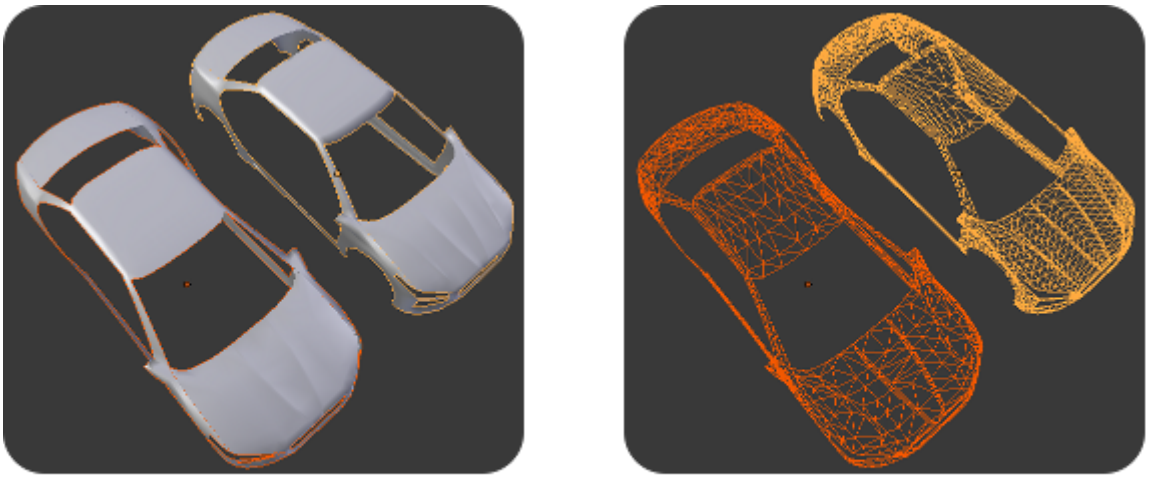
Simplify Meshes

Reduce the number of vertices in a mesh in order to improve runtime and memory performance. If viewing angle to a mesh is rather steady, it is a preferred approach to maintain higher amount of vertices at the silhouette and mainly reduce vertices in front view.



Example: Car chassis reduced from 4300 to 1300 faces retaining a similar visual quality if the car is shown from a medium range distance.

> A strongly simplified mesh does not necessarily lead to a diminished quality of visual appearance, if the level of detail matches the use case rendered (See also LOD Management).

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