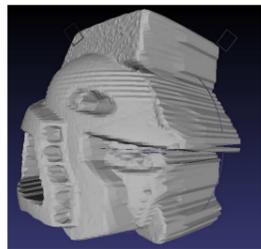
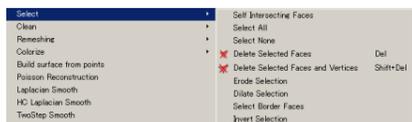


MeshLabメモ

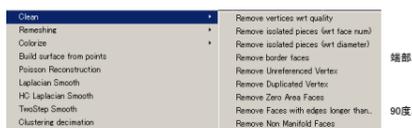
Filters



元データ
PICZA 解像度0.25mmピッチ



Self Intersecting Faces
Select All
Select None
Delete Selected Faces Del
Delete Selected Faces and Vertices Shift+Del
Erode Selection
Dilate Selection
Detect Border Faces
Invert Selection



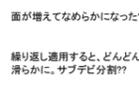
Remove vertices wrt quality
Remove isolated pieces (wrt face num)
Remove isolated pieces (wrt diameter)
Remove border faces
Remove Unreferenced Vertex
Remove Duplicated Vertices
Remove Zero Area Faces
Remove Faces with edges longer than...
Remove Non Manifold Faces

端部からn列の面を一括削除

90度エッジ(?)から指定距離離れた面を削除



Loop Subdivision Surfaces
Butterfly Subdivision Surfaces
Midpoint Subdivision Surfaces



面が増えてめらかになった??

繰り返し適用すると、どんどん滑けたように滑らかに。サブデビ分割??



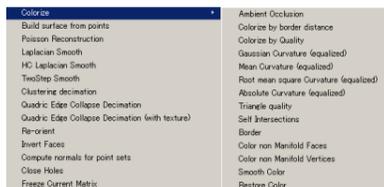
長い三角面を分割?
エッジの面が増えてる

処理前

処理後



エッジ面をサブデビ分割
頂点増えてるけど
相対見た目は変わらない。



Ambient Occlusion
Colorize by border distance
Colorize by Quality
Gaussian Curvature (equalized)
Mean Curvature (equalized)
Root mean square Curvature (equalized)
Absolute Curvature (equalized)
Triangle quality
Self Intersections
Border
Color non Manifold Faces
Color non Manifold Vertices
Smooth Color
Restore Color

