

Geometry
Generation

Geometry
Processing

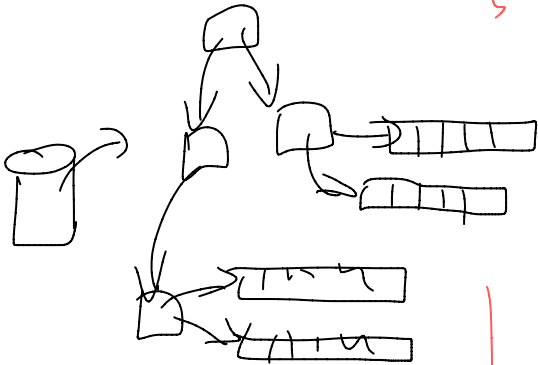
Rendering

Poly Mesh

Vertex
Geometry

double
Precision

float
Precision



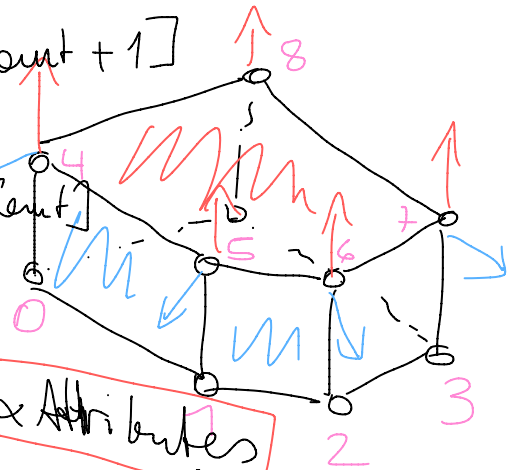
First Index Array $\text{int} [\text{FaceCount} + 1]$

[0 | 4 | 8 | 12 | 17 | | |]

Vertex Index Array $\text{int} [\text{VertexIndexCount}]$

[0 | 1 | 5 | 4 | 1 | 2 | 6 | 5 | 2 | 3 | 7 | 6 | 4 | 5 | 6 | 7 | 8]

0 4 8 12



Dictionary $\langle \text{Symbol}, \text{Array} \rangle$

Vertex Attributes

"Positions"

$\text{V3d} [\text{VertexCount}]$

Symbol

[| | | | | | | | | | |]

Dictionary

$\langle \text{Symbol}, \text{Array} \rangle$ Vertex Index Attributes

"Normals"

$\text{V3d} [\text{VertexIndexCount}]$

[| | | | |]

Dictionary $\langle \text{Symbol}, \text{Array} \rangle$

Face Attributes

"xxx"

$\text{T} [\text{FaceCount}]$

POLY MESH

Dictionary < Symbol, Array >

Attribute

T [Item Count]

"Attribute" ←

Indexed Attribute

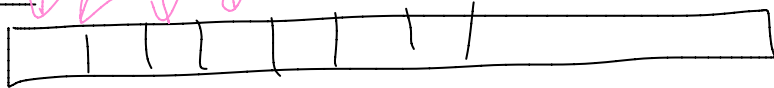
Index Array

int [Item Count]



Attribute Array

T [Attribute Count]



"Attribute Index"

"Attribute Value"

