

## How to get that quadtree in Z-order (for triangulations of unit square)

Input: file with for each vertex its adjacency list.

Algorithm:

1. For each vertex  $v$ :

- load adjacency list in memory;
- build quadtree on  $star(v)$  with splitting criterion:

**Stop splitting when all edges incident to same vertex**

- output each cell that is completely inside  $star(v)$

