# CS 184 - Subdivision Worksheet

Daniel Ritchie

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   With each iteration of Catmull Clark subdivision, each face has a new vertex inserted into it and each edge has a new vertex inserted along it. Face points connect to edge points, and edge points connect to vertex points. Vertices with degree not equal to 4 are called *extraordinary*. For a simple, regular mesh, this process yields something like:
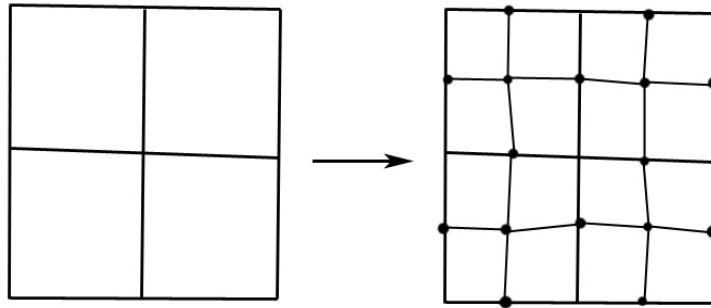
1. Draw the result of applying one iteration of Catmull-Clark subdivision to the mesh below. Circle all vertices (both original and ones you added) that are extraordinary. The topology of your answer is all that matters; don't worry about exact vertex positions.