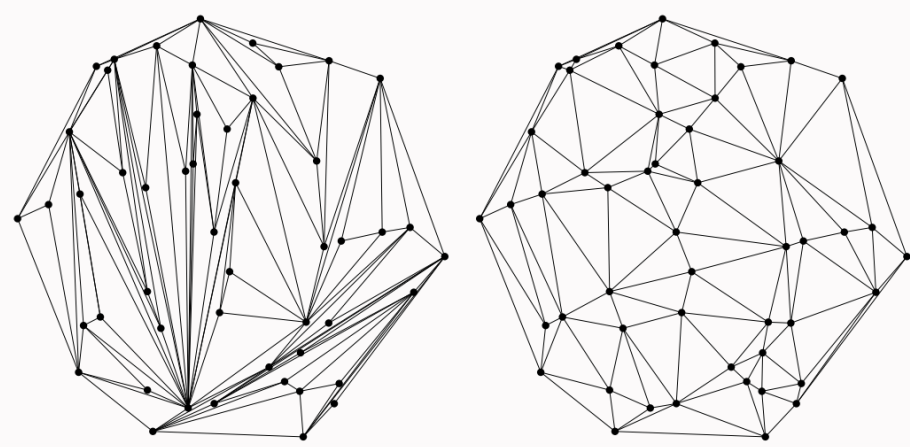
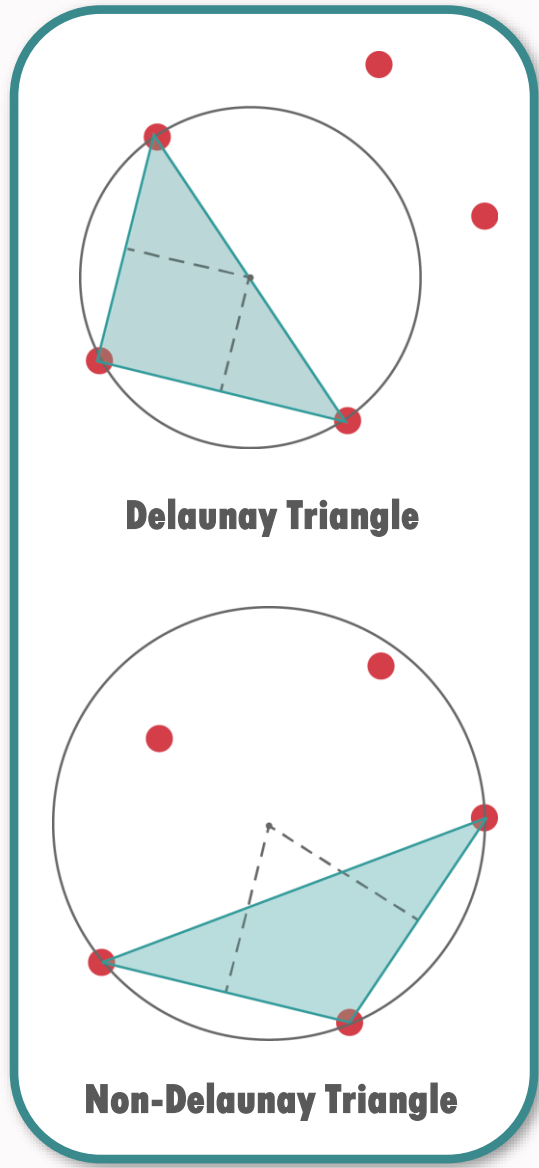
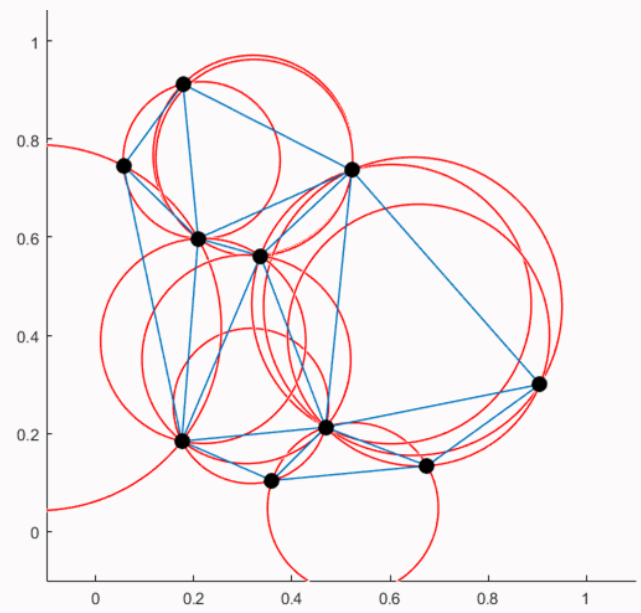


# Delaunay Triangulation and 3D Reconstruction



Scan Triangulation

Delaunay Triangulation

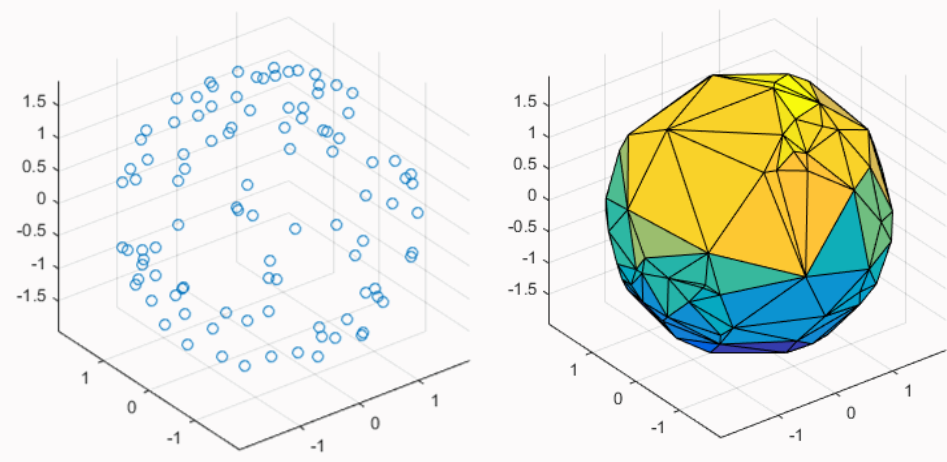


Delaunay Triangle

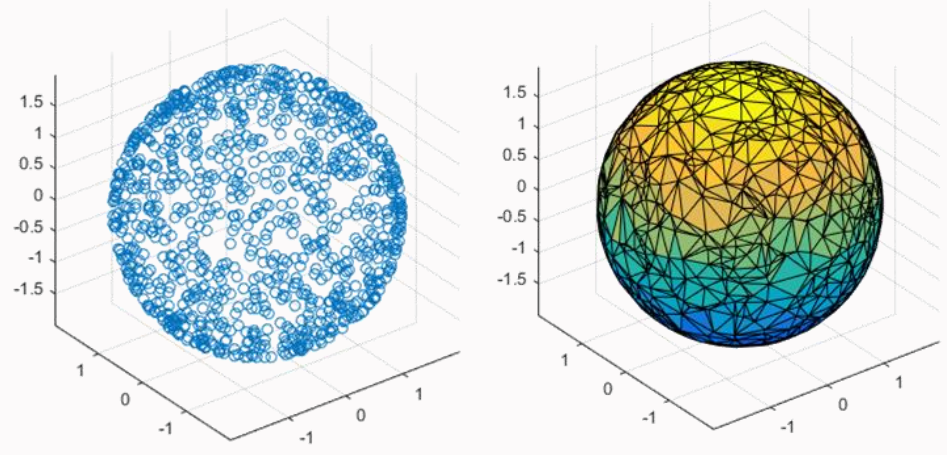
Non-Delaunay Triangle

# Delaunay Triangulation

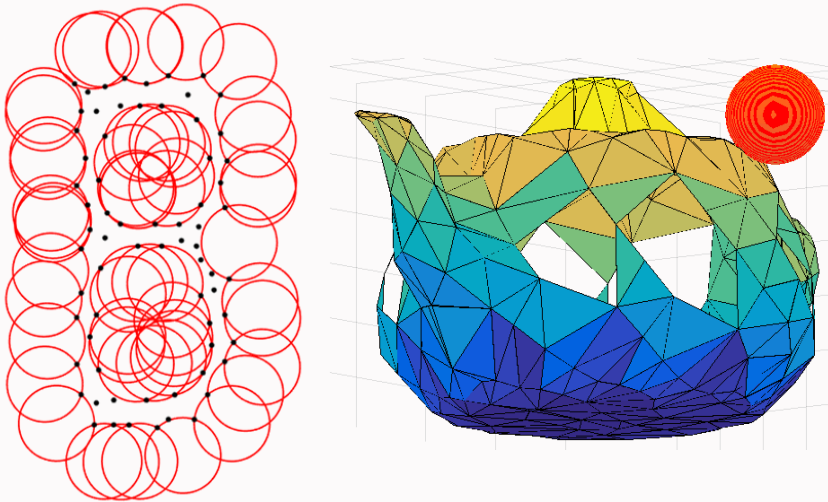
100 Point Sphere



1000 Point Sphere

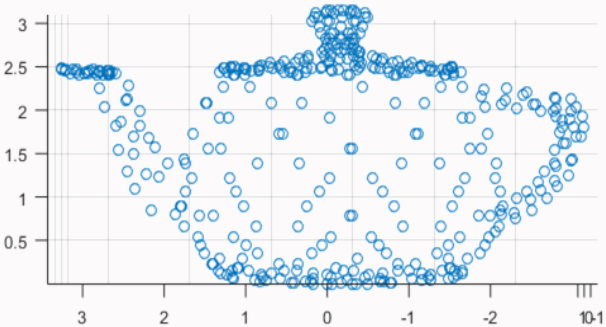
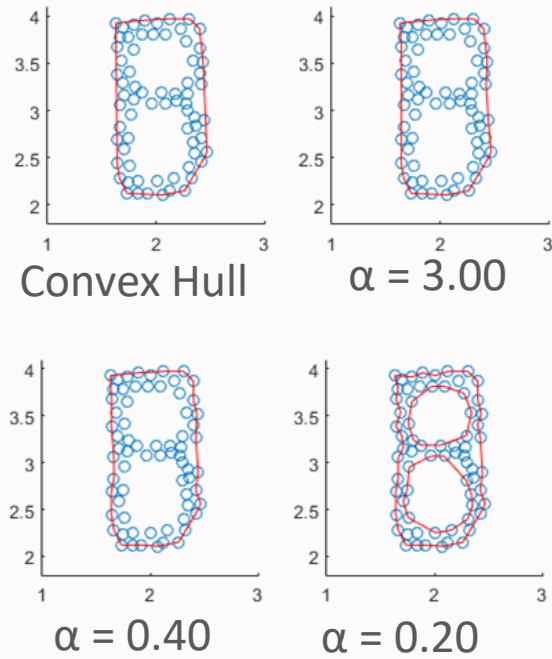


# Delaunay Triangulation and 3D Reconstruction



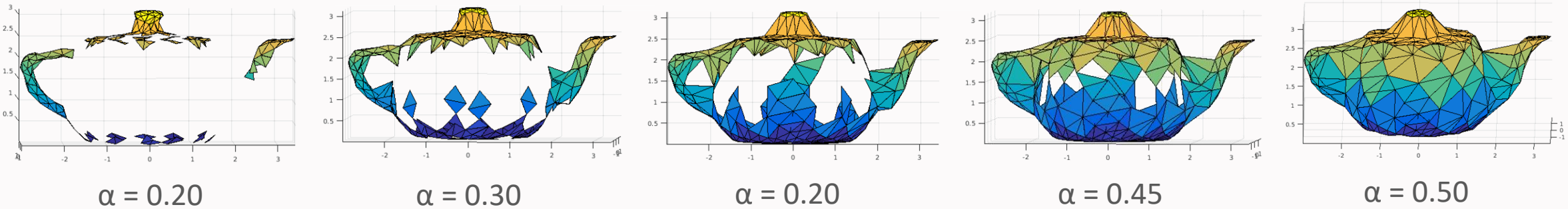
Scooping empty space from the convex hull results in the alpha shape

2D Image with Varying Alpha Disc Radius



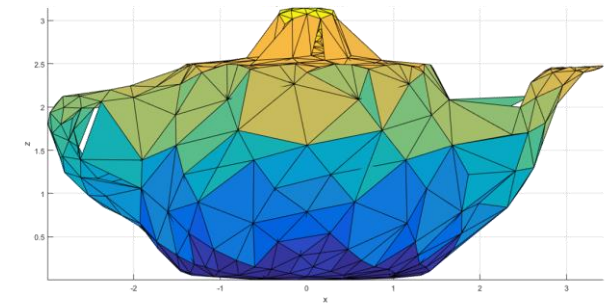
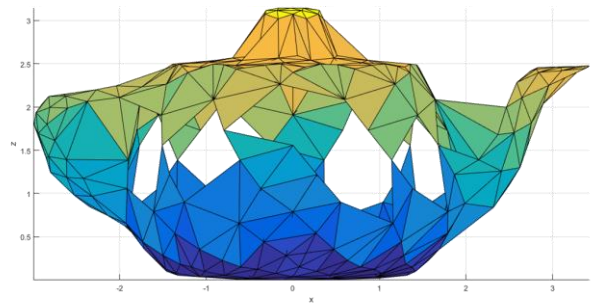
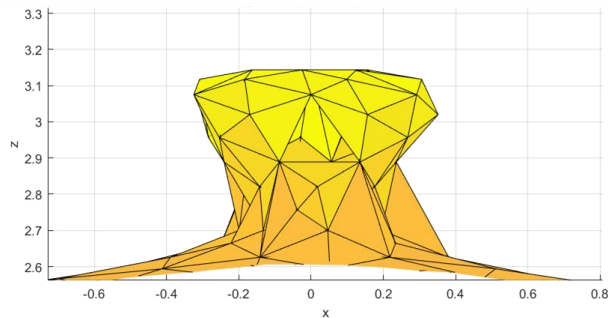
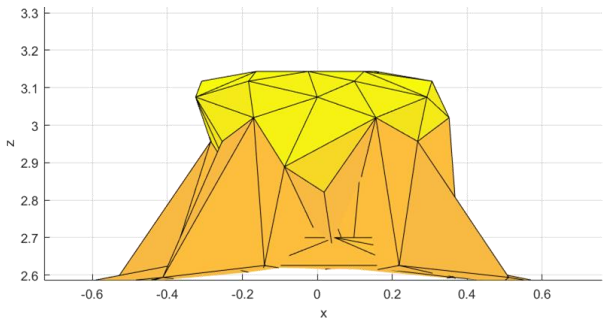
The Utah Teapot

Reconstruction Variation with Alpha Sphere Radius



# Delaunay Triangulation and 3D Reconstruction

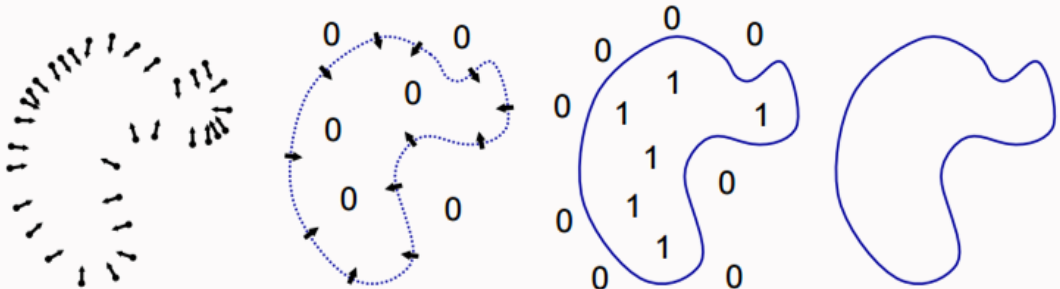
## Unweighted vs Weighted Alpha Reconstruction



Unweighted Alpha

Weighted Alpha

# Weighted Alpha and Poisson Surfaces



## Poisson Surfaces

