



Scene Graphs & Modeling Transformations

COS 426



3D Object Representations

- **Points**
 - Range image
 - Point cloud
- **Surfaces**
 - Polygonal mesh
 - Subdivision
 - Parametric
 - Implicit
- **Solids**
 - Voxels
 - BSP tree
 - CSG
 - Sweep
- **High-level structures**
 - Scene graph
 - Application specific



3D Object Representations

- What object representation is best for this?

