OUR APPROACH TO SURFACE FLATTENING

• Mark $N$ (very many) points on the 3-D surface.

• Estimate the geodesic distances between each point and all others (how?)

• Optimally map the $N$ points onto the 2-D plane, such that the 2-D Euclidean interpoint distances will be as close as possible to the corresponding 3-D geodesic distances (how?)

• Regard the $N$ points as control points, and map the rest by interpolation.