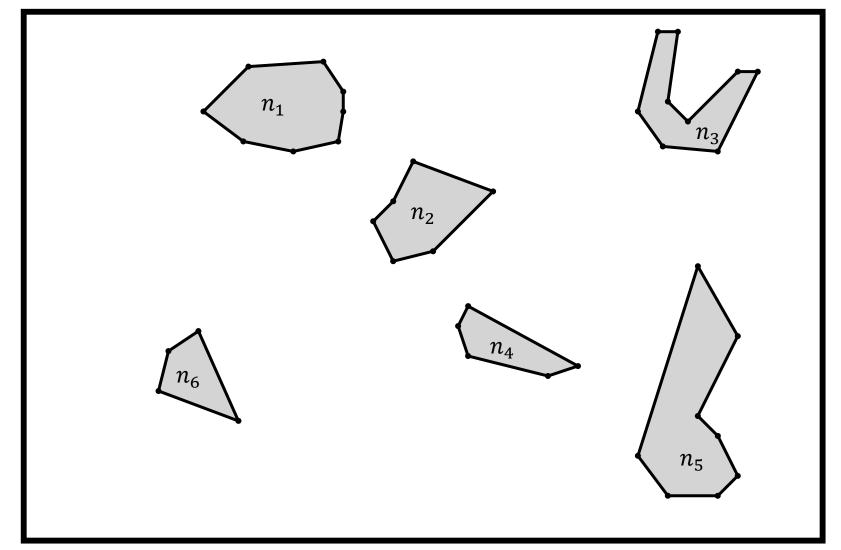


# General idea – Bounding volume hierarchies

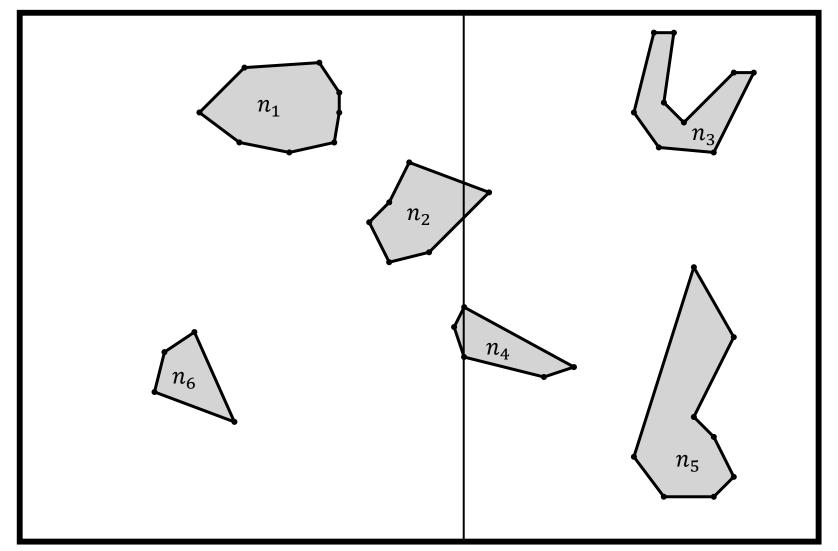




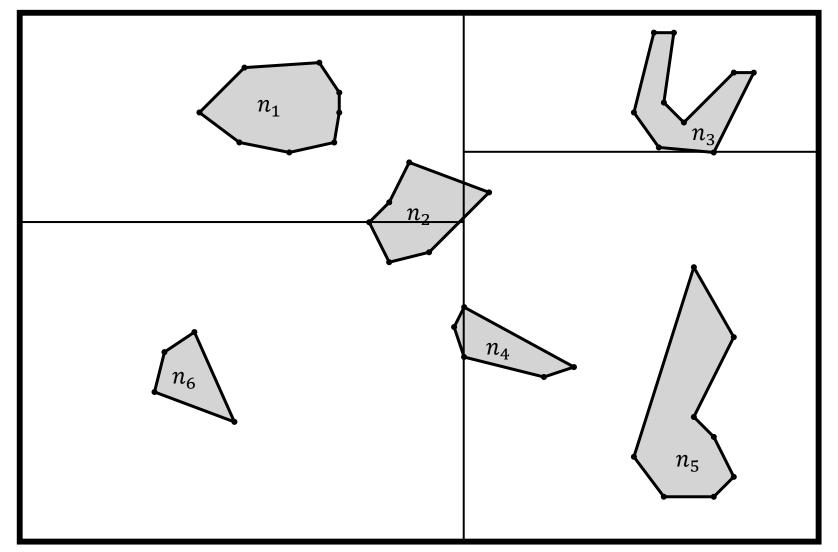




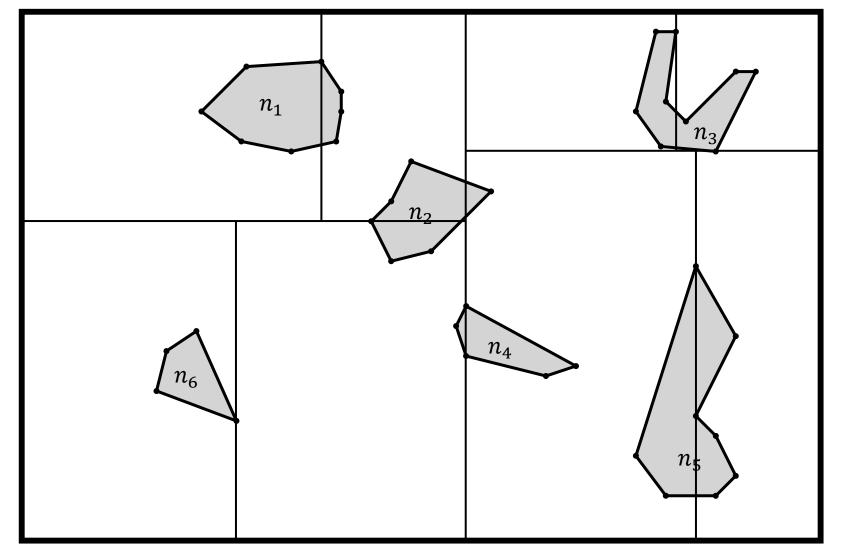






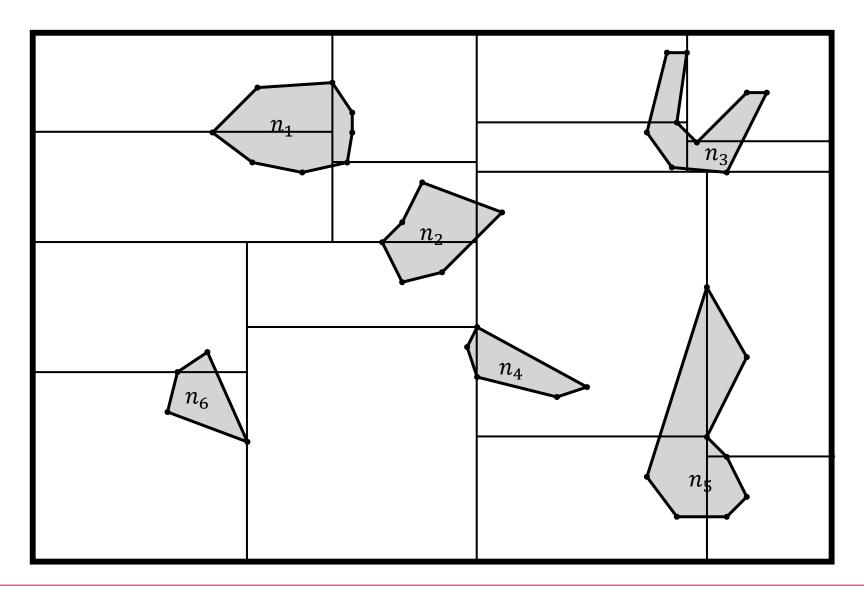






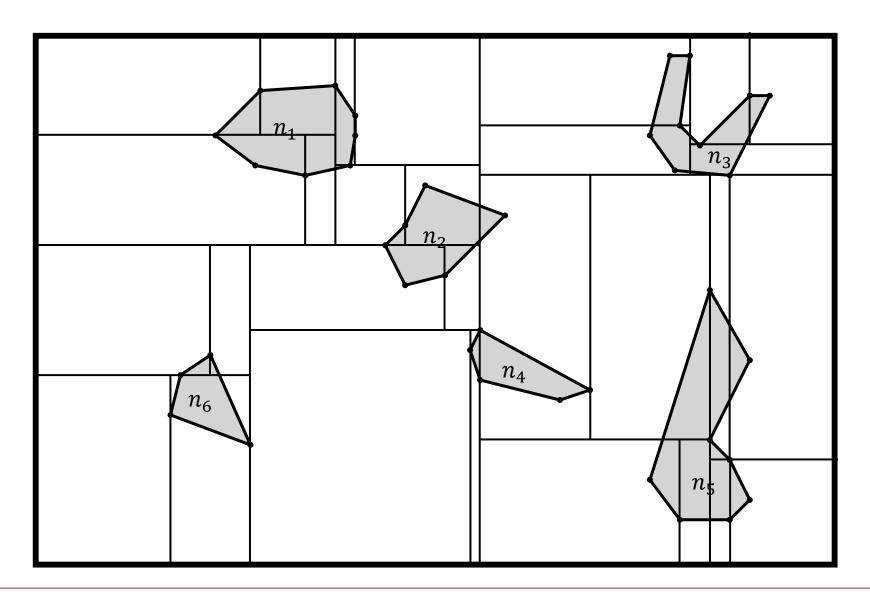


#### k-d-tree

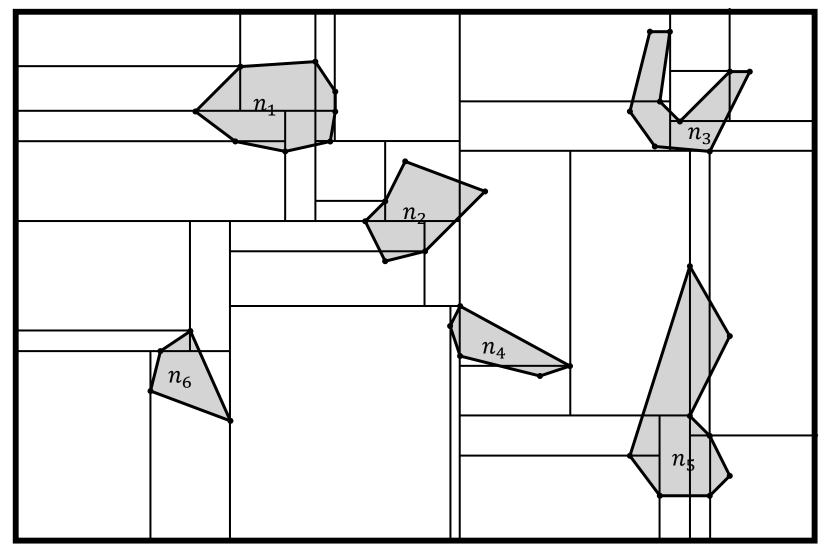




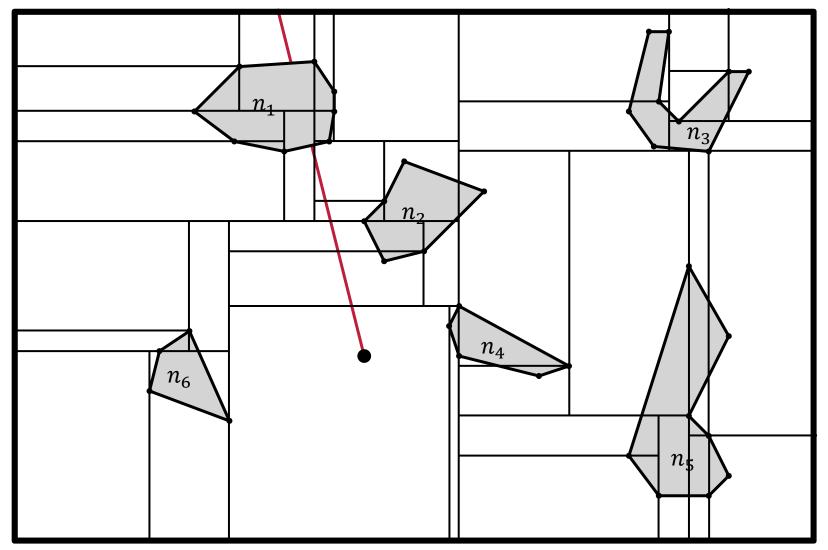
#### k-d-tree



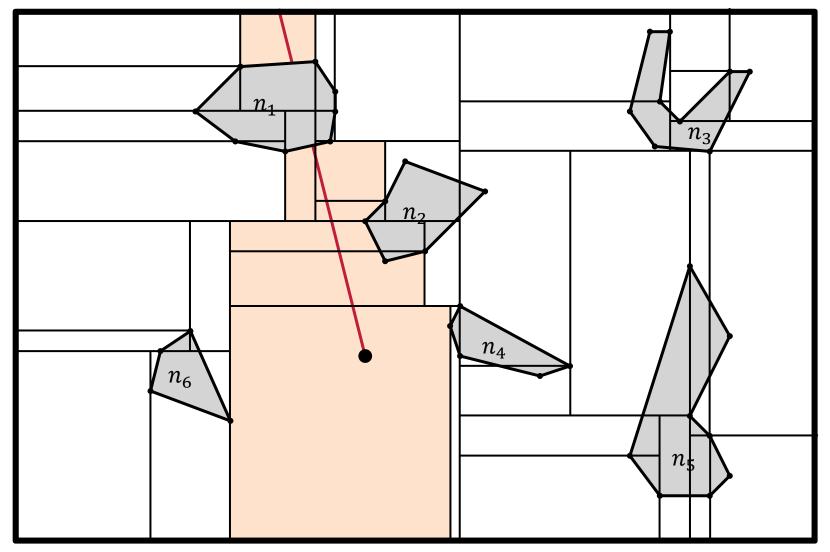




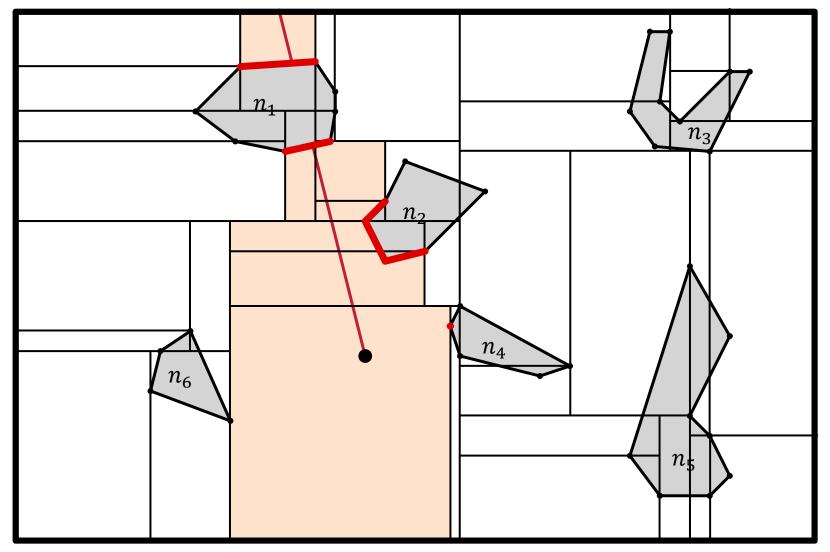






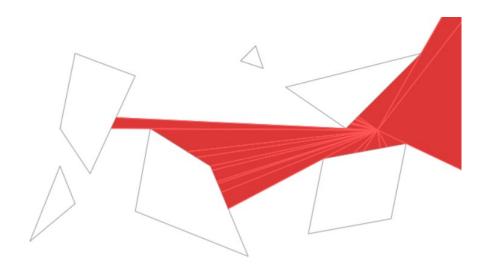


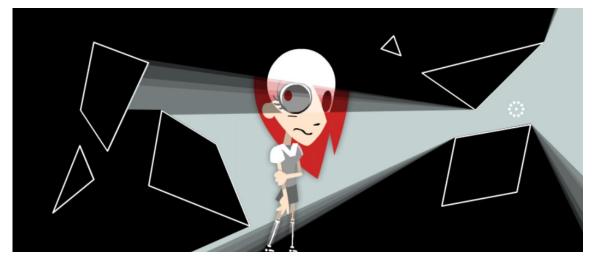






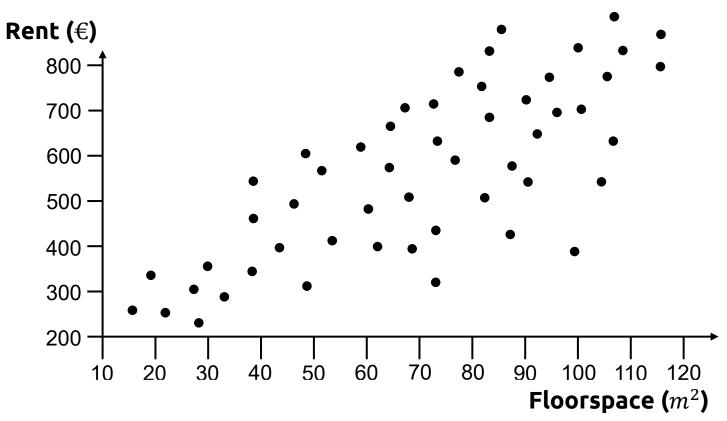
## More applications in computer graphics





https://ncase.me/sight-and-light/

#### *k-d-*tree – Range search

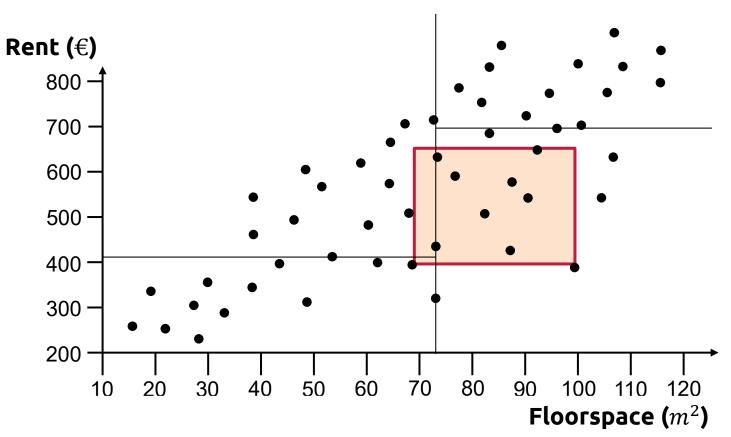


#### Find an apartment with

- 400 650€ **/ month**
- $70 100m^2$



#### *k-d-*tree – Range search

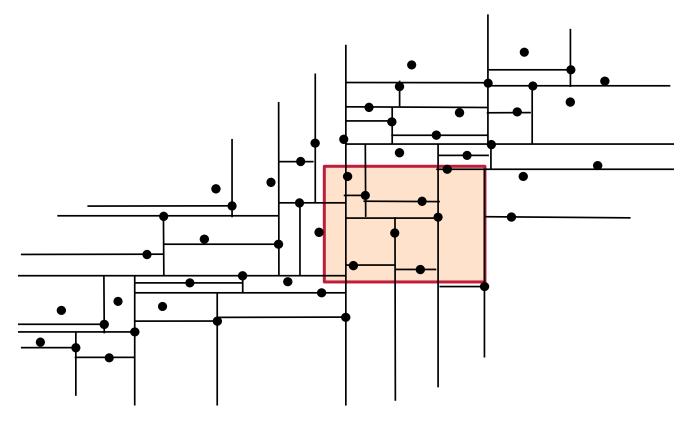


#### Find an apartment with

- 400 650€ **/ month**
- $70 100m^2$



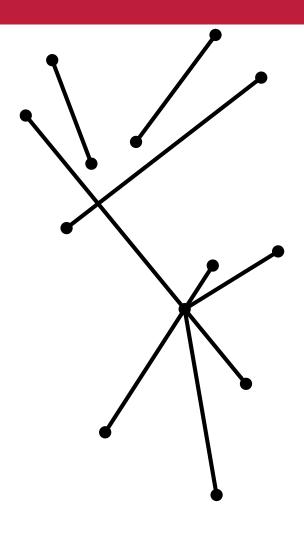
#### *k-d*-tree – Range search



#### Find an apartment with

- 400 650€ / month
- $70 100m^2$

## **Line segment intersection – Ideas?**





#### **Multiple polygon intersection – Ideas?**

