



















Blend shapes (as a data structure, e.g. C++)	
Indexed mesh :	
<pre>class Vertex { vec3 pos [N_SHAPES] ; rgb color; vec3 normal [N_SHAPES] ; }; class Face{ int vertexIndex[3]; }; class Mesh{</pre>	
<pre>vector<vertex> vert; /* geom + attr */ vector<face> tris; /* connectivity */ };</face></vertex></pre>	

What a blend shape *cannot* do

- Change connectivity
 - eg. change res, remeshing
- Change topology
 - breaking apart, fusing parts
- Change attributes
 - (eg color...)
- Change textures
 - Use a texture animation instead, maybe?

