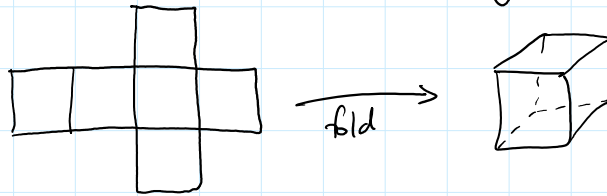


**POLYHEDRAL NETS:** connected planar layout of polygonal faces, that can be folded and glued to produce a polyhedron

EXAMPLE:

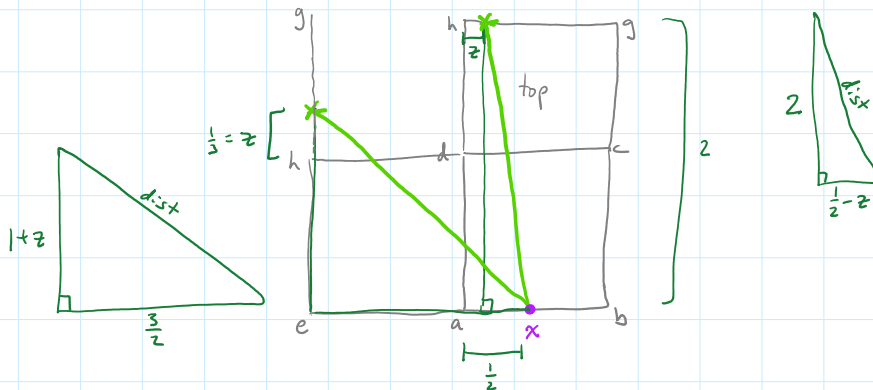
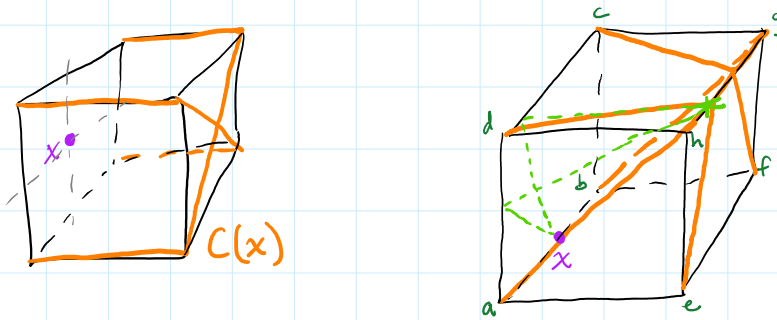


Fact: Some nonconvex polyhedra have no net.

Open Problem: Does every convex polyhedron have a net?

**CUT LOCUS:** For a polyhedron  $P$ , the cut locus  $C(x)$  is the closure of the set of all points  $y \in P$  to which there is more than one shortest path to  $x$ .

EXAMPLE:

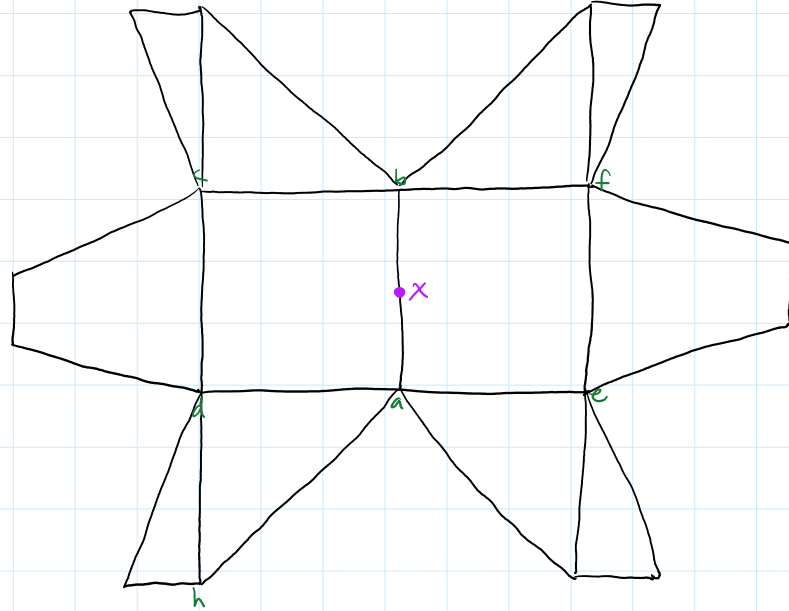
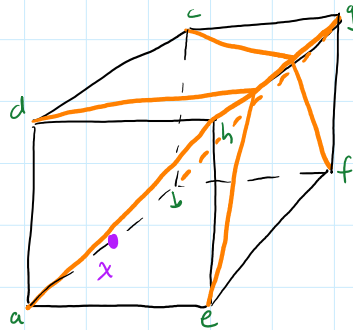


$$\begin{aligned} \text{dist} &= \sqrt{(1+z)^2 + \left(\frac{3}{2}\right)^2} = \sqrt{2^2 + \left(\frac{1}{2}-z\right)^2} \\ 1+2z+\cancel{z^2} + \frac{9}{4} &= 4 + \frac{1}{4} - z + \cancel{z^2} \\ 2z + \frac{13}{4} &= \frac{17}{4} - z \\ 3z &= 1 \quad \text{or} \quad z = \frac{1}{3} \end{aligned}$$

# SOURCE UNFOLDING

For a convex polyhedron  $P$ , the source unfolding is what you get if you cut along the cut locus and flatten.

EXAMPLE:



# CUT LOCUS ALGORITHM

1987: first algorithm  $O(n^2 \log n)$

1997: improved to  $O(n^2)$

2008: improved to  $O(n \log n)$