



Qu'est-ce que la géométrie?

1. L'étude

Mesh.

vertices = dots with  $(x, y, z)$  coordinates

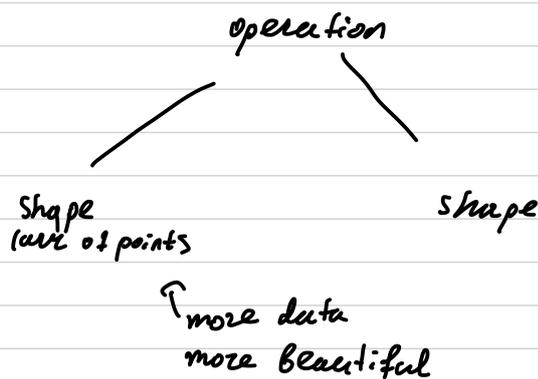
edges = line in graph, we connect two vertices and call the connection "an edge"

faces = polygons = edges form faces

Blob Tree  
Array of points.

we construct a tree

Constructive solid  
geometry



processing:

map:

maps a number  
from one range  
onto another

CM 4