MESH SIMPLIFICATION

Jeu Vidéo

Impression 3D
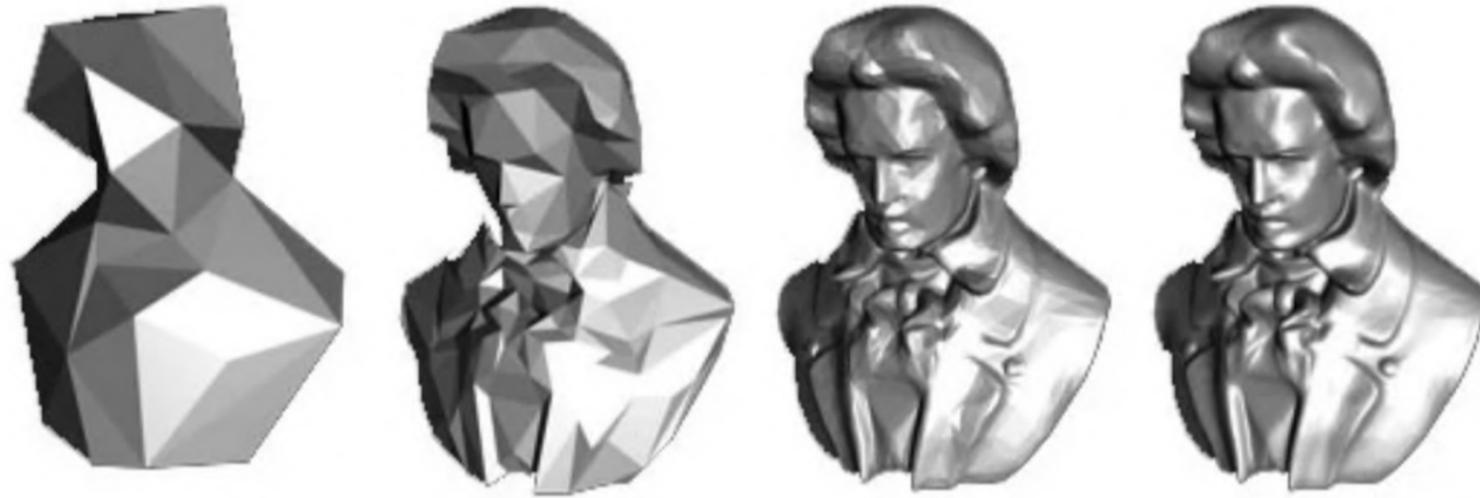
Biomédicale

Conception mécanique

CATIA

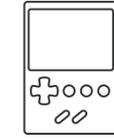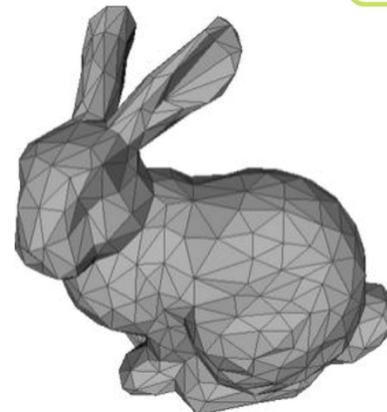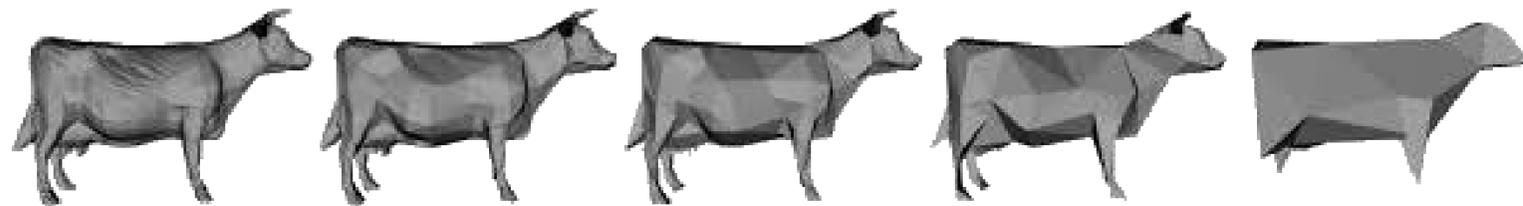Topographie

Urbanisme

Animation 3D

60 triangles   600 triangles   6000 triangles   60000 triangles

Diminishing returns - 15 years ago even doubling the amount of triangles resulted in a much better mesh. Now, multiplying the amount by 10 hardly does.

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