

3. Graph-based Models

A geometric model emphasizing the topological structure, with data pointers linking together an object's faces, edges, and vertices, is a **graph-based model**.

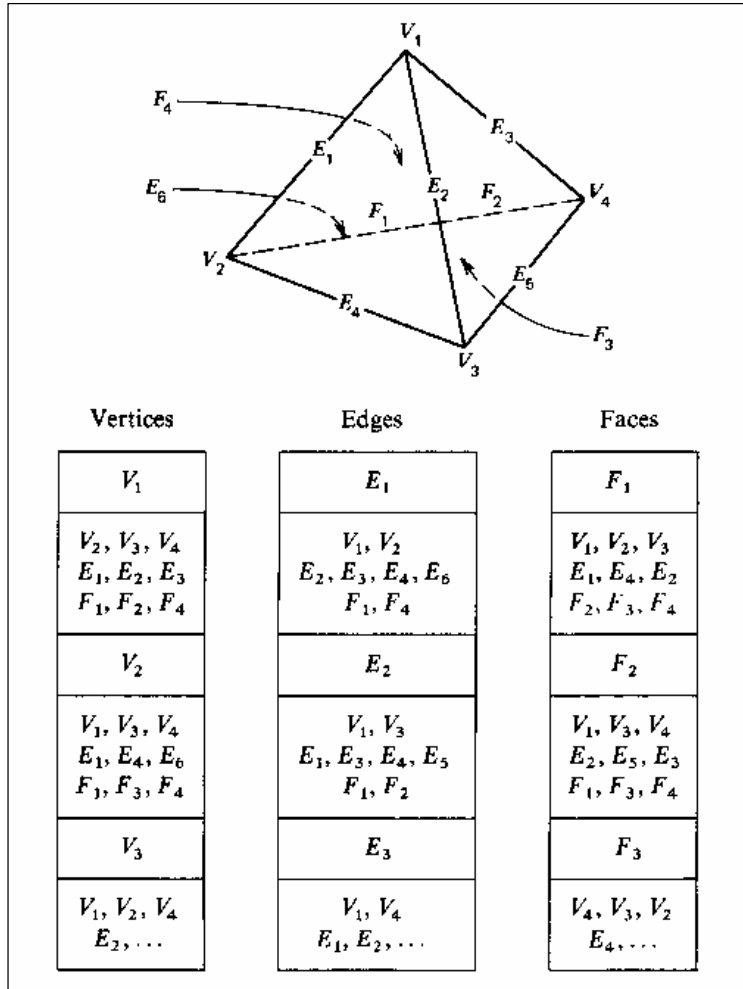


Figure 1. Graph-based model

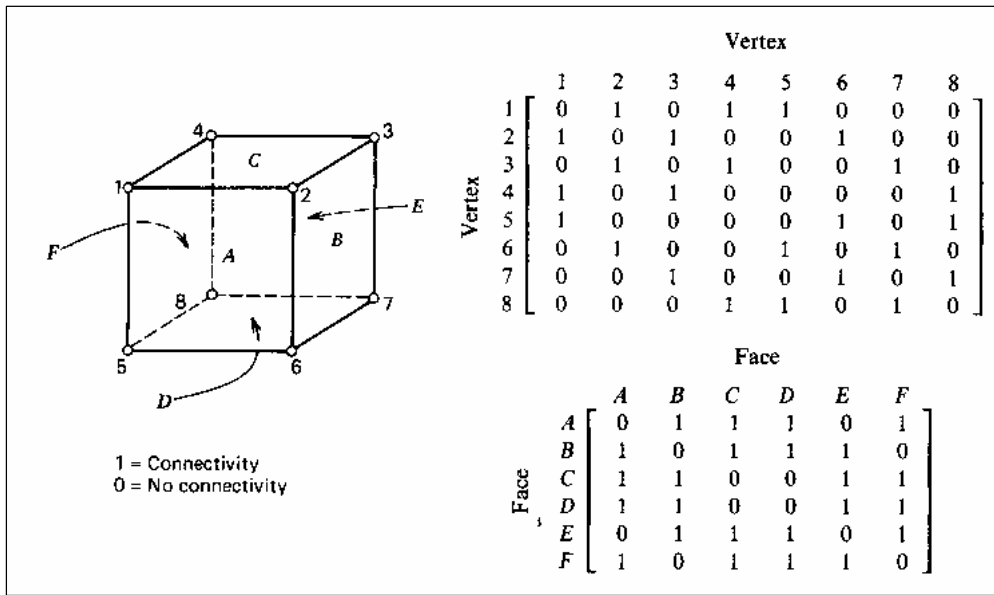


Figure 2. Connectivity matrices for a polyhedron

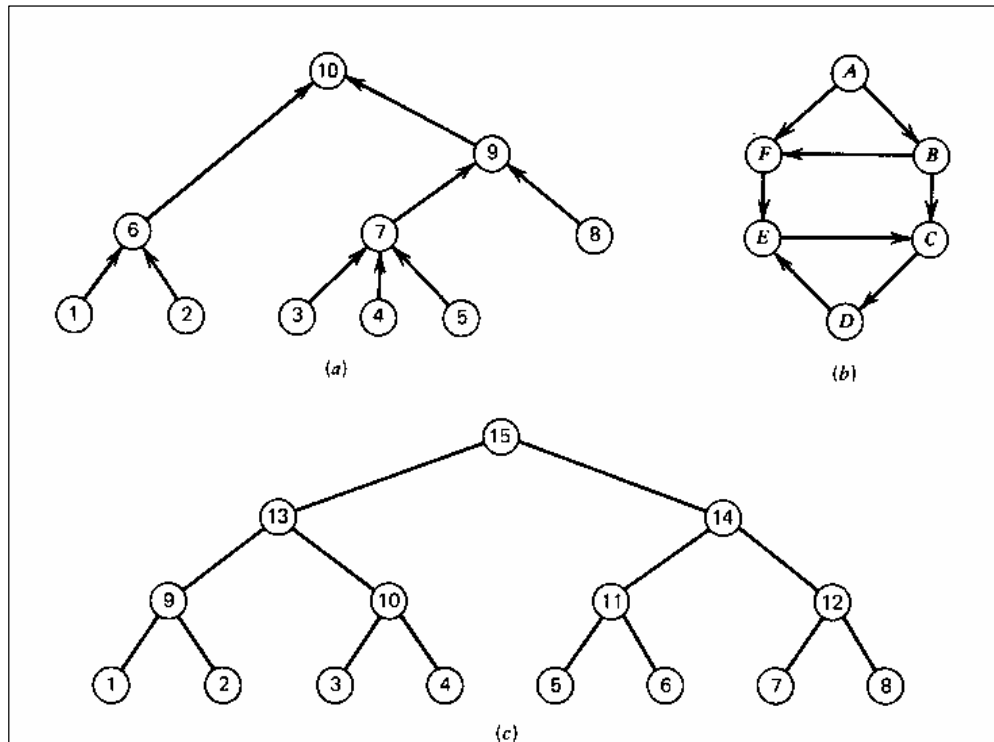


Figure 3. Examples of graphs