

# A COMPARISON OF TECHNIQUES FOR GEOMETRY ACCESS RELATED TO MESH GENERATION

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One of the major issues of mesh generation today is access to the geometry to be meshed in an accurate and efficient manner. This presentation will review the various geometry sources along with the issues associated with geometry access related to mesh generation. This presentation will also evaluate the various approaches for geometry access including translation & healing, conversion to simpler representations (e.g. faceted models), geometric kernel file access, and native access to design data pertaining to the geometry access issues highlighted. This range of geometry access techniques offers a variety of benefits and problems that will be explored along with the concept of a unified topology model to improve the capabilities and effectiveness of geometry access for mesh generation purposes.