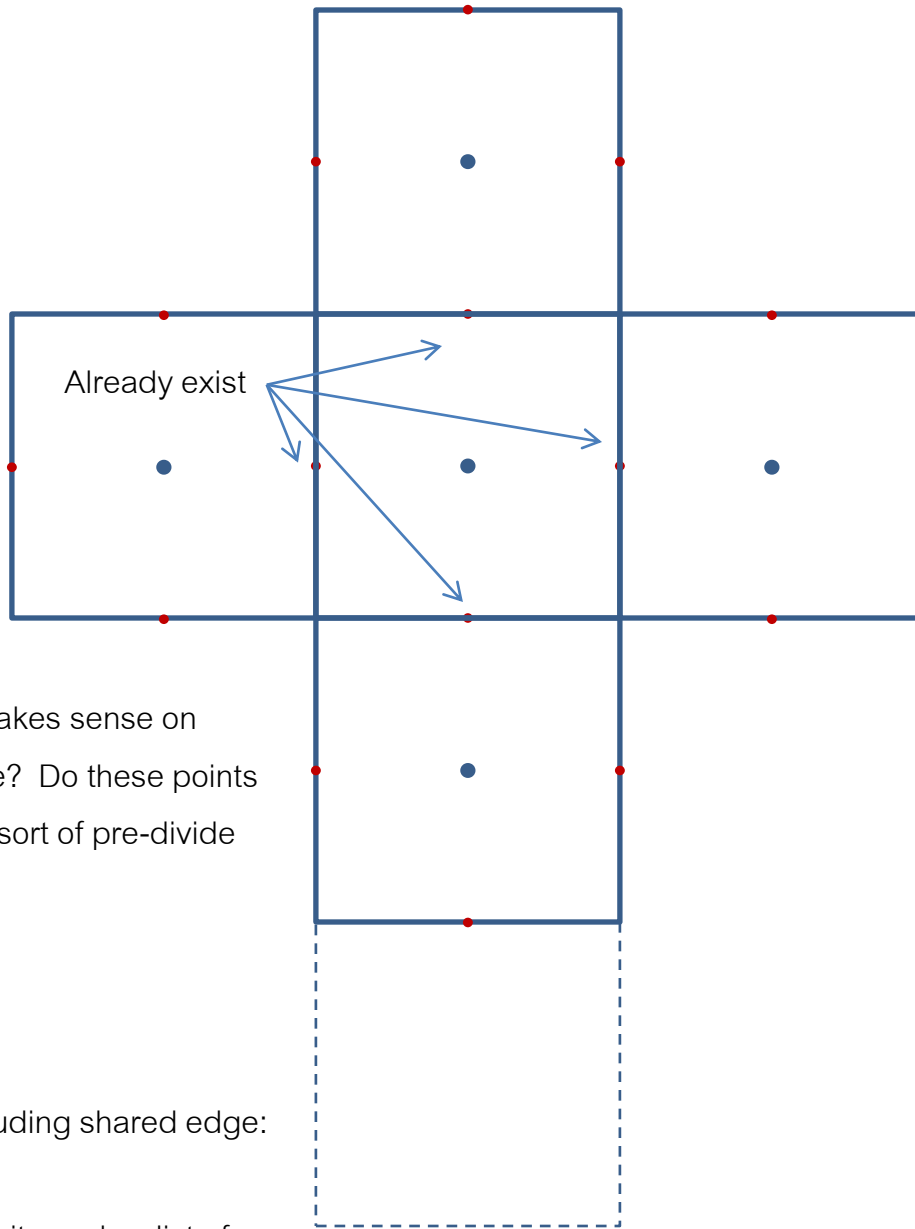


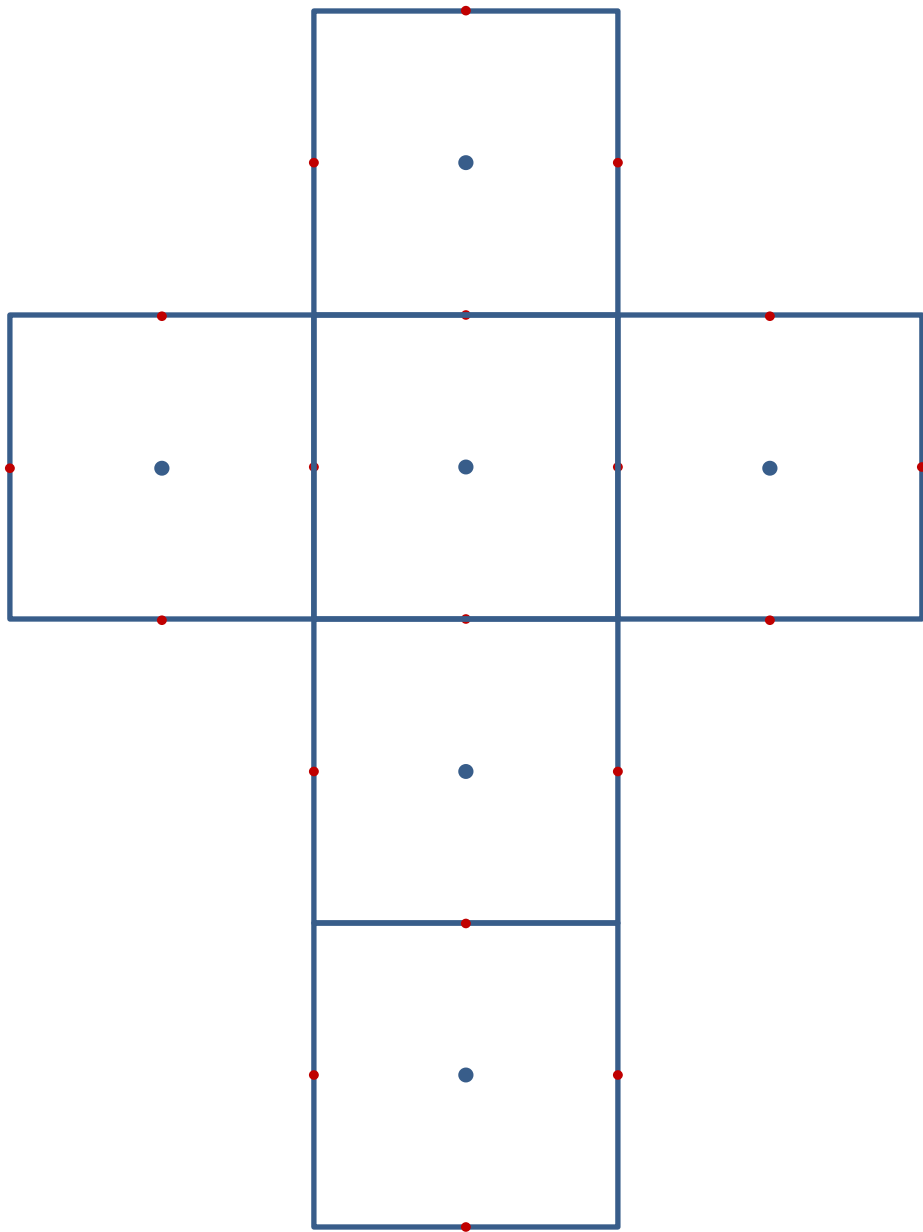
face.centroid
edge.edgeVertex()

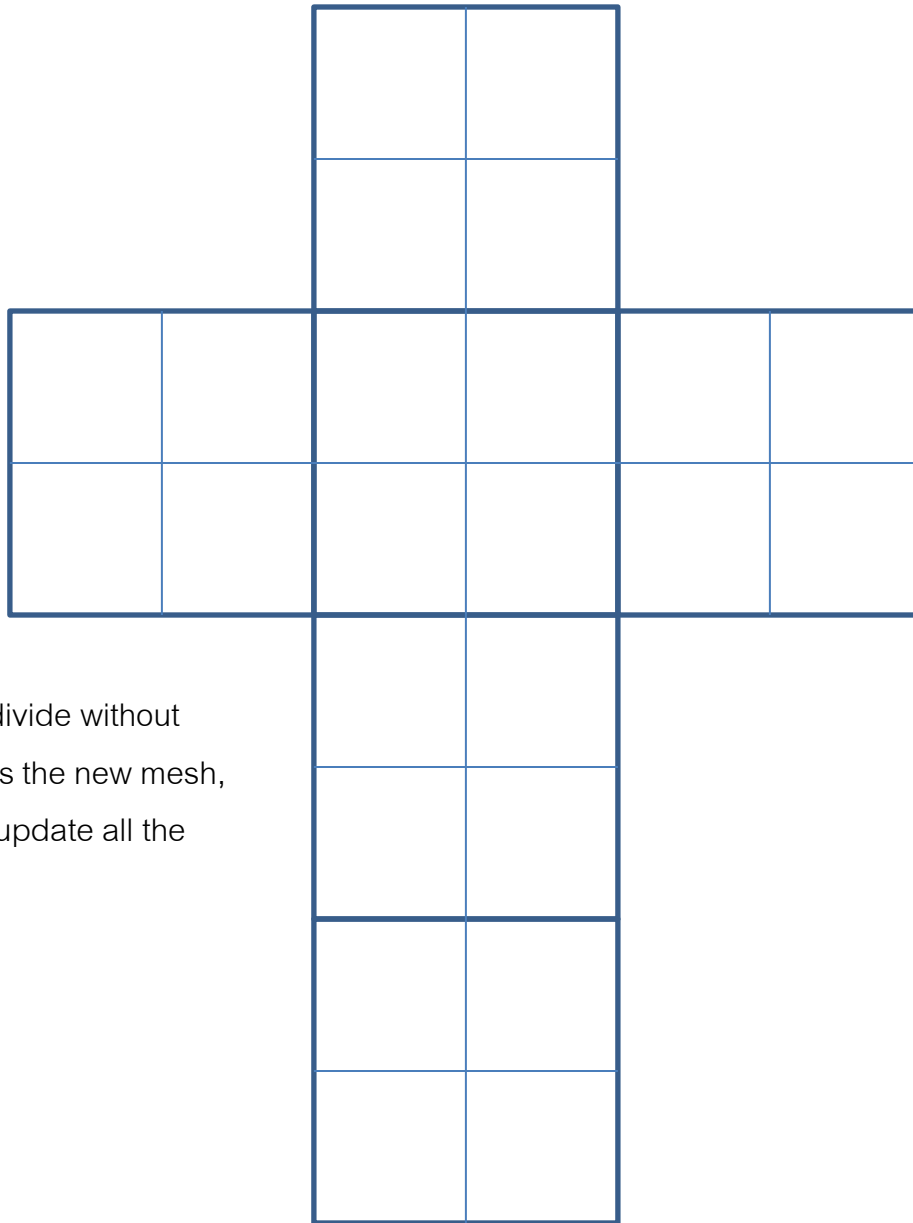


Uhm, ok... what now? This makes sense on paper, but what about storage? Do these points get stored in a Face as some sort of pre-divide step.

Some sort of recursive:
for face in face.neighbors:
 for each face edge not including shared edge:

But for storage, for each edge it needs a list of adjoining edges ... but until the other faces are subdivided, these faces don't exist...





So, what if it were to just sub divide without moving any points, this creates the new mesh, and then once its all built just update all the vertex coords???