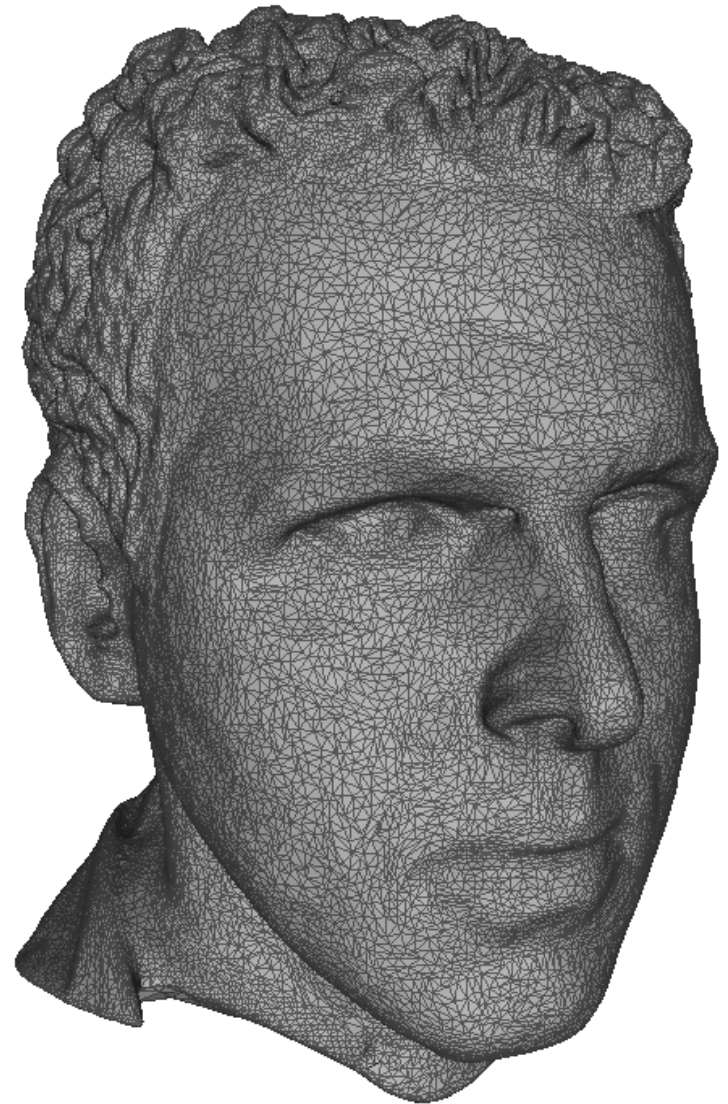# Malhas e Arquivos PLY

Prof. Thales Vieira

Malhas de triângulos

★ Lista de vértices

★ Lista de triângulos

Arquivo PLY

```
ply
format ascii 1.0
comment this is a simple file
obj_info any data, in one line of free form text
element vertex 3
property float x
property float y
property float z
element face 1
property list uchar int vertex_indices
end_header
-1 0 0
 0 1 0
 1 0 0
3 0 1 2
```
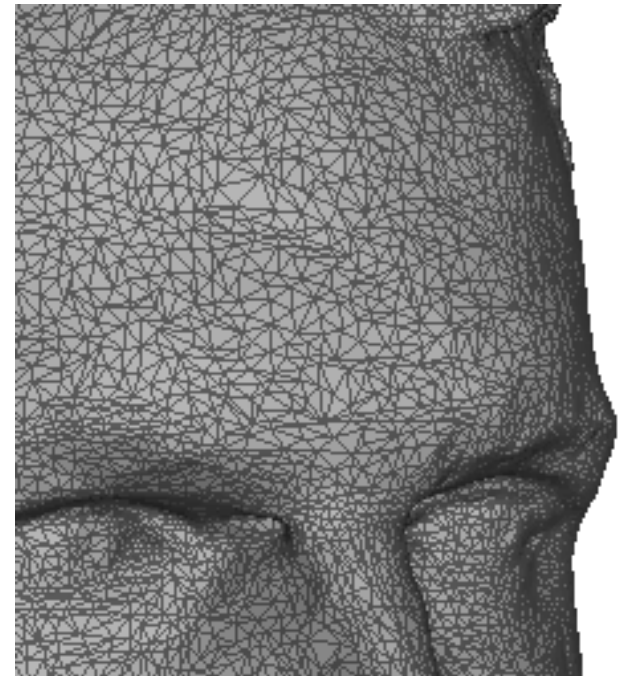
Normais?

★   Normal por triângulo

★   Normal por vértice: Estrutura de vizinhança!

Offset

Problema: Segmentos de reta sobre triângulos na mesma posição espacial

Offset: Deslocar valores de profundidade dos fragmentos

Offset

Name

glPolygonOffset — set the scale and units used to calculate depth values

C Specification

void glPolygonOffset(GLfloat   factor,   GLfloat   units);

Parameters

factor

Specifies a scale factor that is used to create a variable depth offset for each polygon. The initial value is 0.

units

Is multiplied by an implementation-specific value to create a constant depth offset. The initial value is 0.