Design and Implementation of a Low Polygon Model Creator and Editor

Ruan Luies

November 1, 2015

Abstract

The objective of this project is to provide an easy-to-use low polygon creator and editor for applications that uses low polygon meshes such as mobile games.

Chapter 1

Literature Study

All the studies done in this chapter will be used in the software. The chapter provides sound background on the techniques to render, structure and access different types of model meshes.