

Fandisk	Attene's method	1	26	88	0.011711	0.000007	0.000438
	Our method	1	28	92	0.006087	0.000005	0.000093
Sphere	Bareque's method	1	0	43	0.031985	0.000267	0.002267
	Attene's method	1	117	357	0.010694	0.000077	0.000609
	Our method	1	114	351	0.003029	0.000047	0.000290

5 Conclusions

In this paper, we have presented a novel smooth hole-filling method based on the minimum area triangulation and refinement, applied edge swap principle and computed averaging face normal to adjust the vertex of patched meshes. Experimental results show that the presented method can approximate the original missing meshes and smooth transition with the surrounding meshes with reasonable accuracy.

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