

### DCEL Example

<u>Vertex #</u>	<u>Coordinates</u>	<u>Incident Edge#</u>
1	0 0 0	1
2	1 0 0	2
3	0 1 0	4
4	0 0 1	8

<u>Face #</u>	<u>Edge</u>
1	1
2	6
3	10
4	11

<u>Edge #</u>	<u>Origin (Tail)</u>	<u>Twin</u>	<u>Incident Face</u>	<u>Next</u>	<u>Prev</u>
1	1	2	1	3	5
2	2	1	3	10	12
3	2	4	1	5	1
4	3	3	4	11	8
5	3	6	1	1	3
6	1	5	2	7	9
7	3	8	2	9	6
8	4	7	4	4	11
9	4	10	2	6	7
10	1	9	3	12	2
11	2	12	4	8	4
12	4	11	3	2	10

