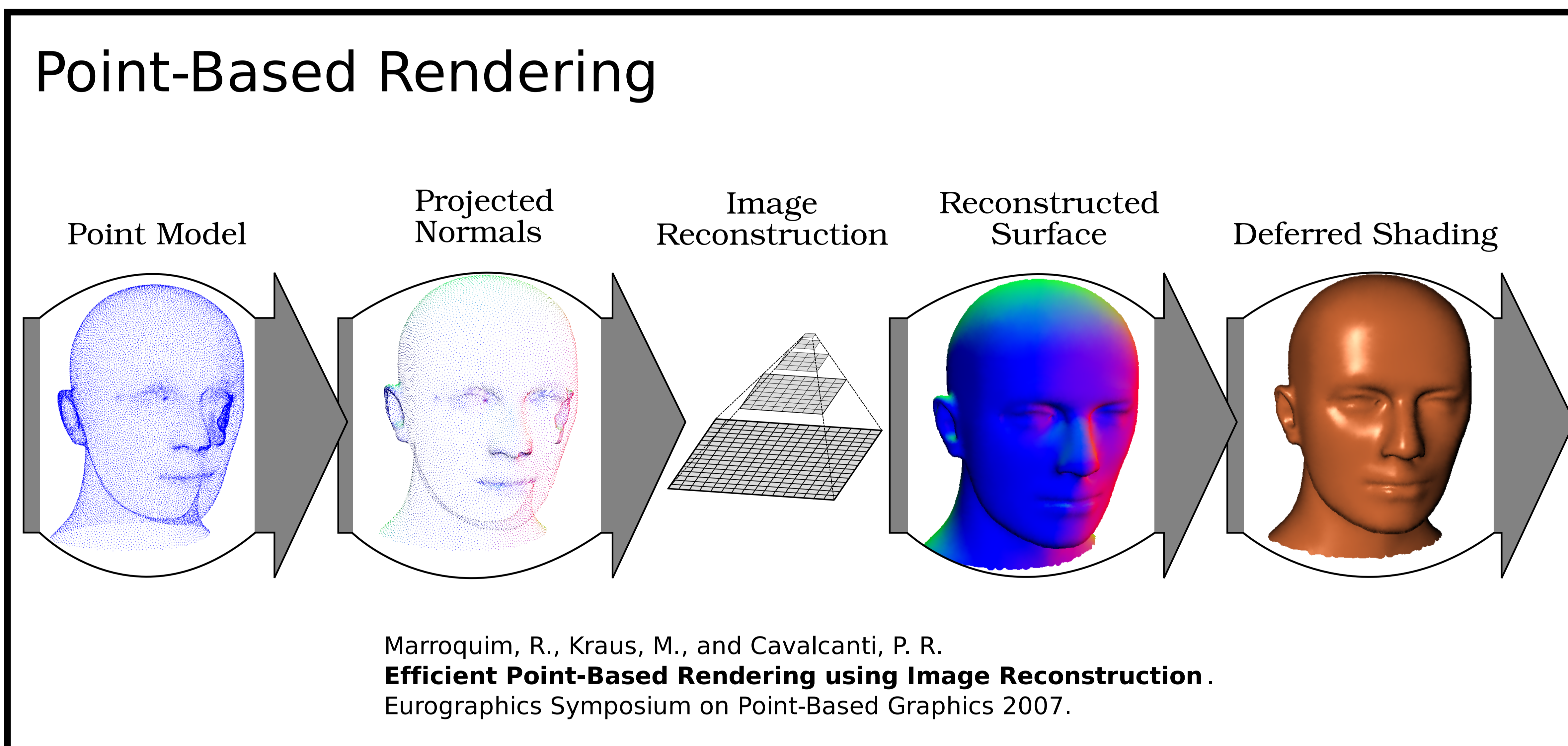
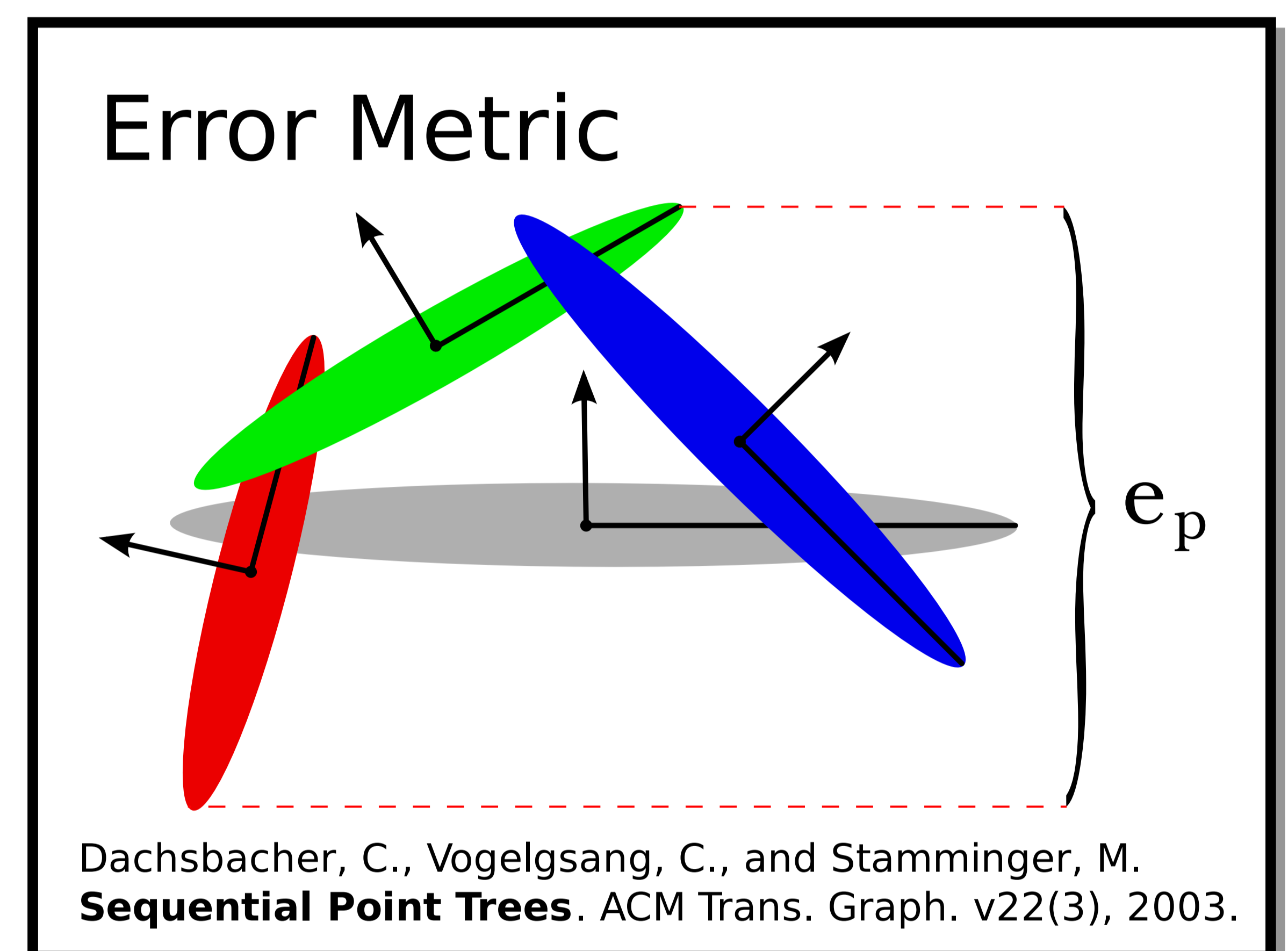
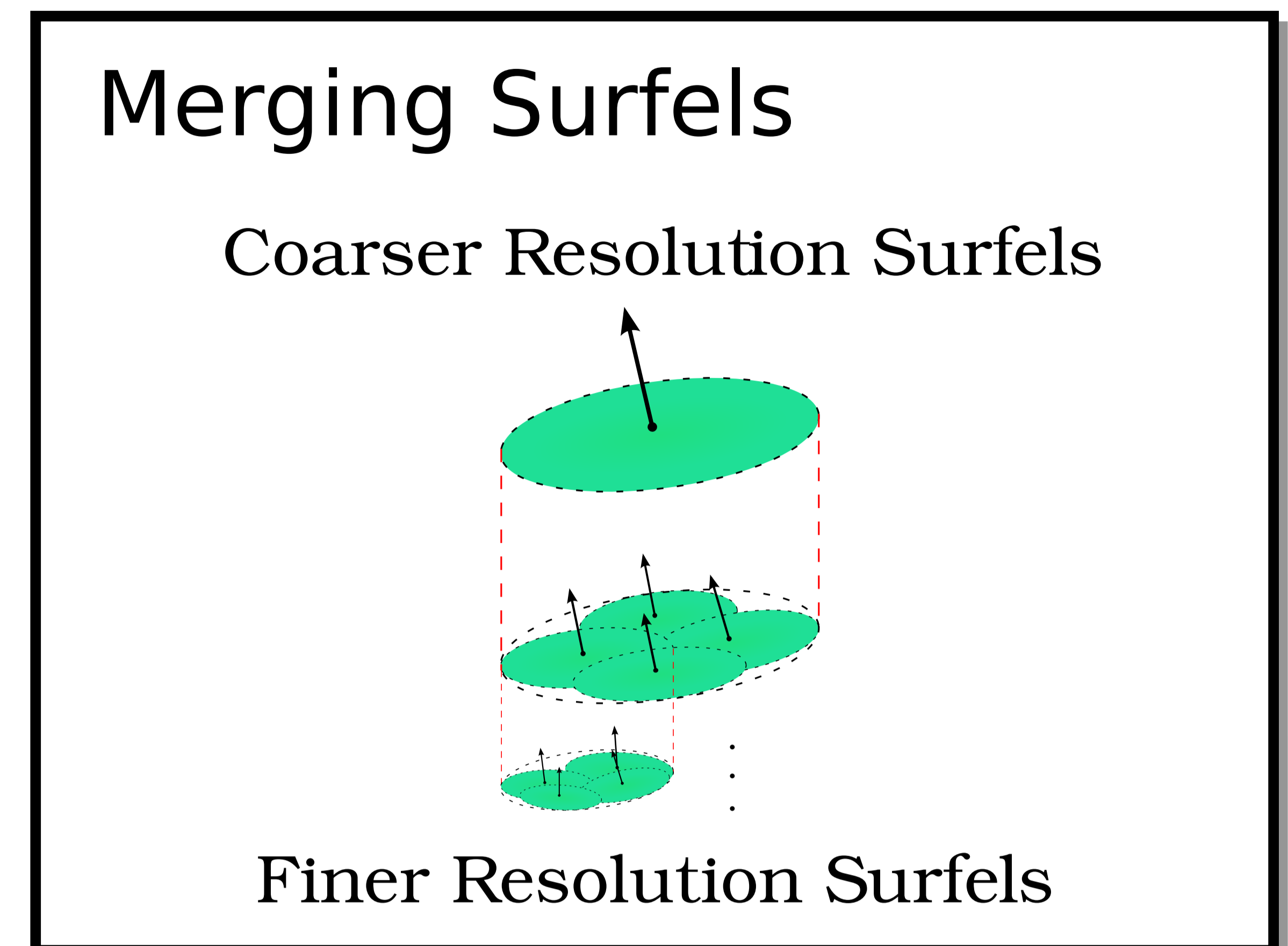
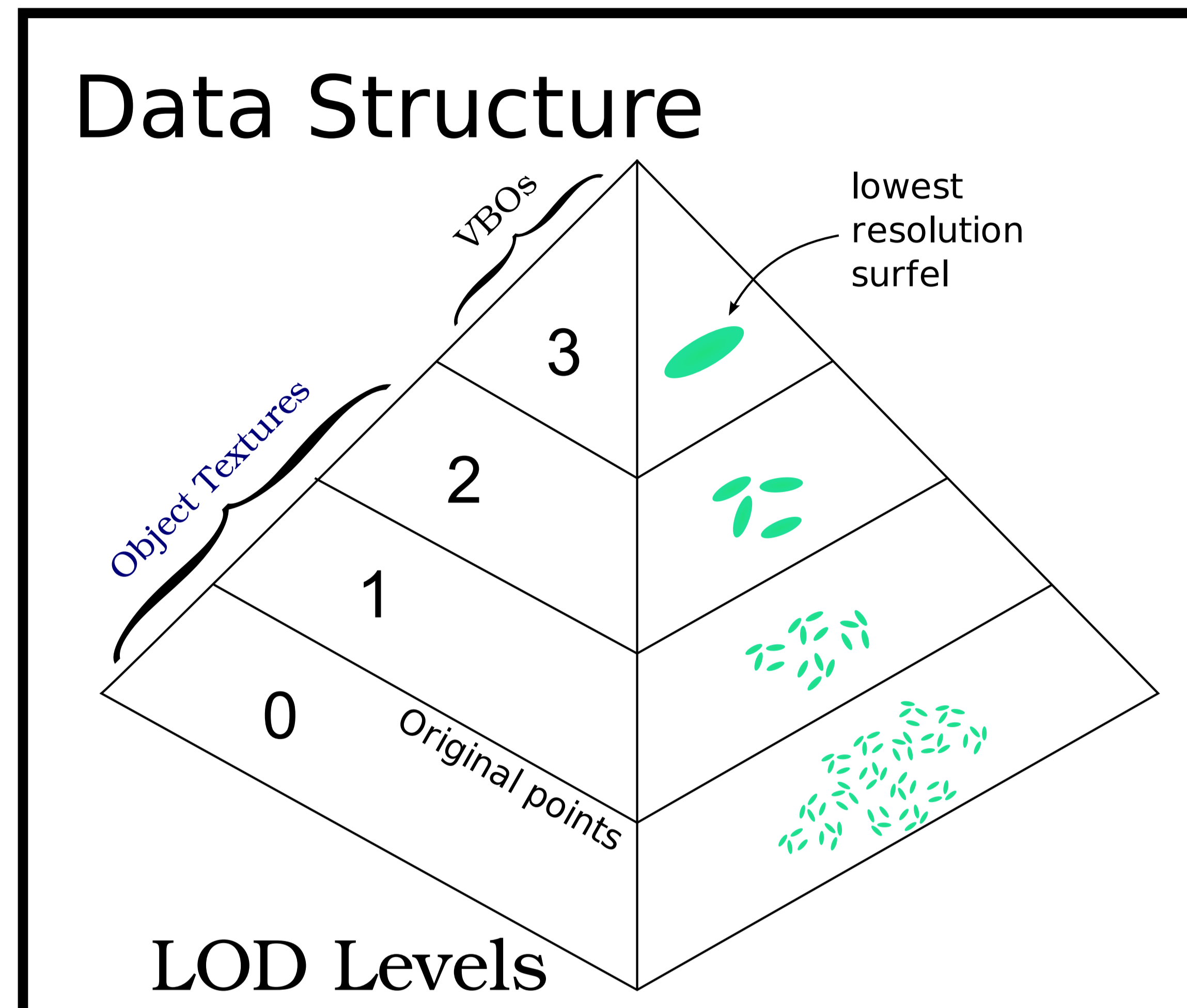
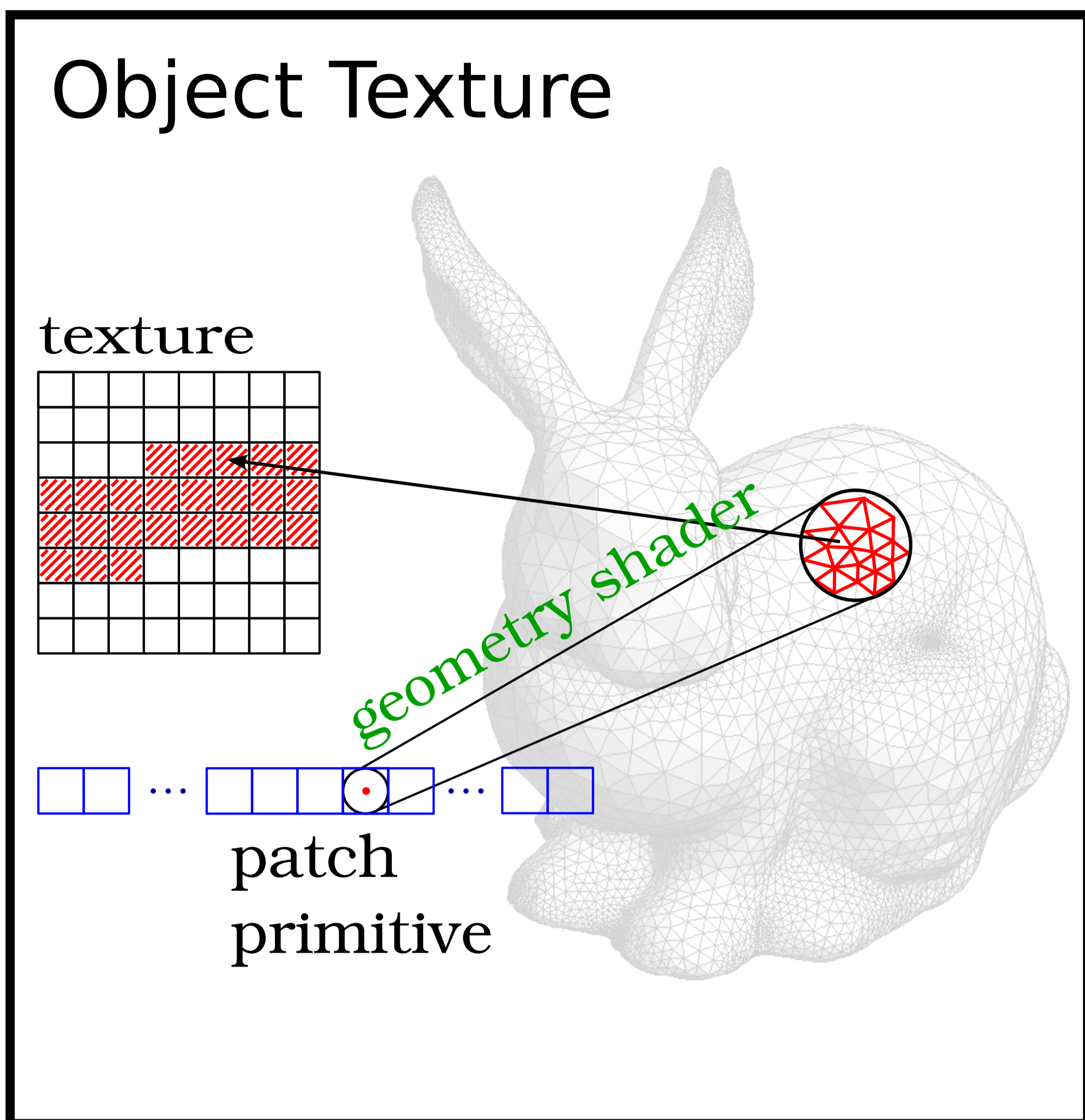


Point-Based Level-of-Detail with Object Textures



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- ### Pros/Cons
- **Geometry I/O**
 - **Maximum Output Elements**

