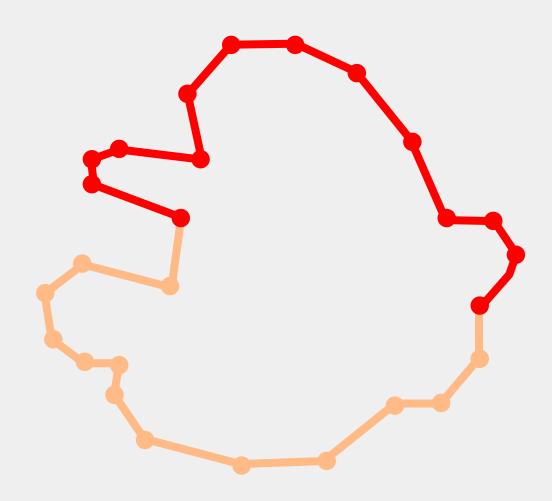
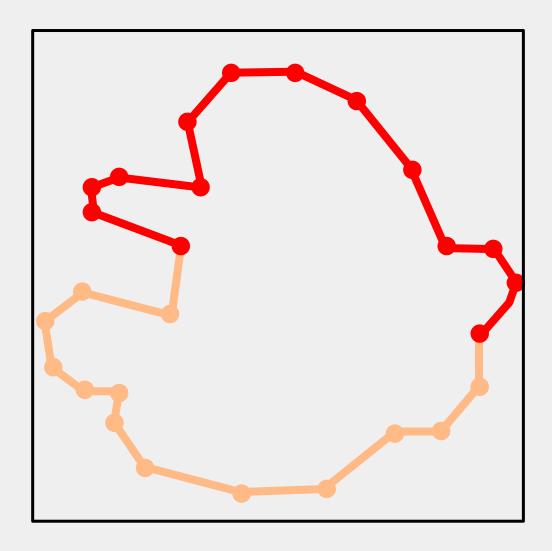
Simplification: Regular Grids, Octrees and Quadric Error Metrics

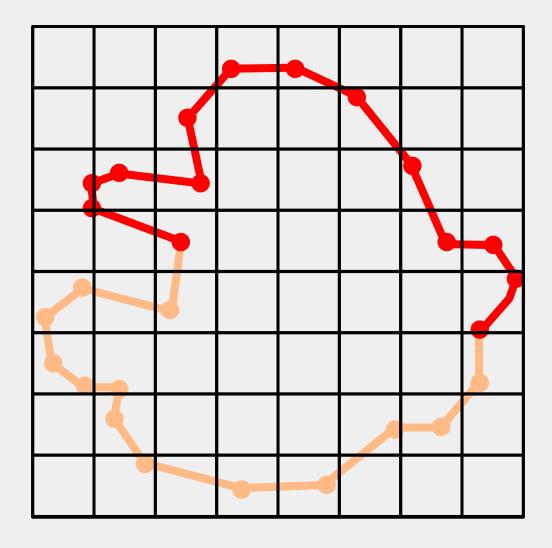
Regular Grids



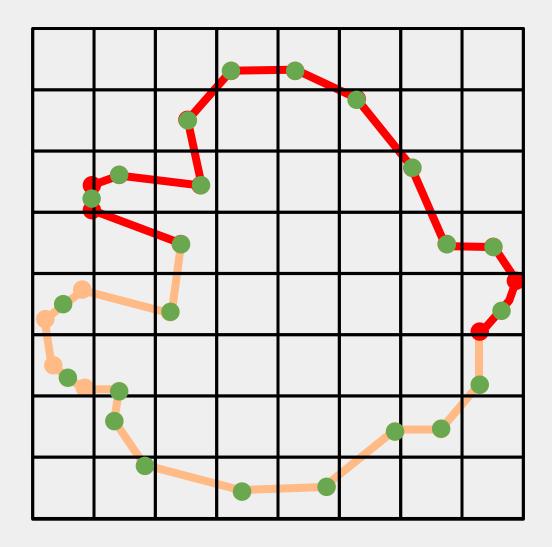
Regular Grids - Bounding Box



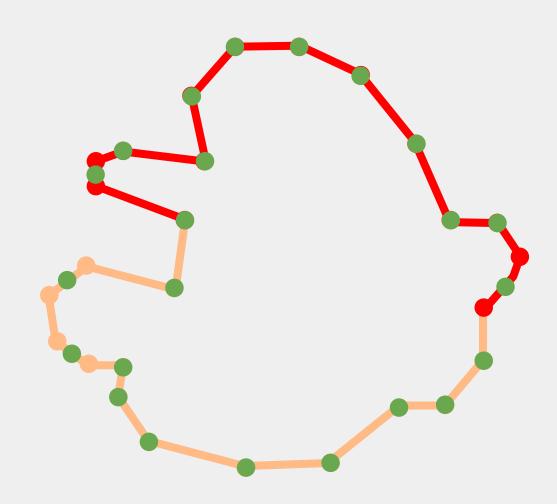
Regular Grids - Division



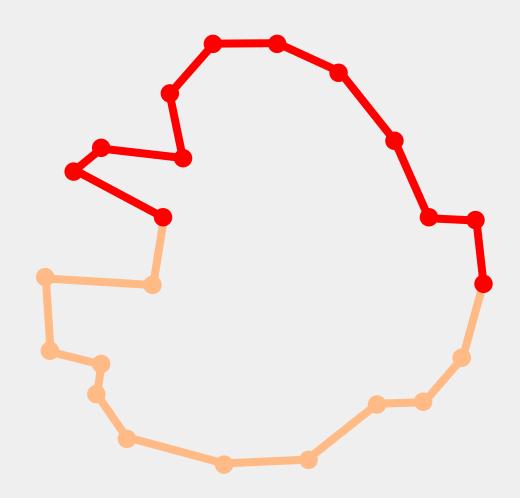
Regular Grids - New Vertices



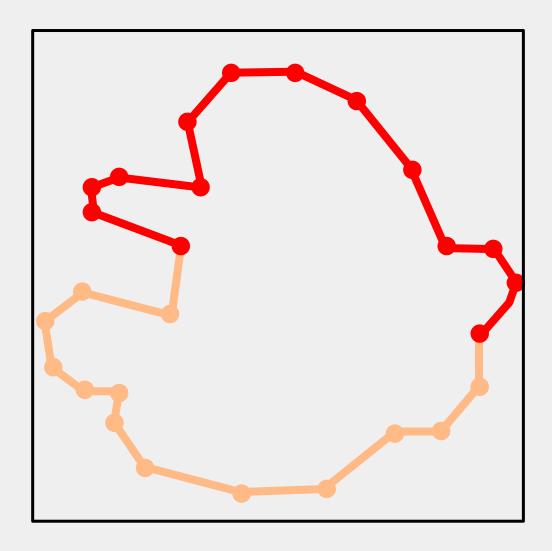
Regular Grids - New Vertices



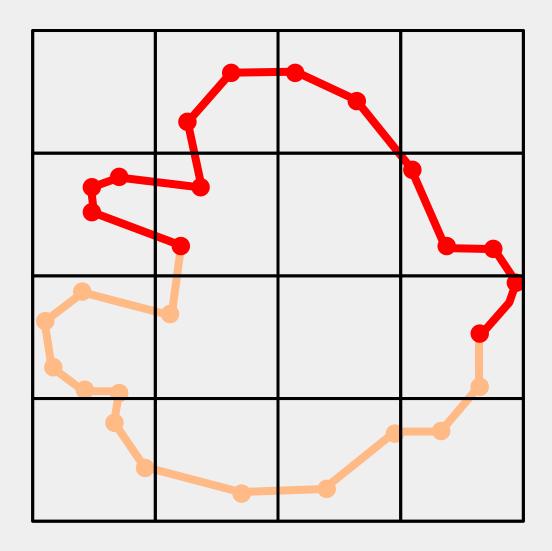
Regular Grids - Simplified



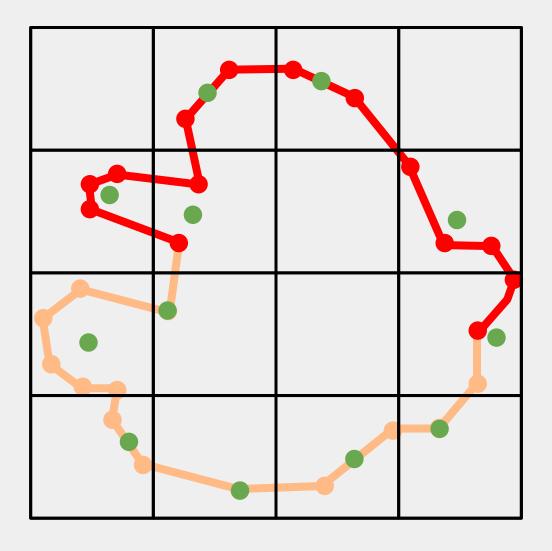
Regular Grids - Bounding Box



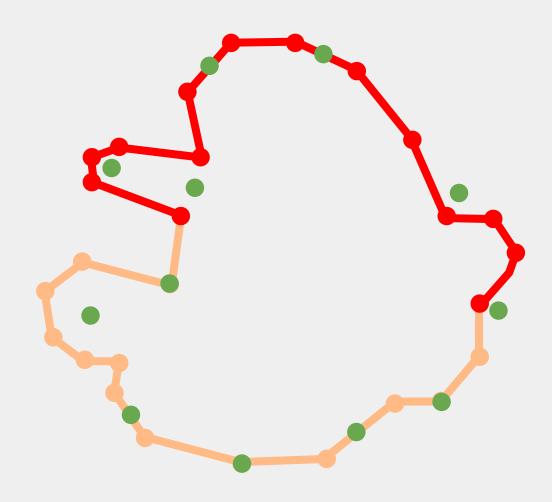
Regular Grids - Division



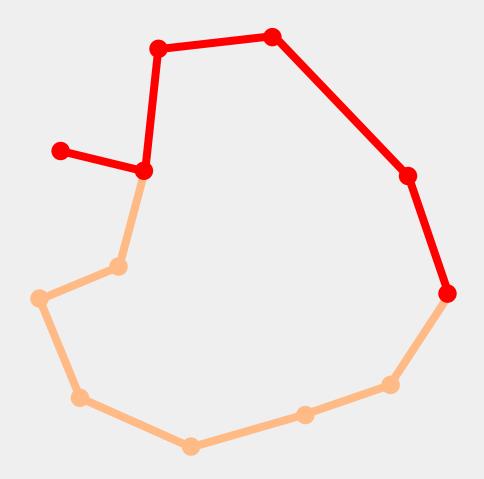
Regular Grids - New Vertices



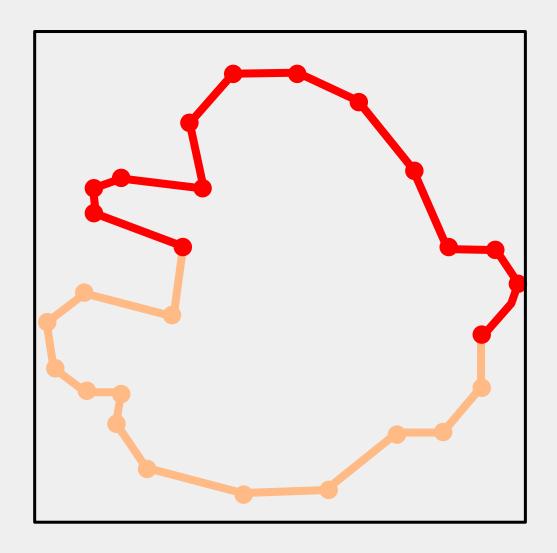
Regular Grids - New Vertices



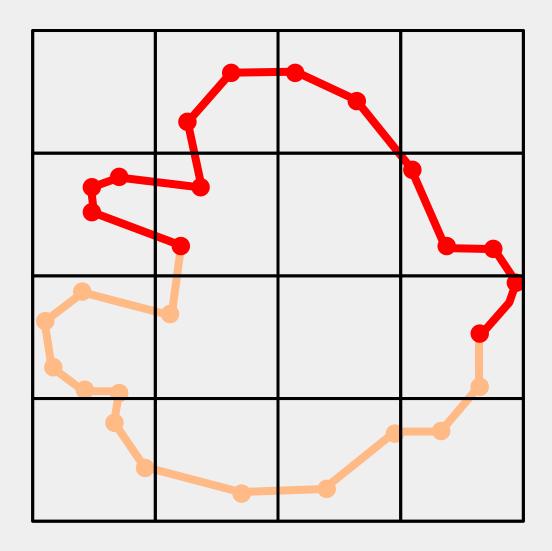
Regular Grids - Simplified



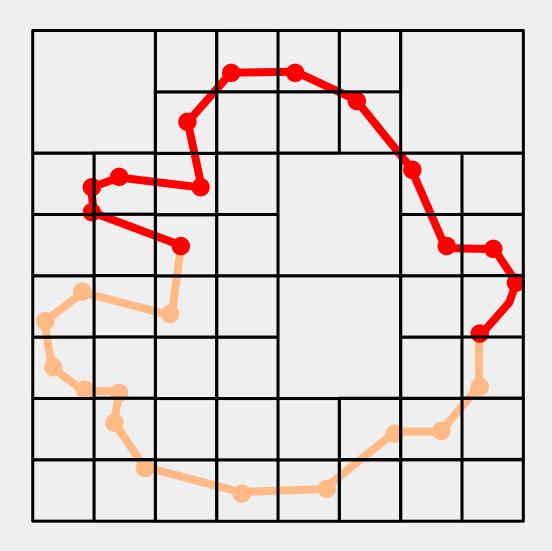
Octrees - Bounding Box



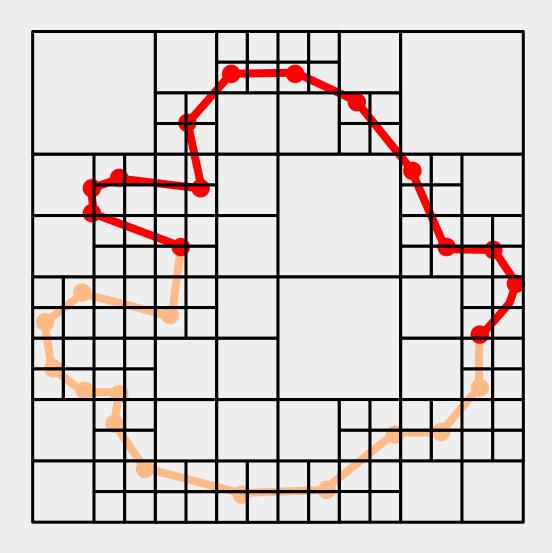
Octrees - Division



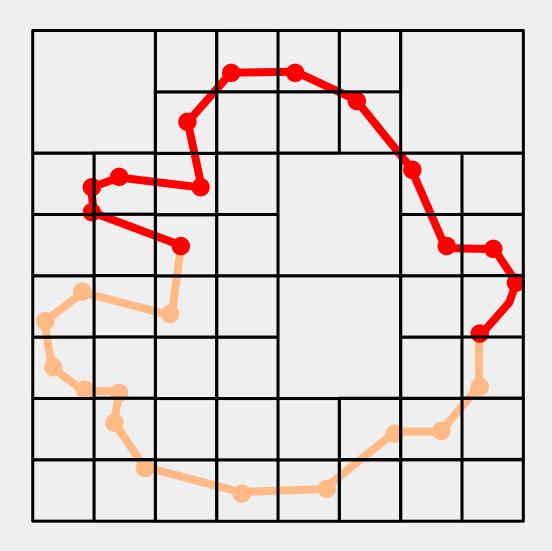
Octrees - Division



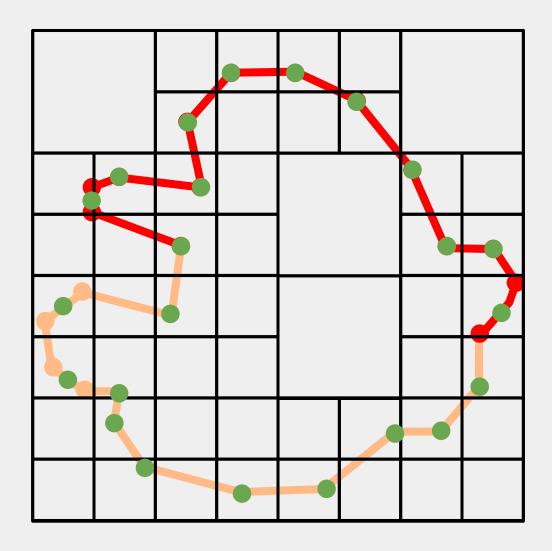
Octrees - Division



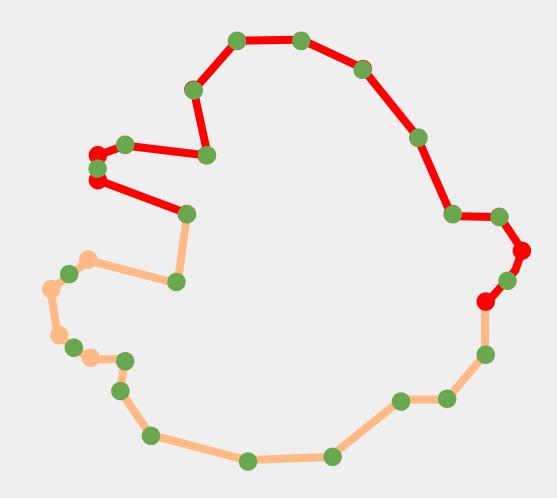
Octrees - Select one level



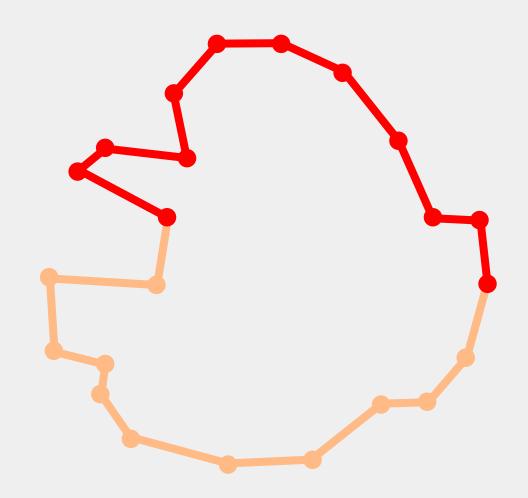
Octrees - New Vertices

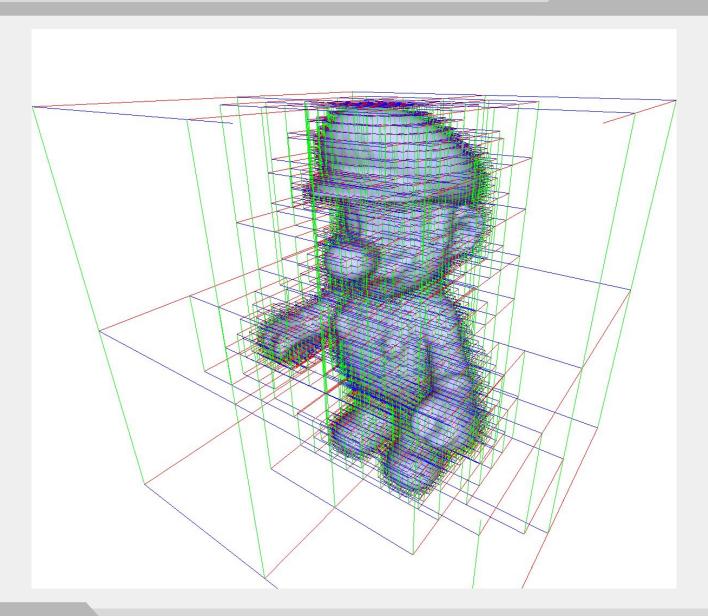


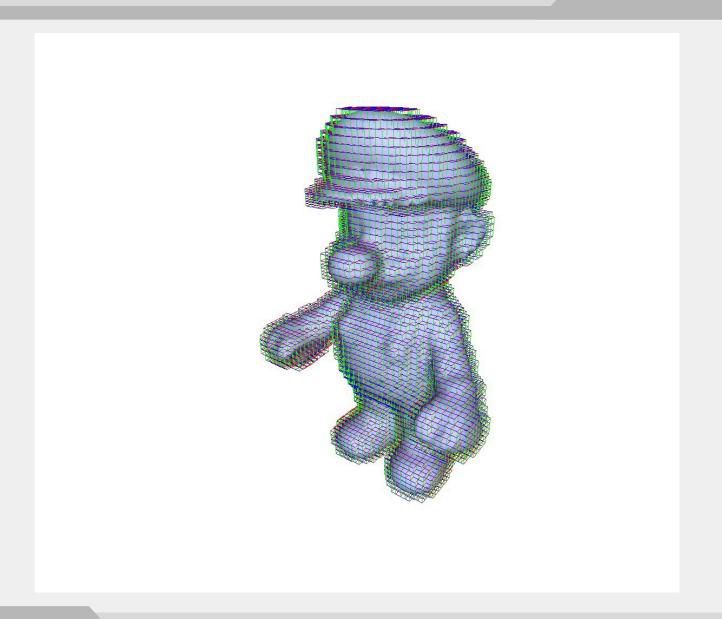
Octrees - New Vertices

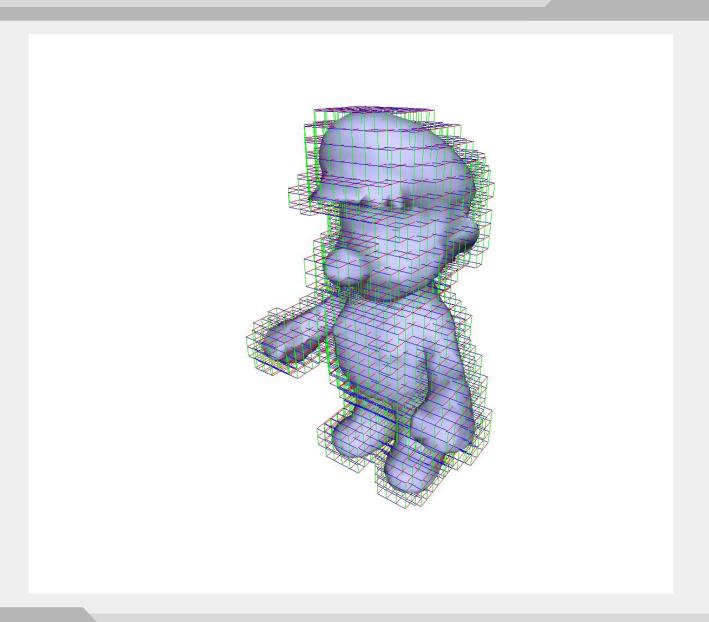


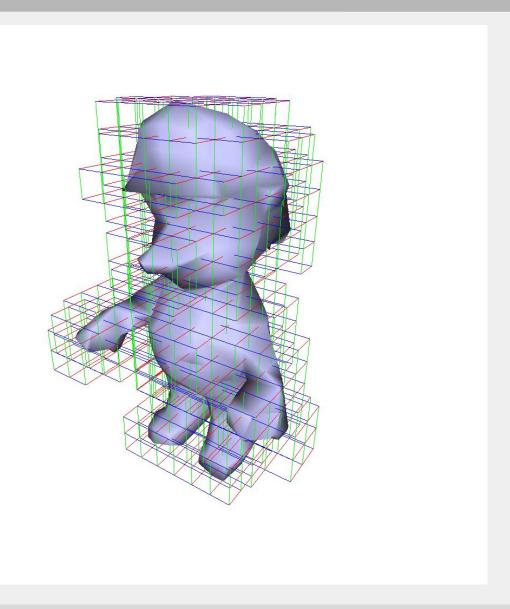
Octrees - Simplified

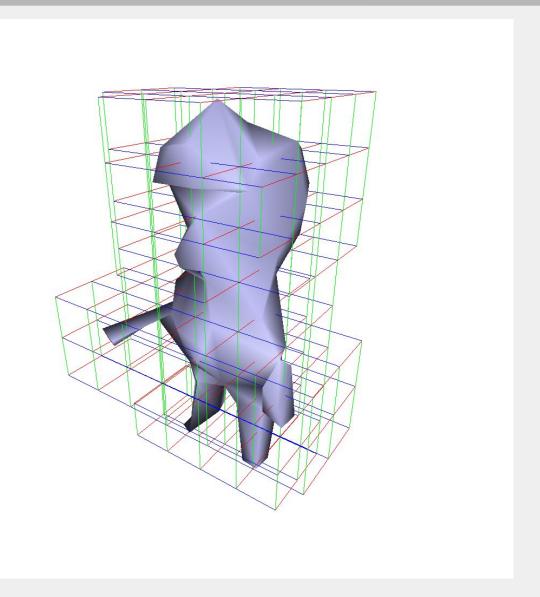




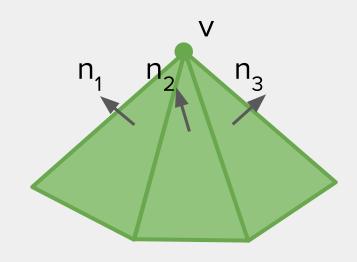




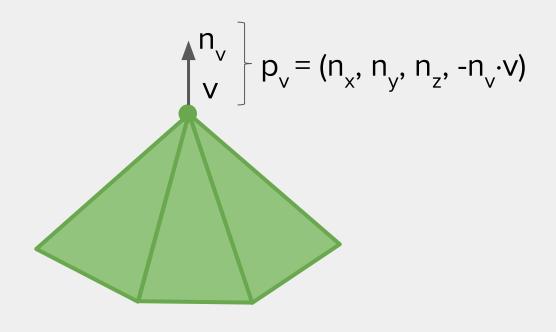




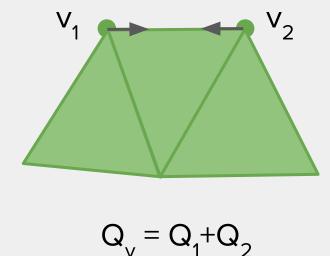
https://dl.acm.org/citation.cfm?id=258849



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



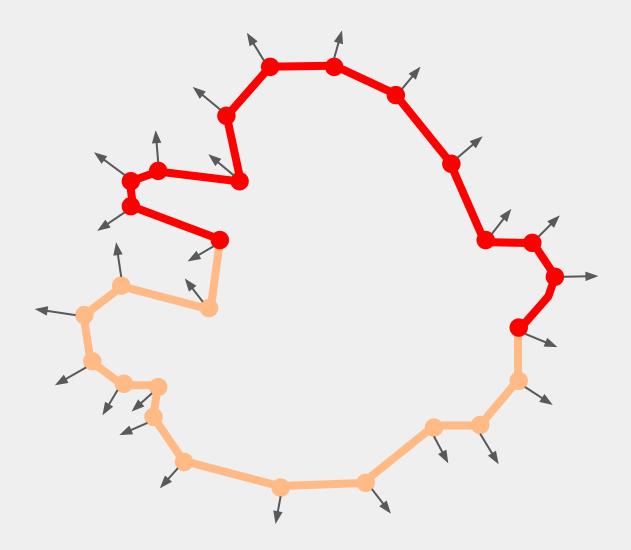
$$Q_v = p_v p_v^T$$

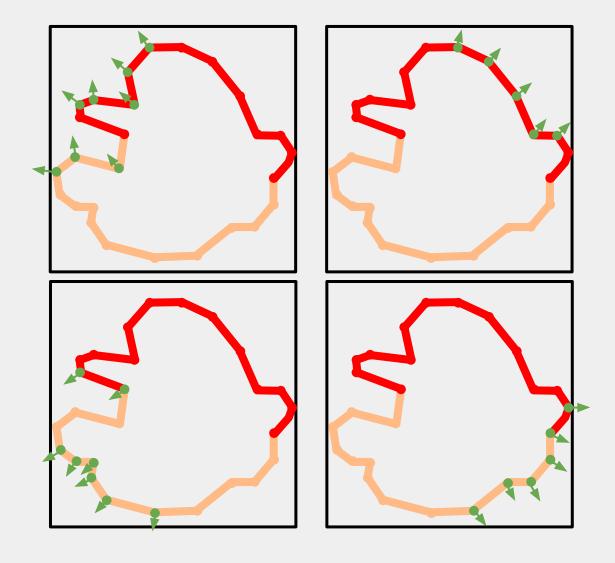


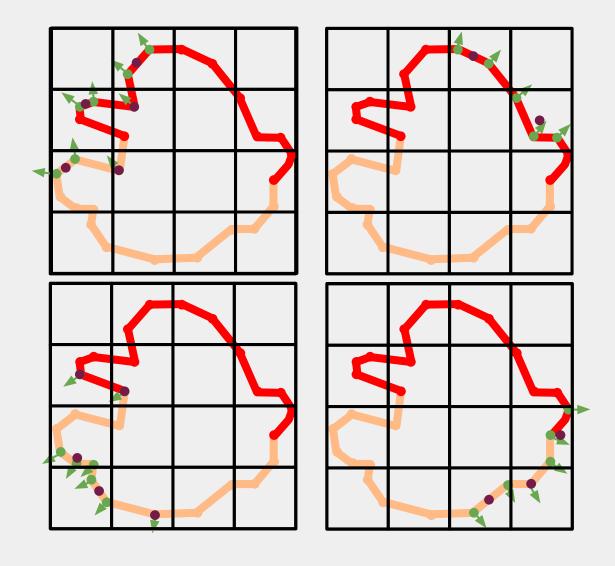
$$\begin{bmatrix}
q_{11} & q_{12} & q_{13} & q_{14} \\
q_{12} & q_{22} & q_{23} & q_{24} \\
q_{13} & q_{23} & q_{33} & q_{34} \\
0 & 0 & 0 & 1
\end{bmatrix} \bar{\mathbf{v}} = \begin{bmatrix}
0 \\ 0 \\ 0 \\ 1
\end{bmatrix}$$

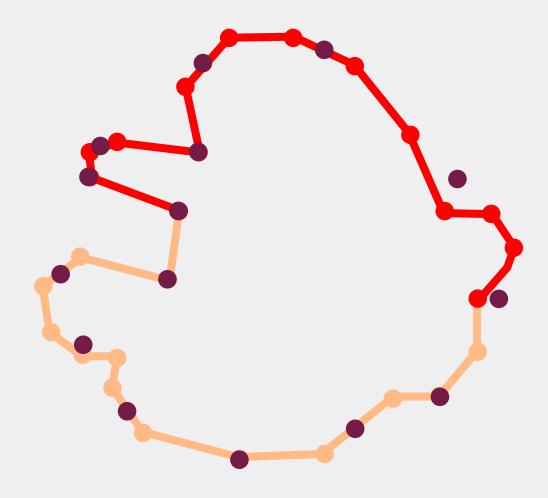
$$\bar{\mathbf{v}} = \begin{bmatrix}
q_{11} & q_{12} & q_{13} & q_{14} \\
q_{12} & q_{22} & q_{23} & q_{24} \\
q_{13} & q_{23} & q_{33} & q_{34} \\
0 & 0 & 0 & 1
\end{bmatrix}^{-1} \begin{bmatrix}
0 \\ 0 \\ 0 \\ 1
\end{bmatrix}$$

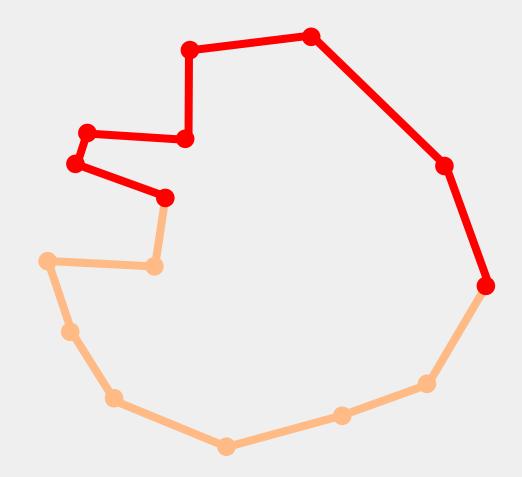
q.computeInverseWithCheck(inverse, invertible, 0.1);











https://dl.acm.org/citation.cfm?id=2018347

