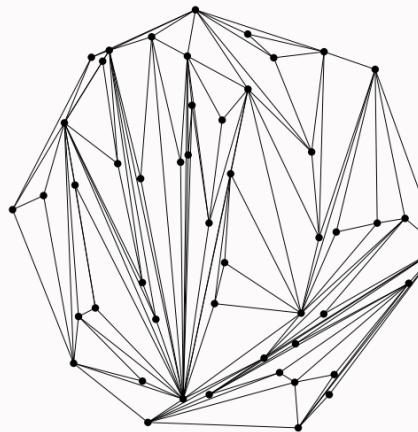
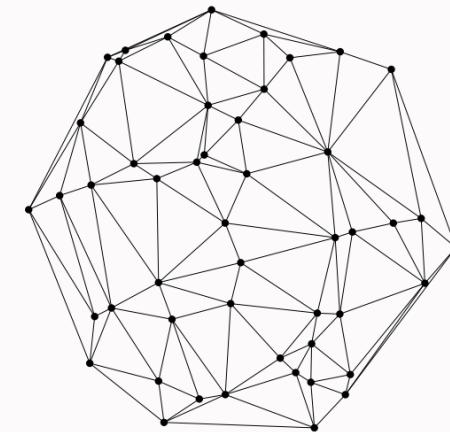


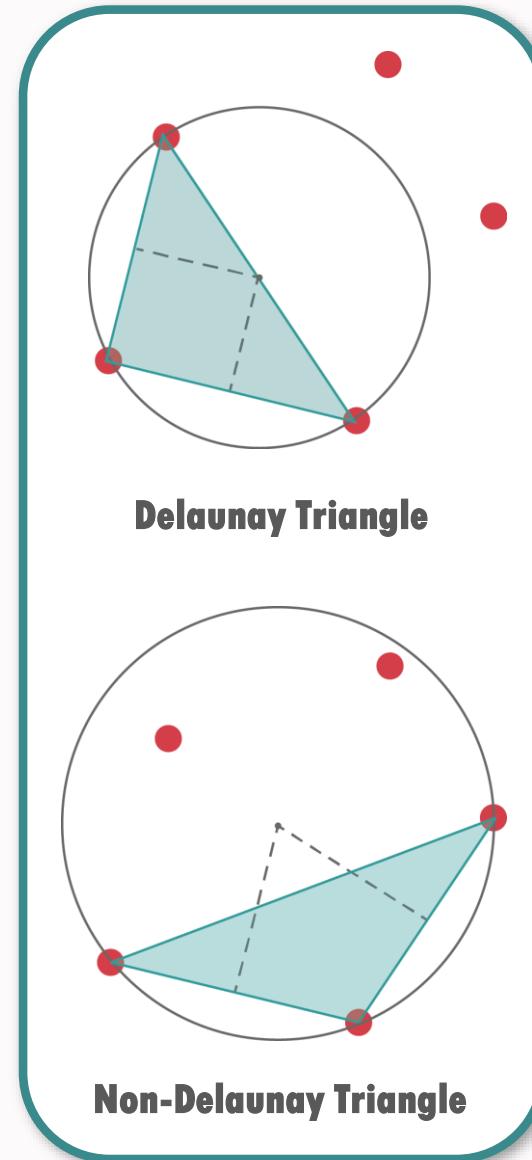
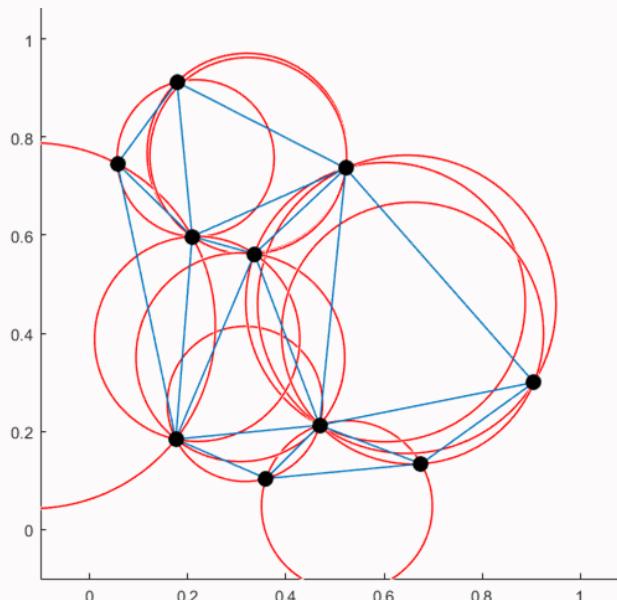
Delaunay Triangulation and 3D Reconstruction



Scan Triangulation

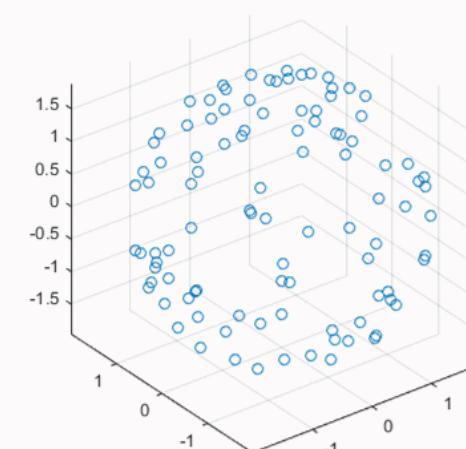


Delaunay Triangulation

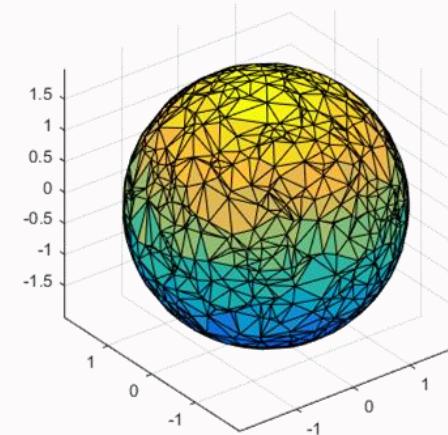
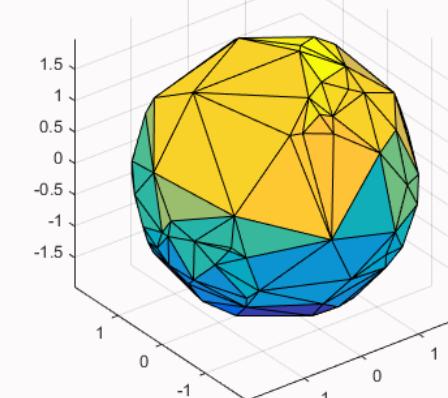
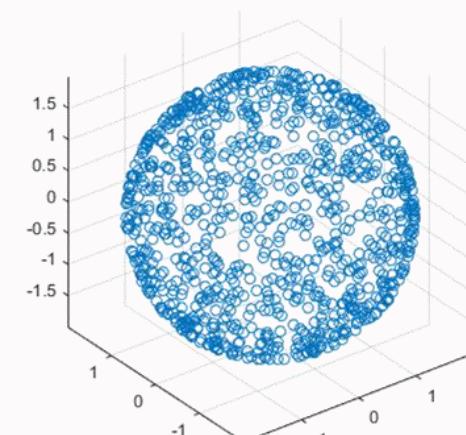


Delaunay Triangulation

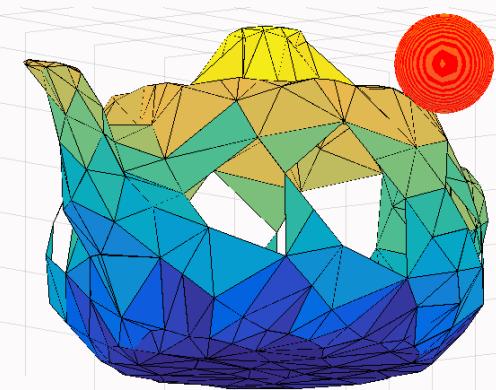
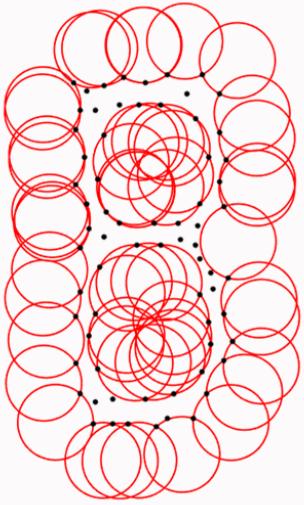
100 Point Sphere



1000 Point Sphere

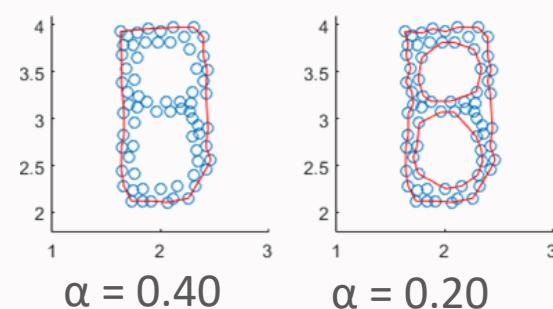
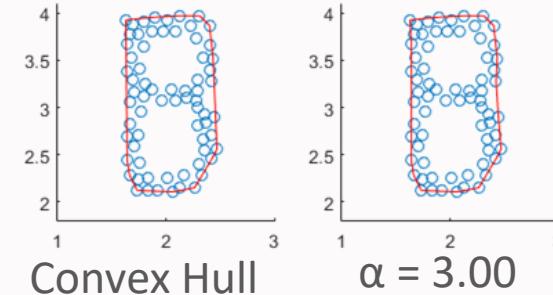


Delaunay Triangulation and 3D Reconstruction

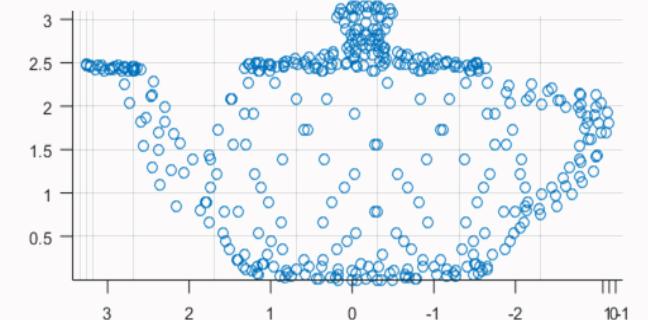


Scooping empty space from the convex hull results in the alpha shape

2D Image with Varying Alpha Disc Radius

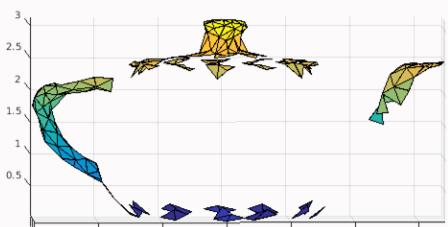


Alpha Shapes

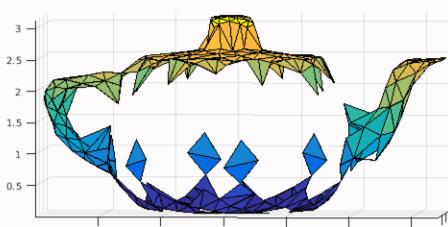


The Utah Teapot

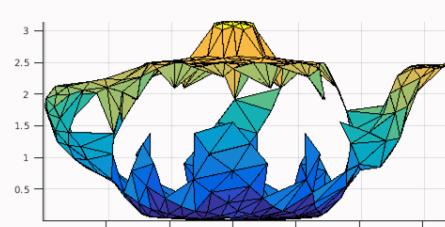
Reconstruction Variation with Alpha Sphere Radius



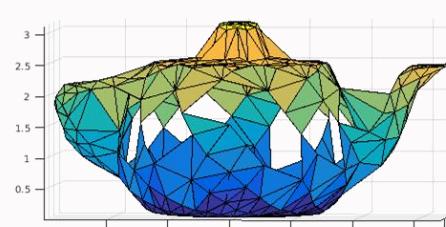
$\alpha = 0.20$



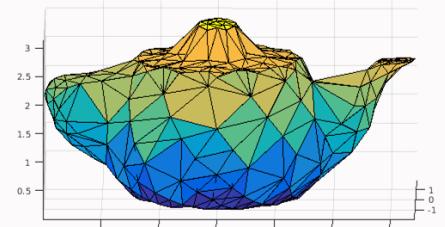
$\alpha = 0.30$



$\alpha = 0.20$



$\alpha = 0.45$

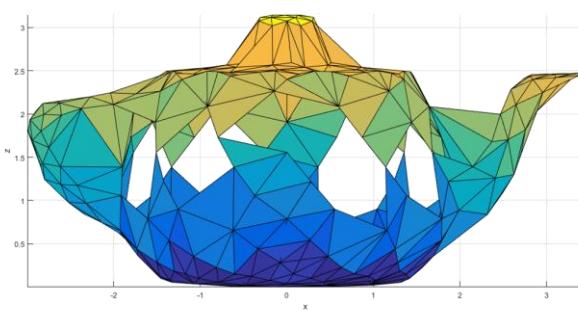
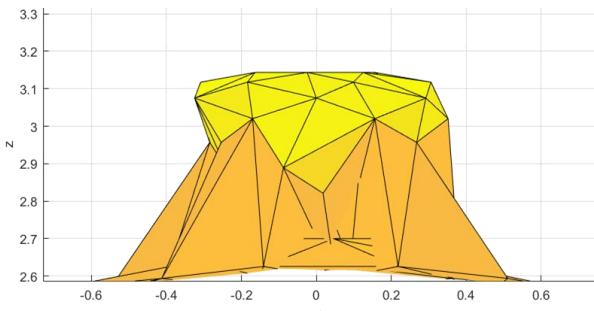


$\alpha = 0.50$

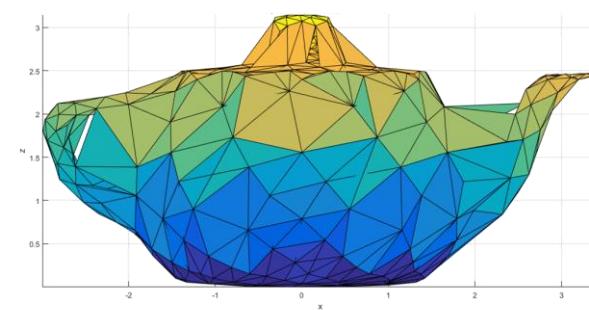
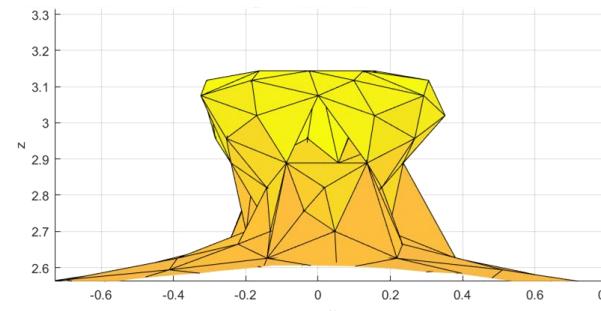
Delaunay Triangulation and 3D Reconstruction

Weighted Alpha and Poisson Surfaces

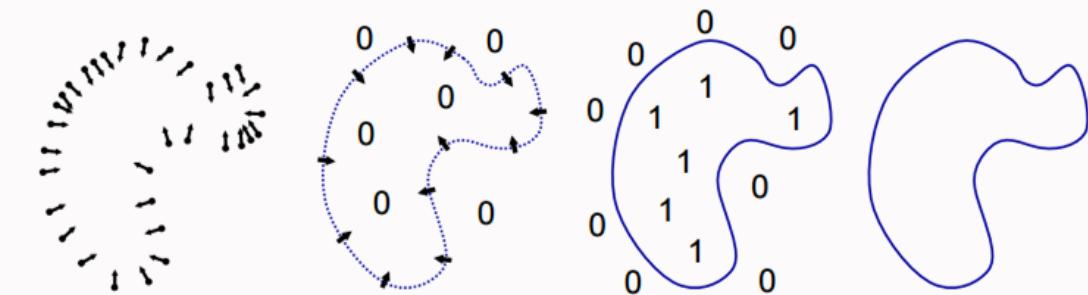
Unweighted vs Weighted Alpha Reconstruction



Unweighted Alpha



Weighted Alpha



Poisson Surfaces

