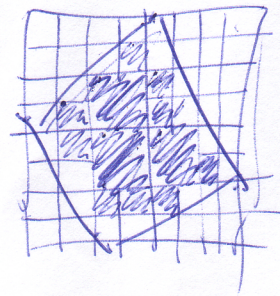
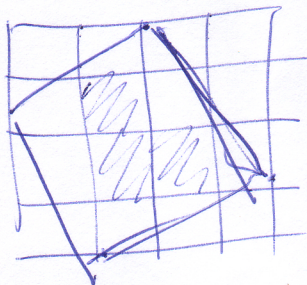
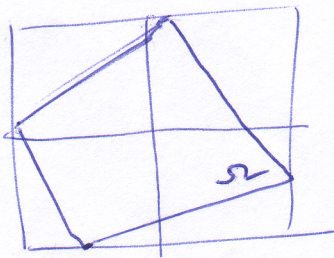


Mesh generation algorithms

(3)

- Quadtree alg. (structured meshes)
(Octree)

Cover domain Ω with squares (cubes) and recursively refine, keeping cells containing Ω .



- Delaunay triangulation (unstructured meshes)

From a set of points: construct a triangulation satisfying the "empty circle" property: for each edge there is a circle containing the edge but no other nodes.

