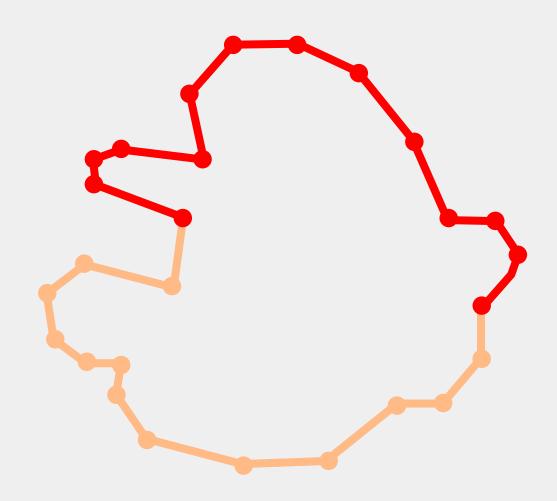
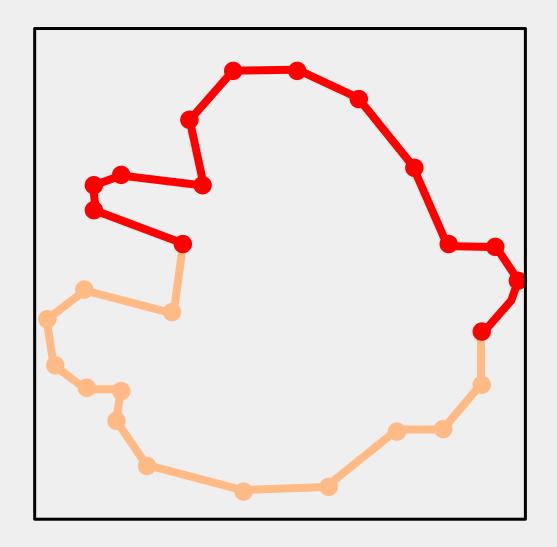
# Simplification: Regular Grids, Octrees and Quadric Error Metrics

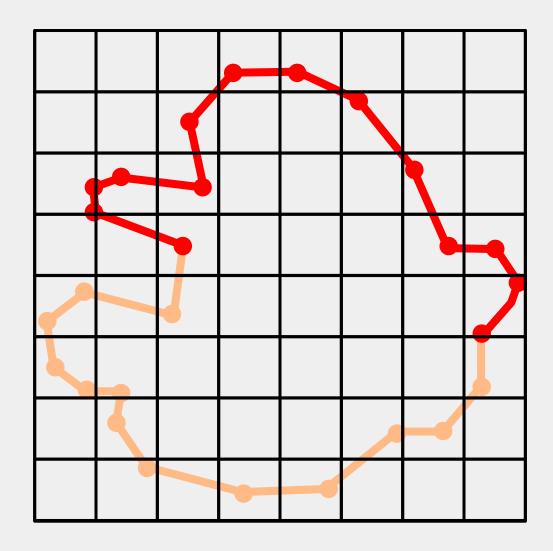
# Regular Grids



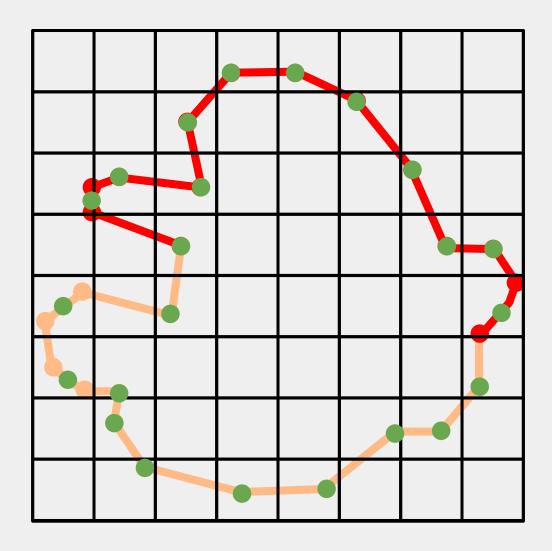
## Regular Grids - Bounding Box



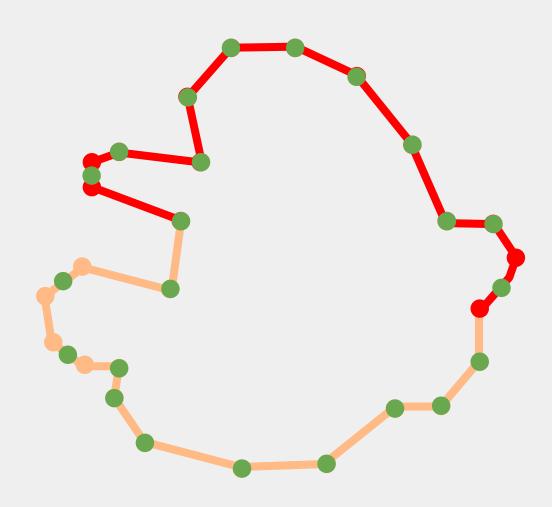
# Regular Grids - Division



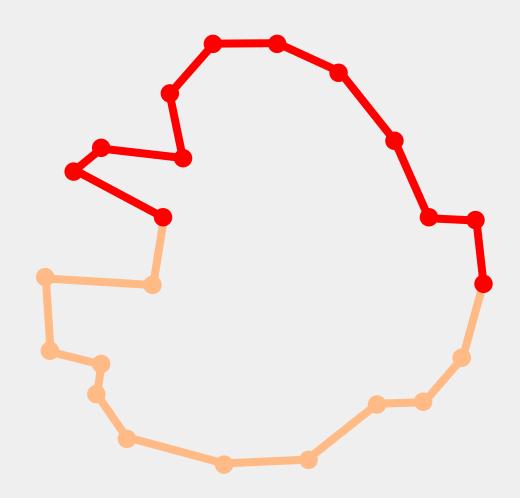
## Regular Grids - New Vertices



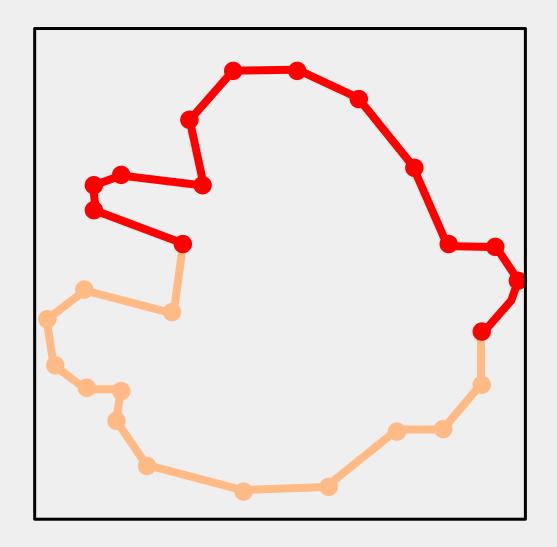
## Regular Grids - New Vertices



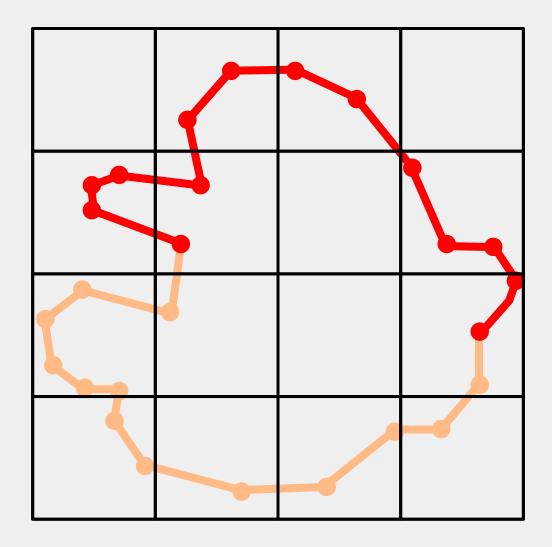
# Regular Grids - Simplified



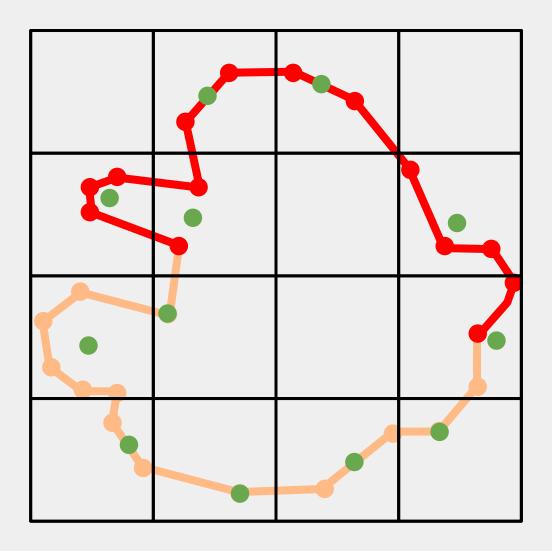
## Regular Grids - Bounding Box



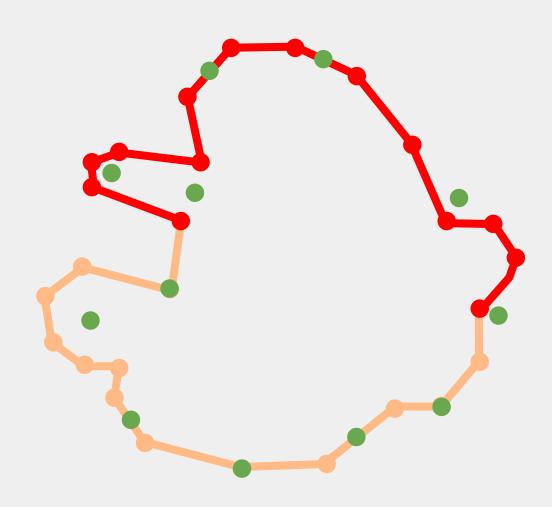
# Regular Grids - Division



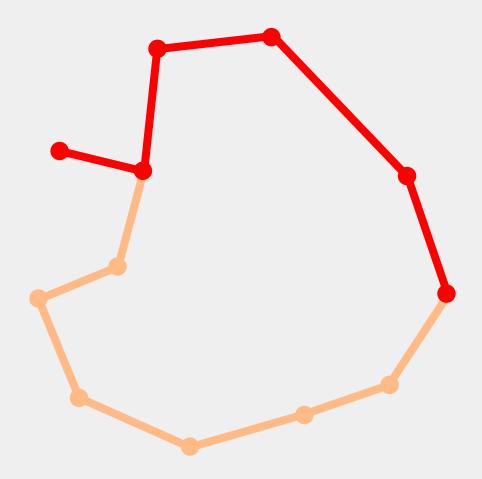
## Regular Grids - New Vertices



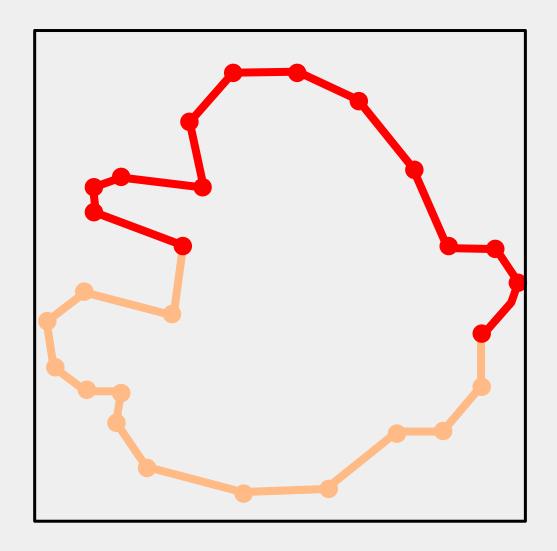
## Regular Grids - New Vertices



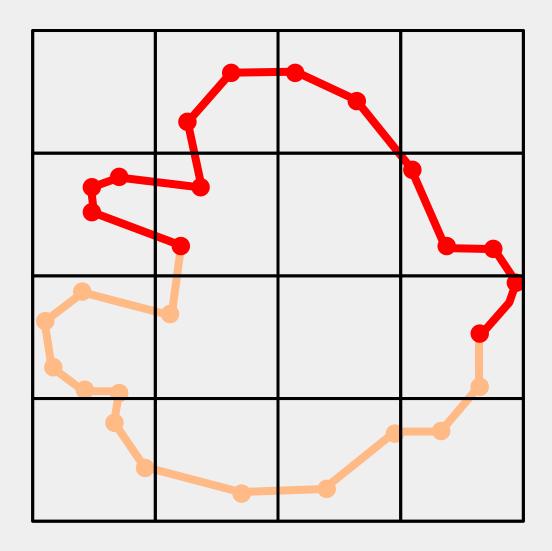
# Regular Grids - Simplified



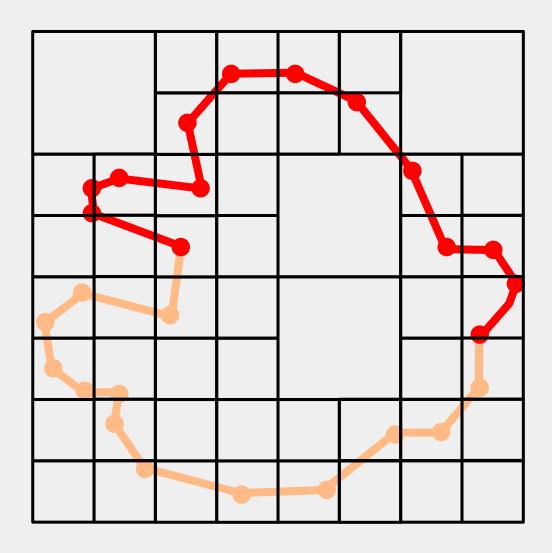
## Octrees - Bounding Box



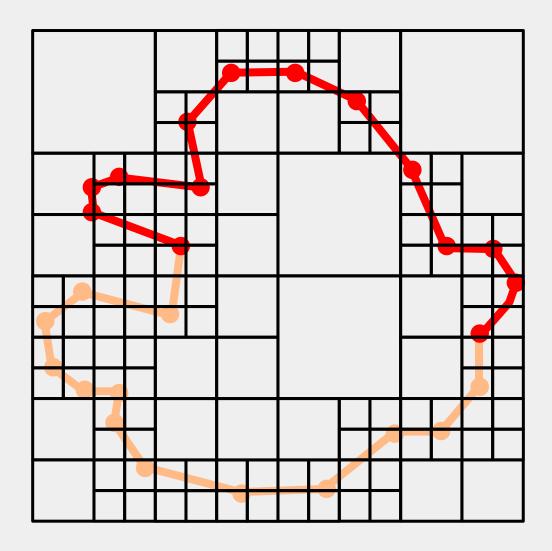
## Octrees - Division



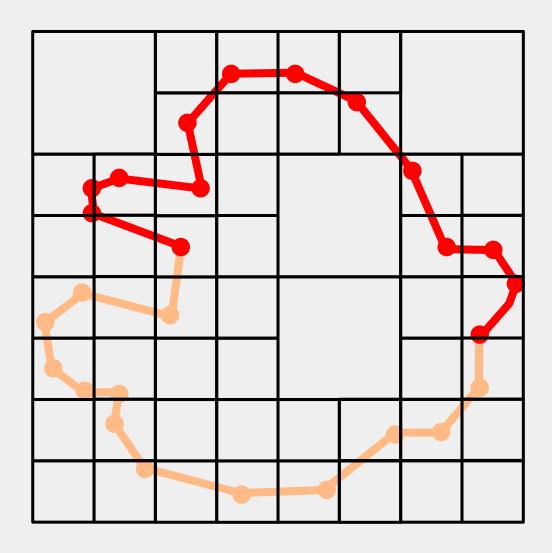
#### Octrees - Division



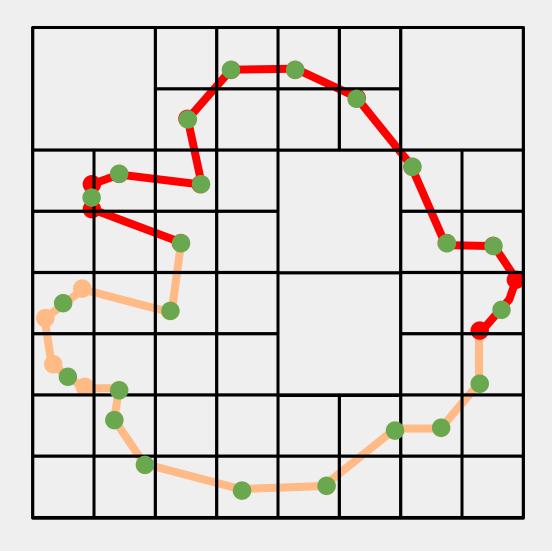
#### Octrees - Division



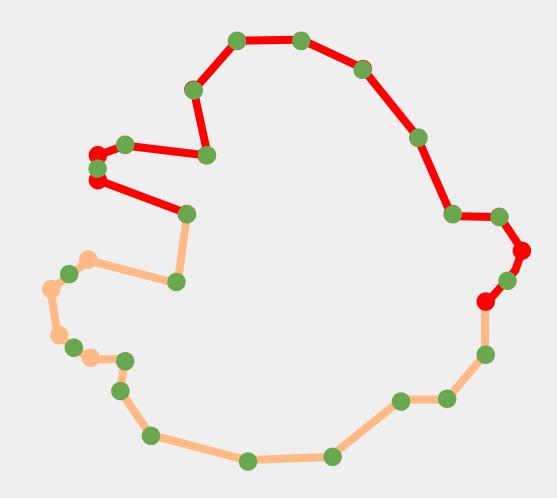
#### Octrees - Select one level



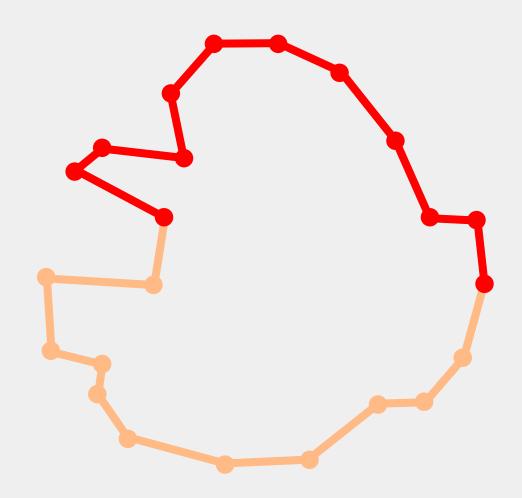
#### Octrees - New Vertices

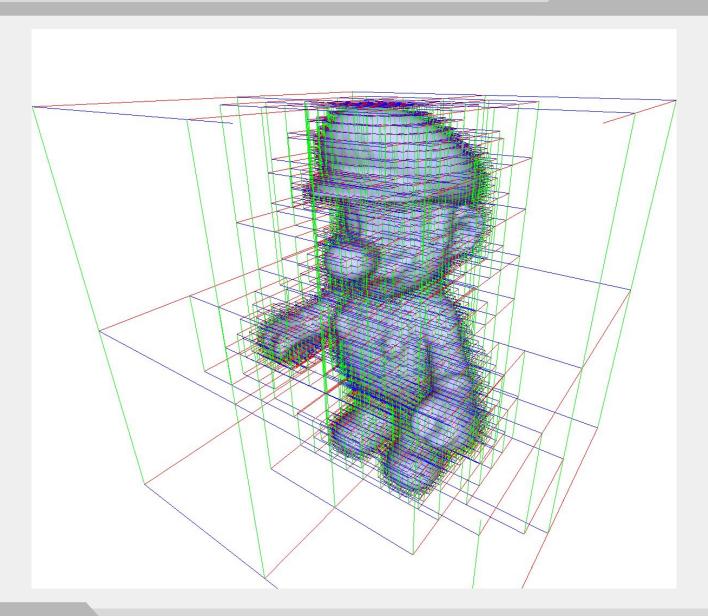


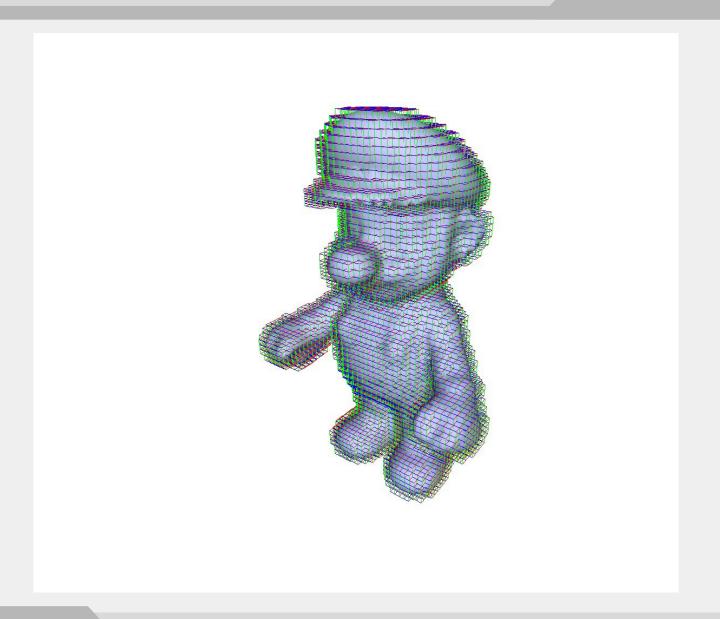
#### Octrees - New Vertices

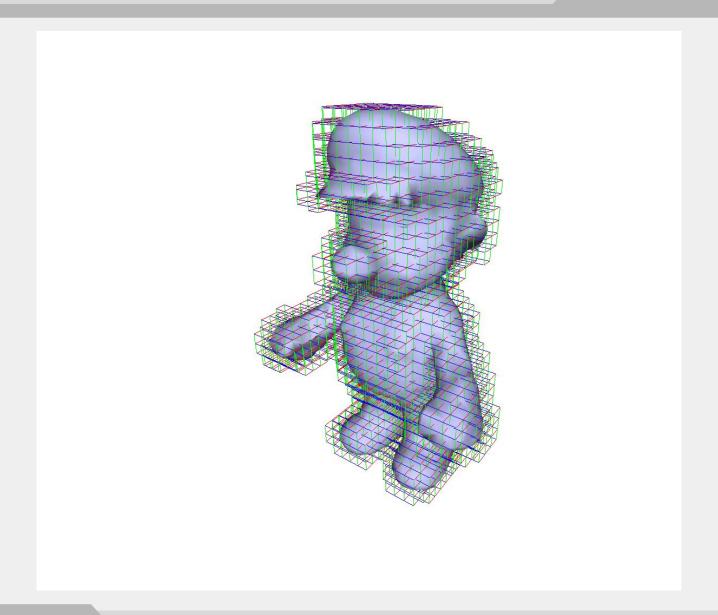


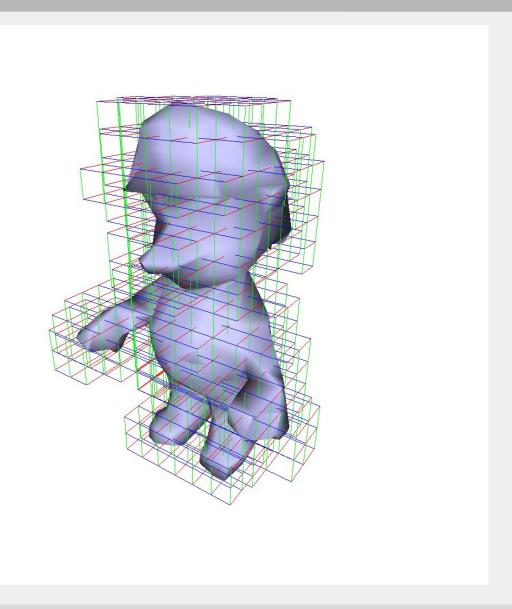
# Octrees - Simplified

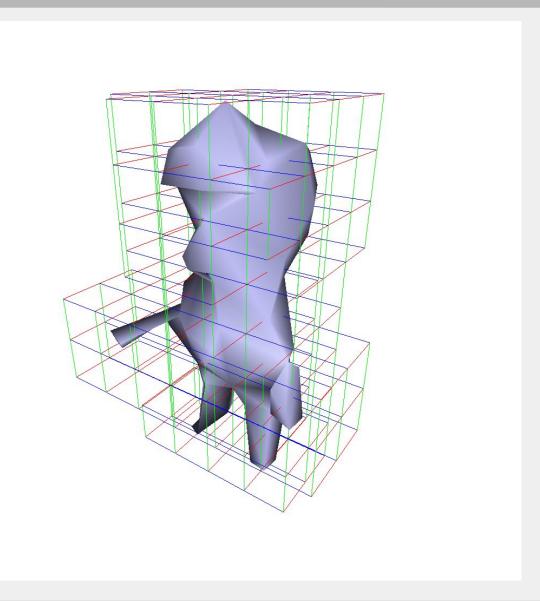


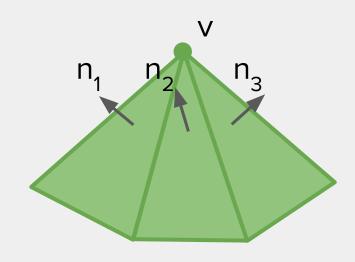




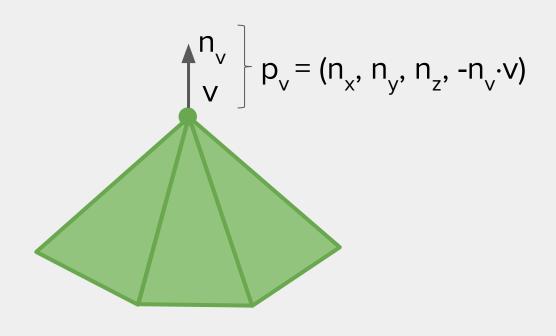




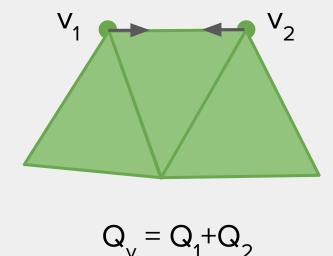




$$\triangle(v) = \sum_{p \in planes(v)} v^{T}(pp^{T})v = v^{T} \Big(\sum_{p \in planes(v)} (pp^{T})\Big)v = vQ_{v}v^{T}$$



$$Q_v = p_v p_v^T$$



$$\begin{bmatrix}
q_{11} & q_{12} & q_{13} & q_{14} \\
q_{12} & q_{22} & q_{23} & q_{24} \\
q_{13} & q_{23} & q_{33} & q_{34} \\
0 & 0 & 0 & 1
\end{bmatrix} \bar{\mathbf{v}} = \begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix}$$

$$\bar{\mathbf{v}} = \begin{bmatrix}
q_{11} & q_{12} & q_{13} & q_{14} \\
q_{12} & q_{22} & q_{23} & q_{24} \\
q_{13} & q_{23} & q_{33} & q_{34} \\
0 & 0 & 0 & 1
\end{bmatrix}^{-1} \begin{bmatrix}
0 \\
0 \\
0 \\
1
\end{bmatrix}$$

q.computeInverseWithCheck(inverse, invertible, 0.1);

