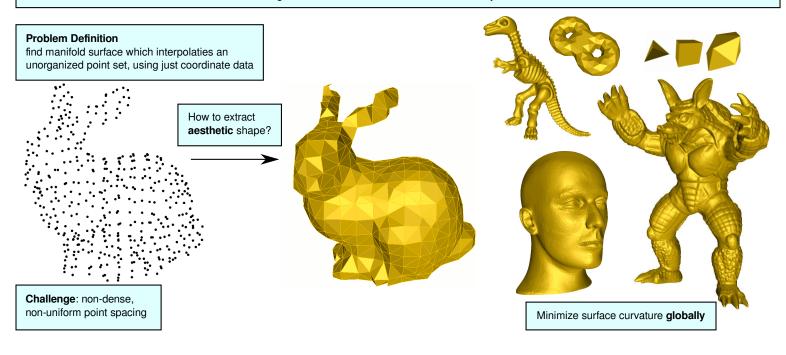
# Intrinsic Shape of Point Clouds

Stefan Ohrhallinger and Sudhir P. Mudur, Concordia University, Montrèal, Canada

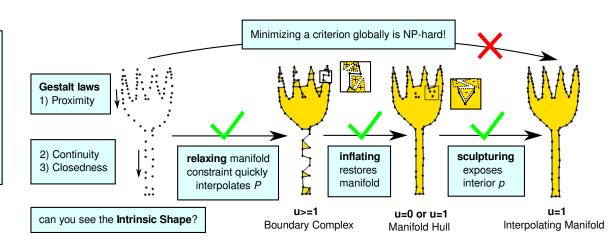


#### 2D Concept

Construct surface in steps Vary topological constraint u = umbrella count at p in hull

umbrella = incident edge-pair -> minimize boundary length

Boundary Complex is sub-set of Delaunay Triangulation

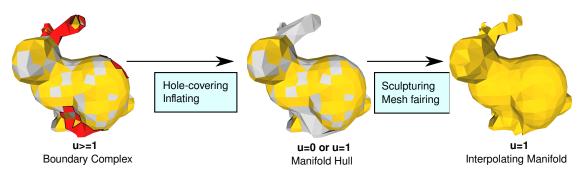


## 3D Extension

umbrella = closed triangle fan -> minimize surface curvature

Grey: tetrahedra Yellow: triangles

Black: hole-boundaries Red: inside hole-boundaries



### TightCocone [Dey03]

is best previous method fails for non-dense, nonuniformly spaced point sets



## **Our Method**

much improved quality competitive run-time O(n log n) complexity



