

## ADDITIONAL MATERIAL

The following images are additional material for the paper:

Visibility-driven Mesh Analysis and Visualization through Graph Cuts.

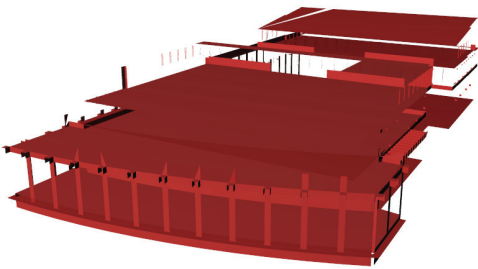
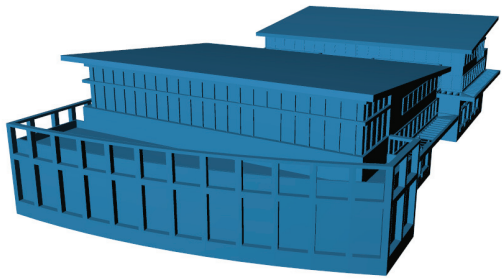


Fig. 22. Two views of the *bldg2* model not shown in the paper. Left: the outer layer of the *bldg2* model. Right: the inside polygons that were removed.

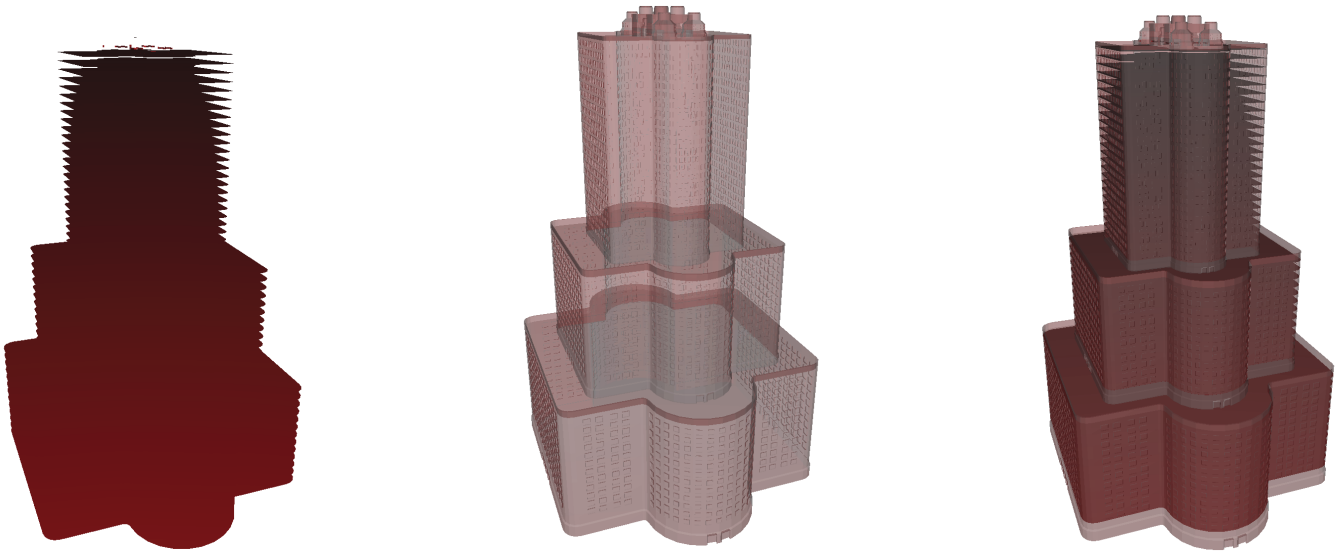


Fig. 17. Left: The second layer of the building model. Middle: The first layer of the building model. Right: Both layers combined with transparency.

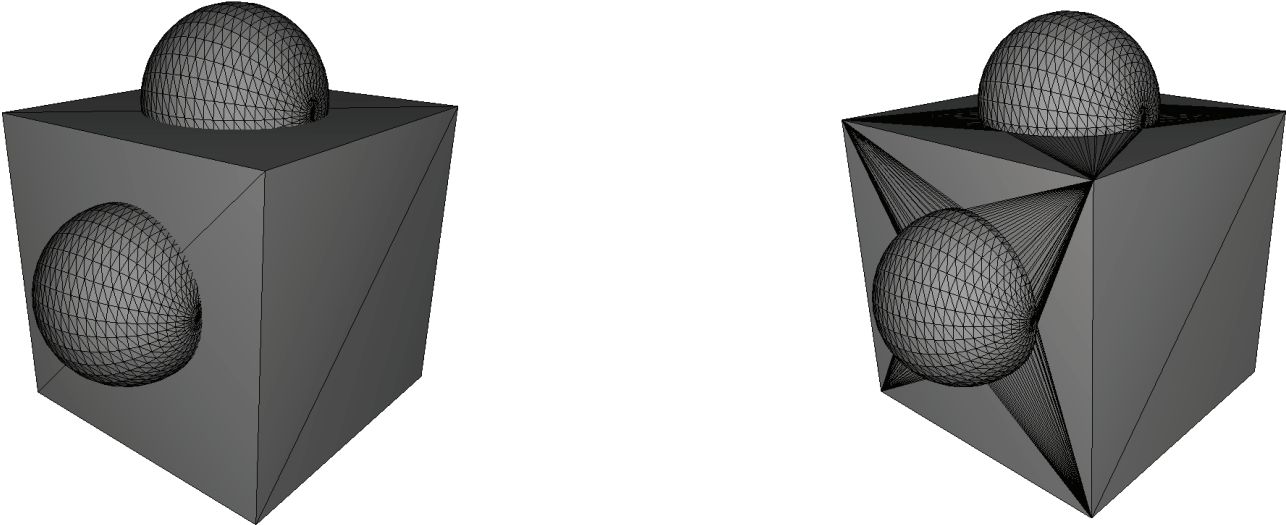


Fig. 18. The model on the left is retriangulated to avoid intersecting triangles. The number of triangles increases from 5964 to 7793.



Fig. 19. The original model of Mech1. This model is used to show the visibility graph in the paper.



Fig. 20. Left: triangle clustering on a bird skeleton. Clusters are color coded. All triangles marked as red were exempt from clustering as they had at least one edge with an edge flag set to *false*.

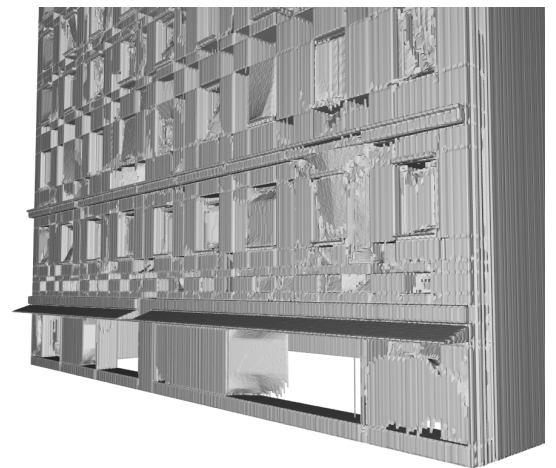
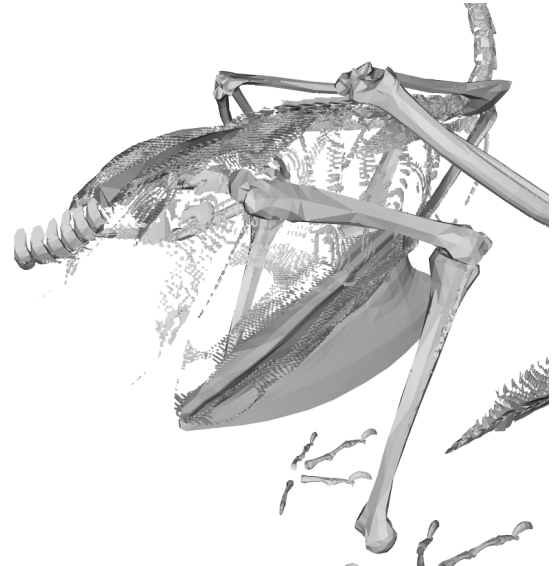


Fig. 21. An informal visual analysis of Tao Ju's software Polymender. The algorithm was run as provided on the webpage and seems to have problems with coplanar polygons and thin structures. The input models are on the left and the output models on the right.