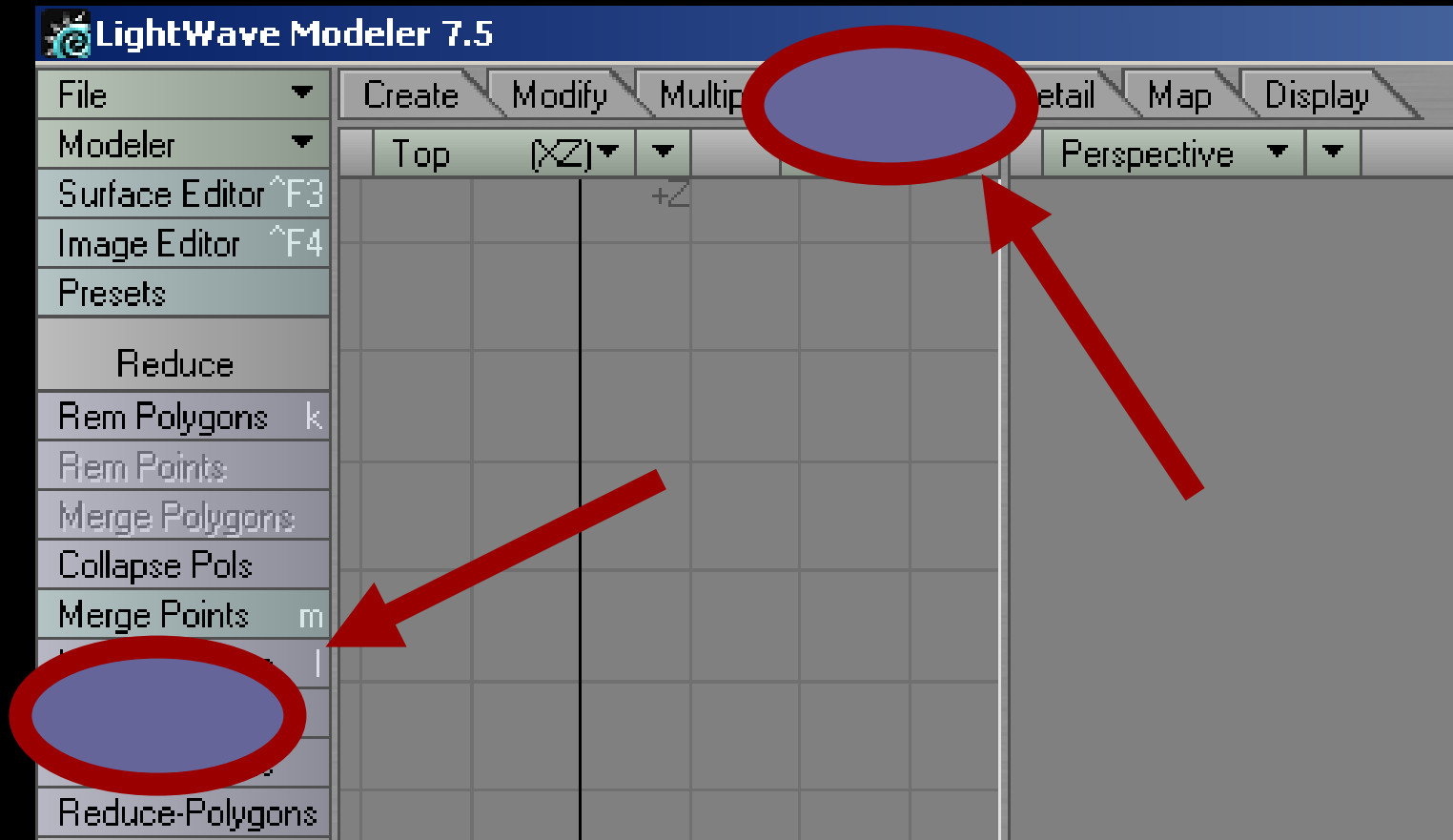


# qemLOSS2

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Reducing the polygon count via  
Quadric Error Metrics ... Duh!

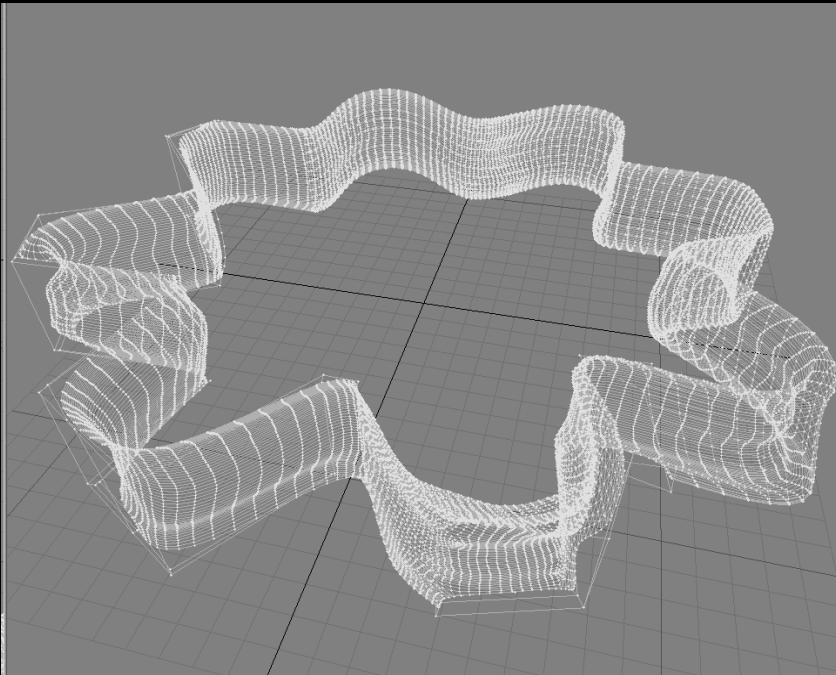
# Where qemLOSS2 is located



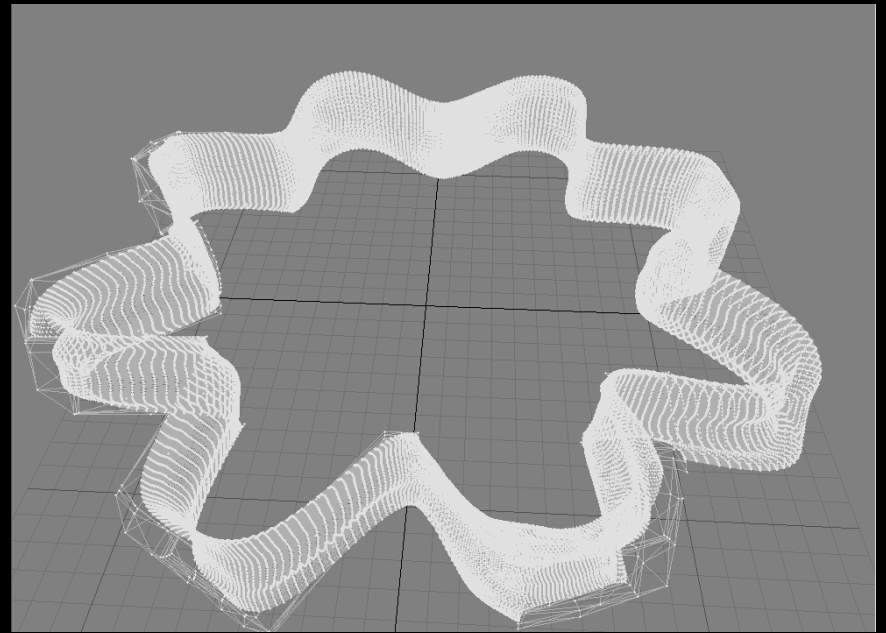
# Example

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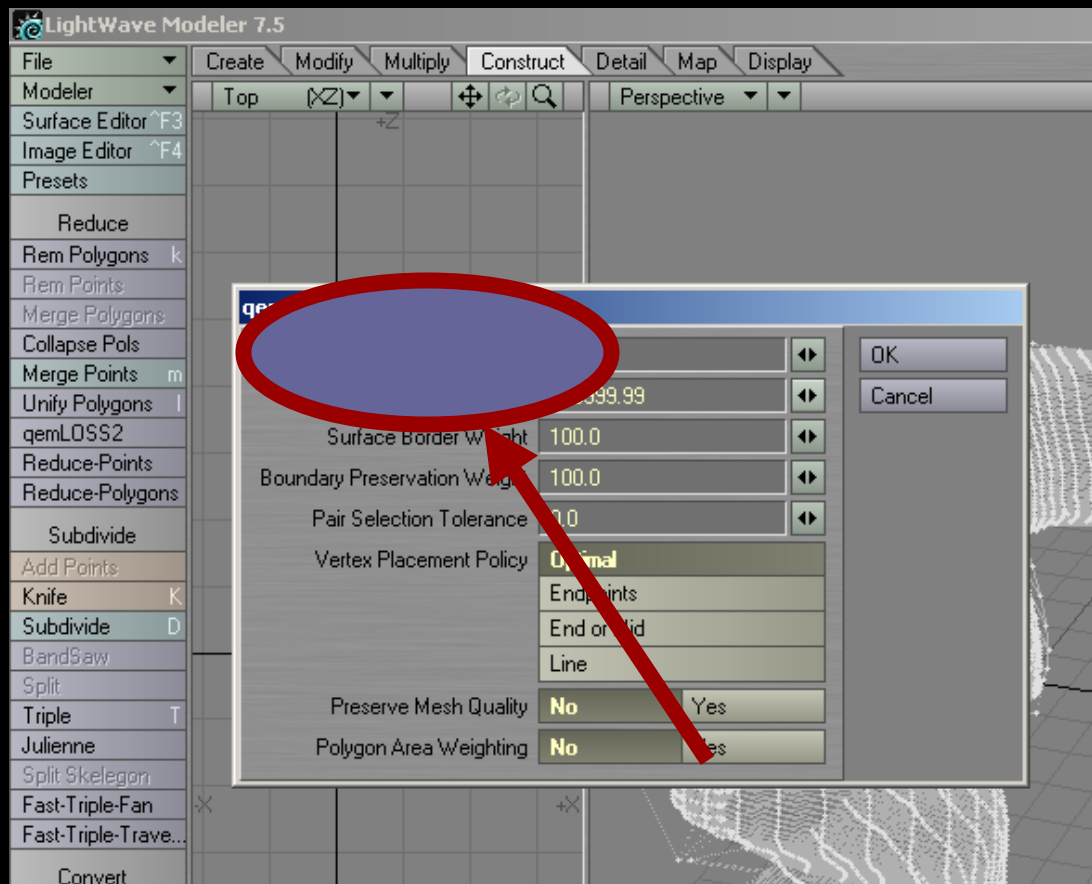
Polygon Count: 37,571



Polygon Count: 150,284



# Example – qemLOSS2



# Example – Goal and Quality

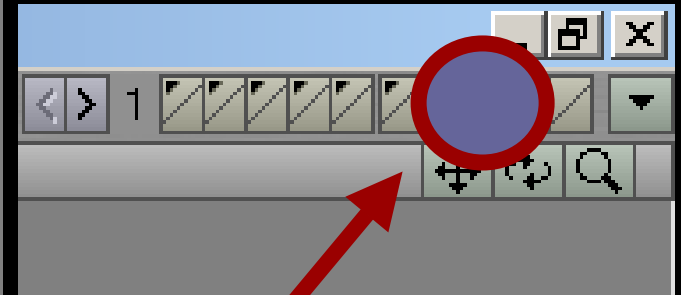
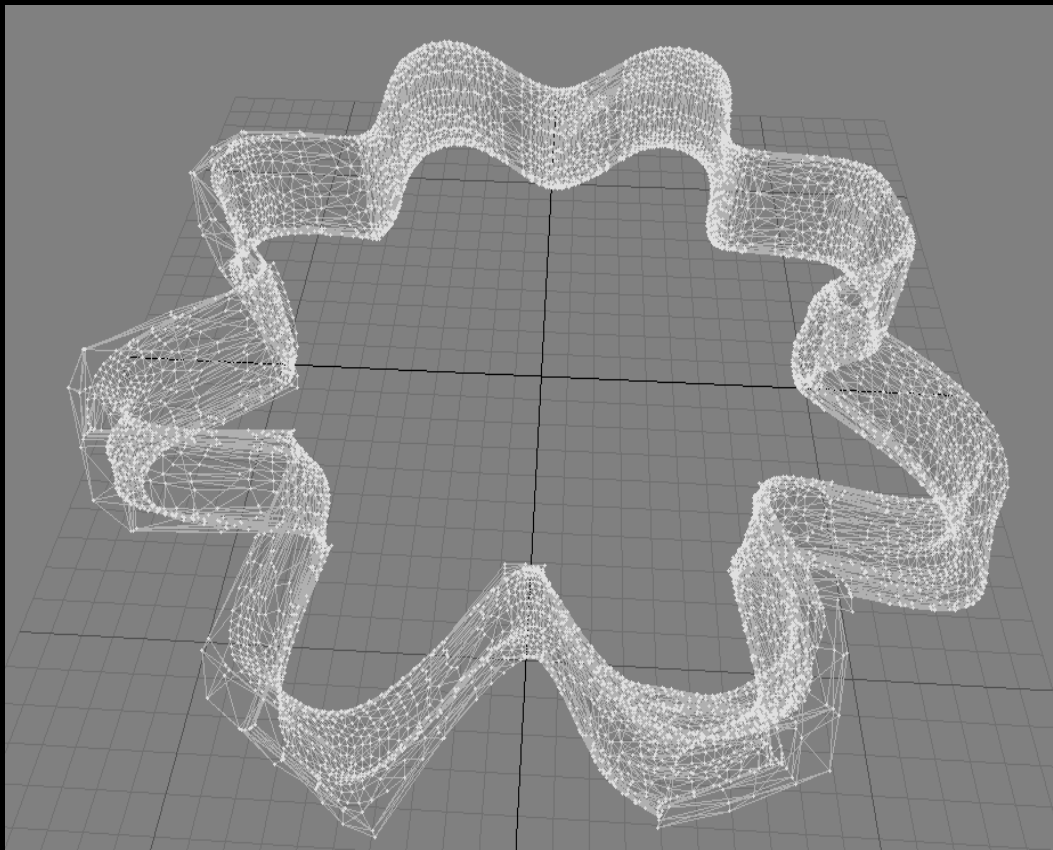
## gemLOSS2 Options

Goal (# of polys or .5 for 50	<input type="text" value="0.1"/>	◀▶	OK
Maximum Error Tolerance	<input type="text" value="999999.99"/>	◀▶	Cancel
Surface Border Weight	<input type="text" value="100.0"/>	◀▶	
Boundary Preservation Weight	<input type="text" value="100.0"/>	◀▶	
Pair Selection Tolerance	<input type="text" value="0.0"/>	◀▶	
Vertex Placement Policy	<b>Optimal</b>		
	Endpoints		
	End or Mid		
	Line		
Preserve Mesh Quality	<input type="radio"/> No <input checked="" type="radio"/> Yes		
Polygon Area Weighting	<input checked="" type="radio"/> No <input type="radio"/> Yes		

**Goal is 10%**  
**(0.1 = 10%)**

# Example – Final Version

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Polygon count: 15,027  
(down from 150,284)

# Conclusion

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- Useful for reducing polygon counts
- Useful for making low-polygon stand-ins
- Modeling in Lightwave is much faster
  
- Should consider using smooth or subpatching