

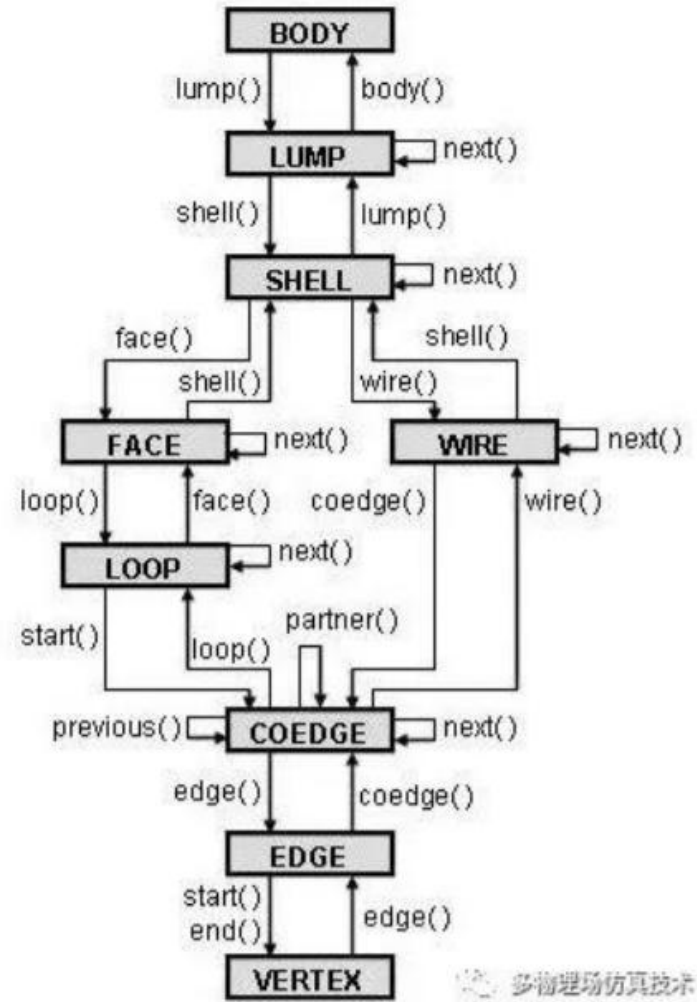
# Advancing Front Method

研发

# Facet(Tesslation) VS Mesh

- 1. Mesh element Size(global/local)
- 2. Mesh element quality
- 3. Mesh attribures
- 4. Mesh topology

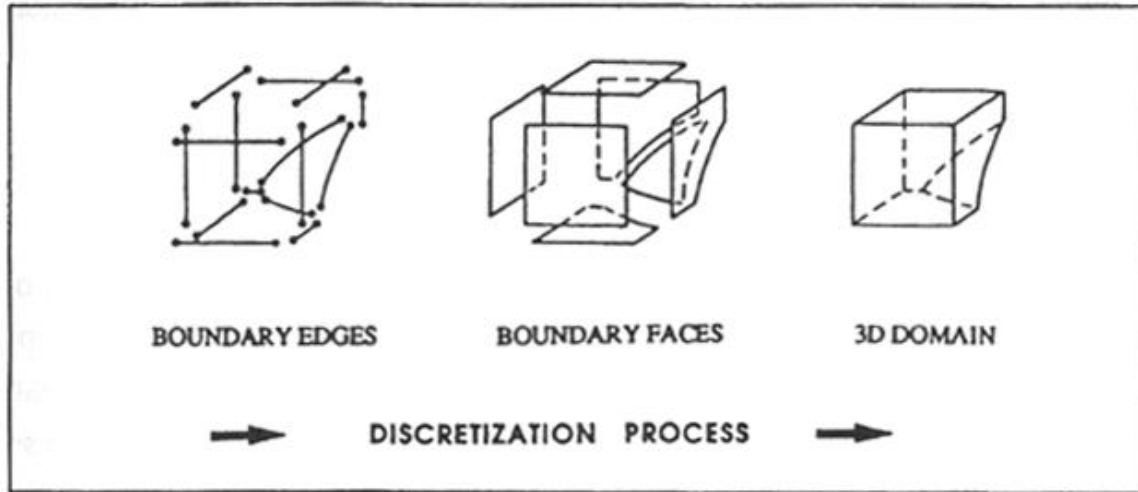
# BRep topology



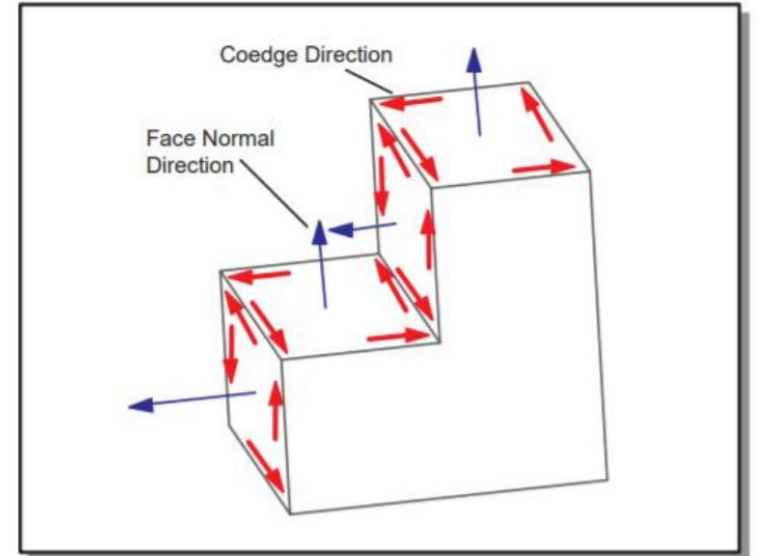
2022-3-31

# Input data

- BREP to face and edge



## Topology



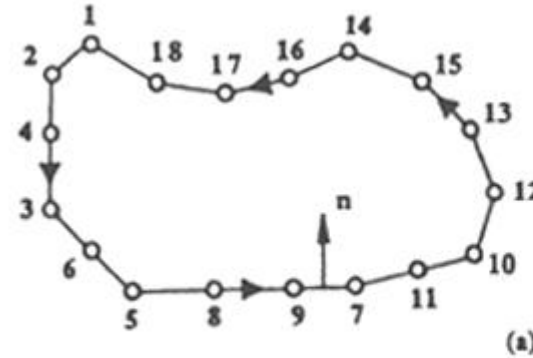
# STEP

1. List candidate edges

Create nodes and seeding nodes

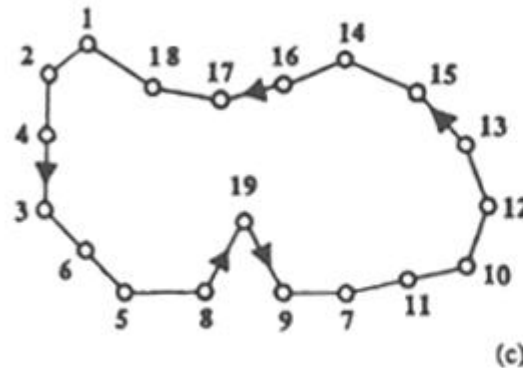
Parameter: **global mesh size**

Seeding: **local mesh size**



|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| 1  | 3  | 2  | 4  | 6  | 5  | 8  | 9  | 7  |
| 2  | 6  | 4  | 3  | 5  | 8  | 9  | 7  | 11 |
| 11 | 12 | 10 | 13 | 15 | 16 | 14 | 17 | 18 |
| 10 | 13 | 12 | 15 | 14 | 17 | 16 | 18 | 1  |

2. Insert node and remove candidate edge



|    |    |    |    |    |    |    |    |    |       |    |
|----|----|----|----|----|----|----|----|----|-------|----|
| 1  | 3  | 2  | 4  | 6  | 5  |    | 9  | 7  | ADDED |    |
| 2  | 6  | 4  | 3  | 5  | 8  |    | 7  | 11 |       |    |
| 11 | 12 | 10 | 13 | 15 | 16 | 14 | 17 | 18 | 8     | 19 |
| 10 | 13 | 12 | 15 | 14 | 17 | 16 | 18 | 1  | 19    | 9  |

# STEP

- 3. Control parameters:

3.1.Edge distance

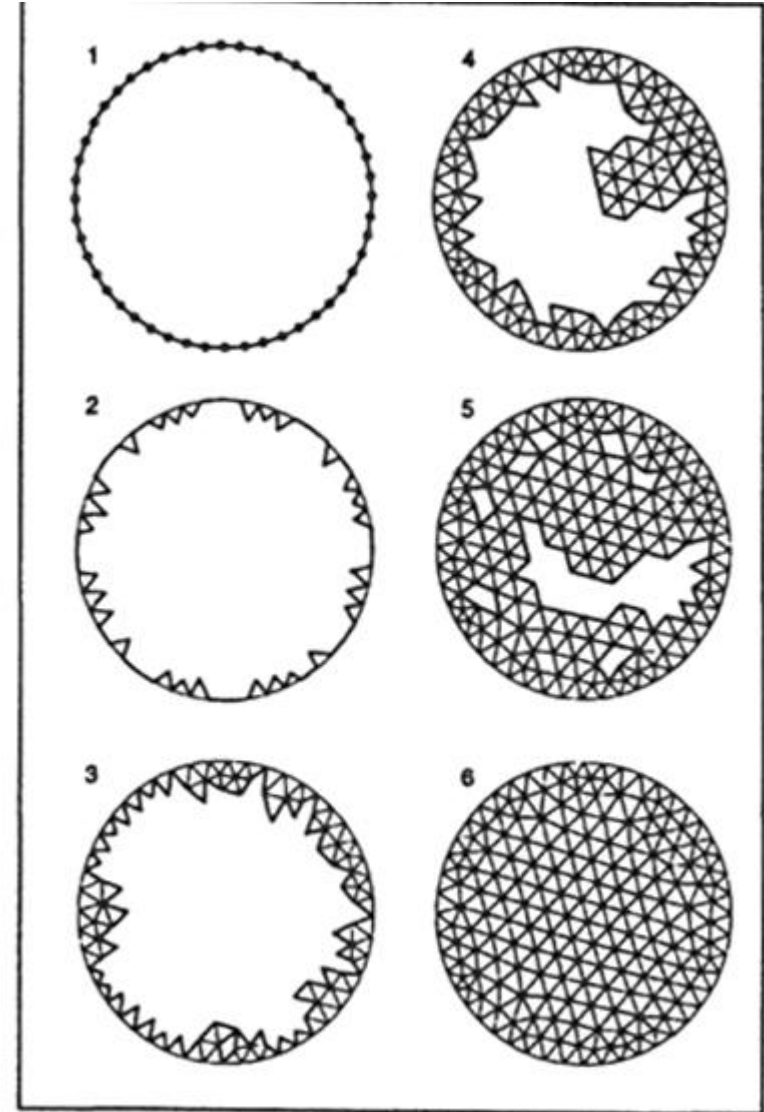
3.2.Co-edge direction

3.3.Node tolerance

3.4.Spanning angle

**3.5.Function**

Correctness > Function > Quality



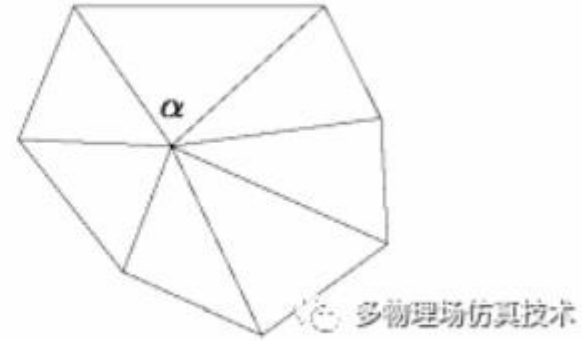
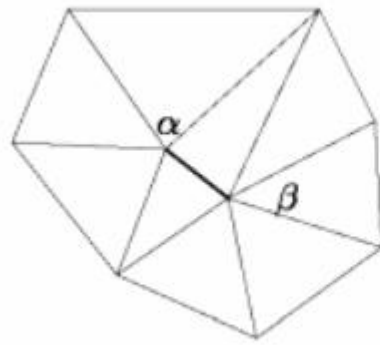
# Constrained Optimization problem



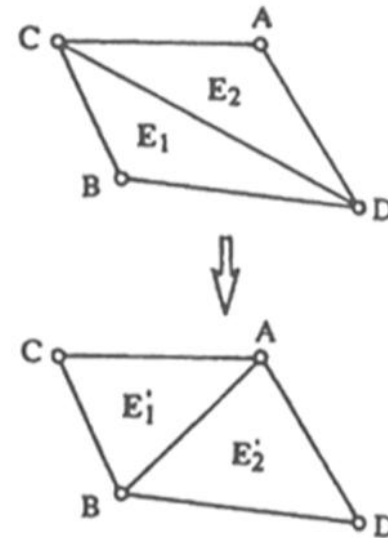
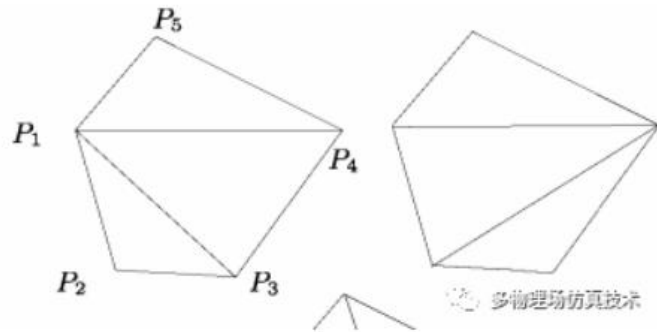
1. Validation check
2. Tree(Quad/Octree/RTree)to accelerate

# Mesh Improvement

## 1. Edge Collapse



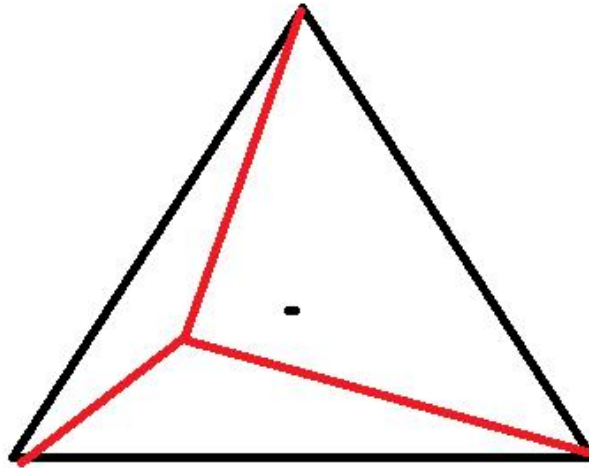
## 2. Edge Swap



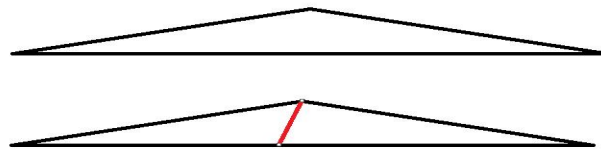


### 3. Smooth:

- Only move nodes
- Not change topology
- Move to centroid point that rounded

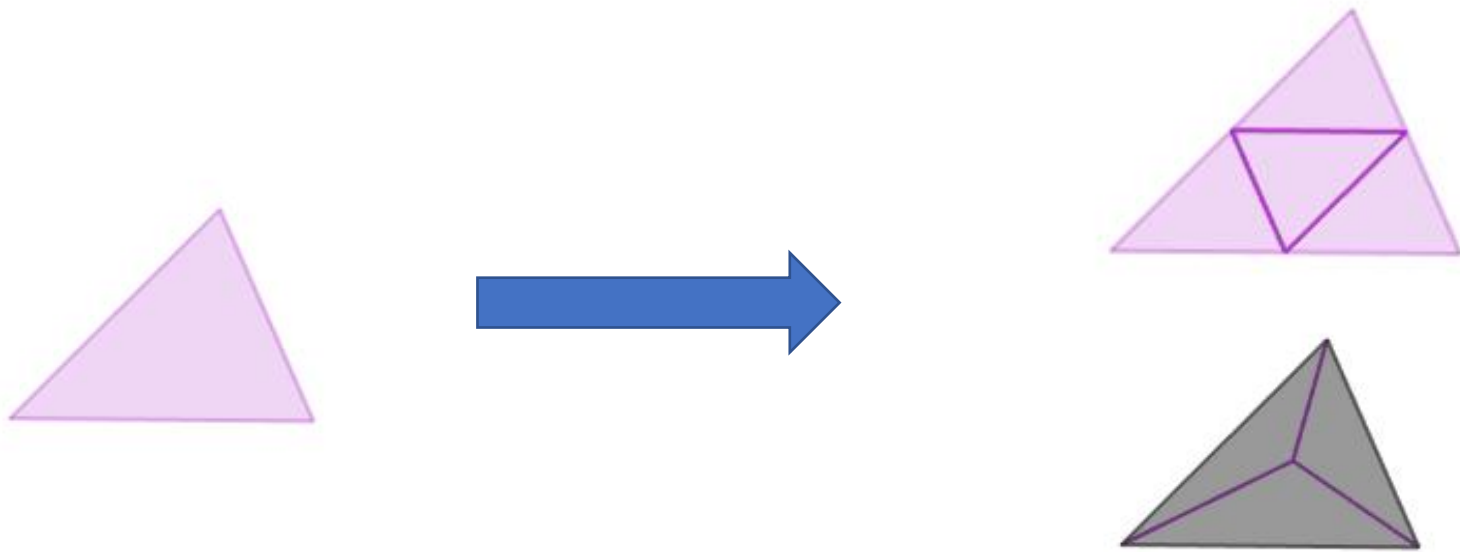


### 4. Split edge



# Mesh Refinement

- Strategy level
- Algorithm level





Q&A