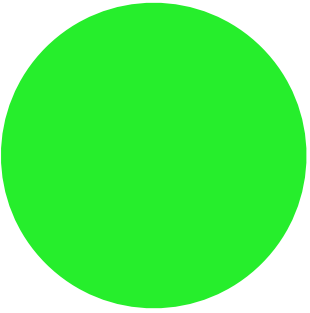
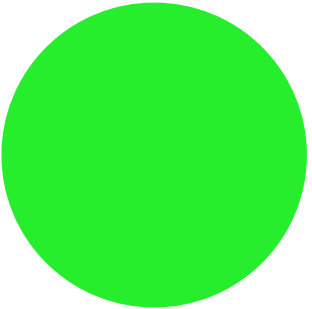
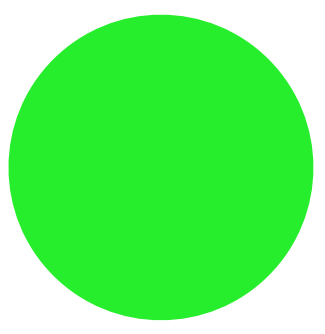
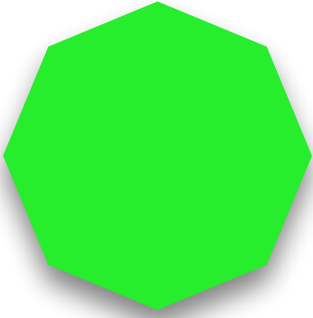
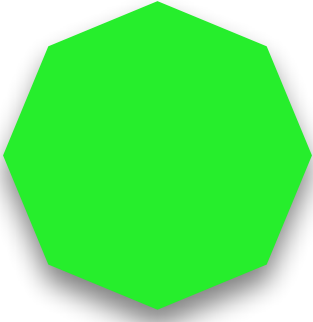
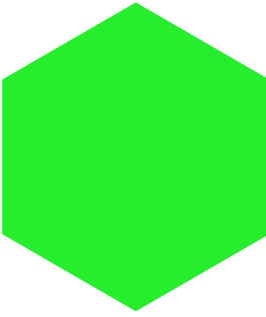


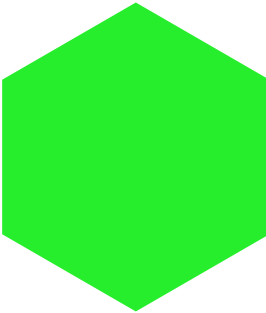


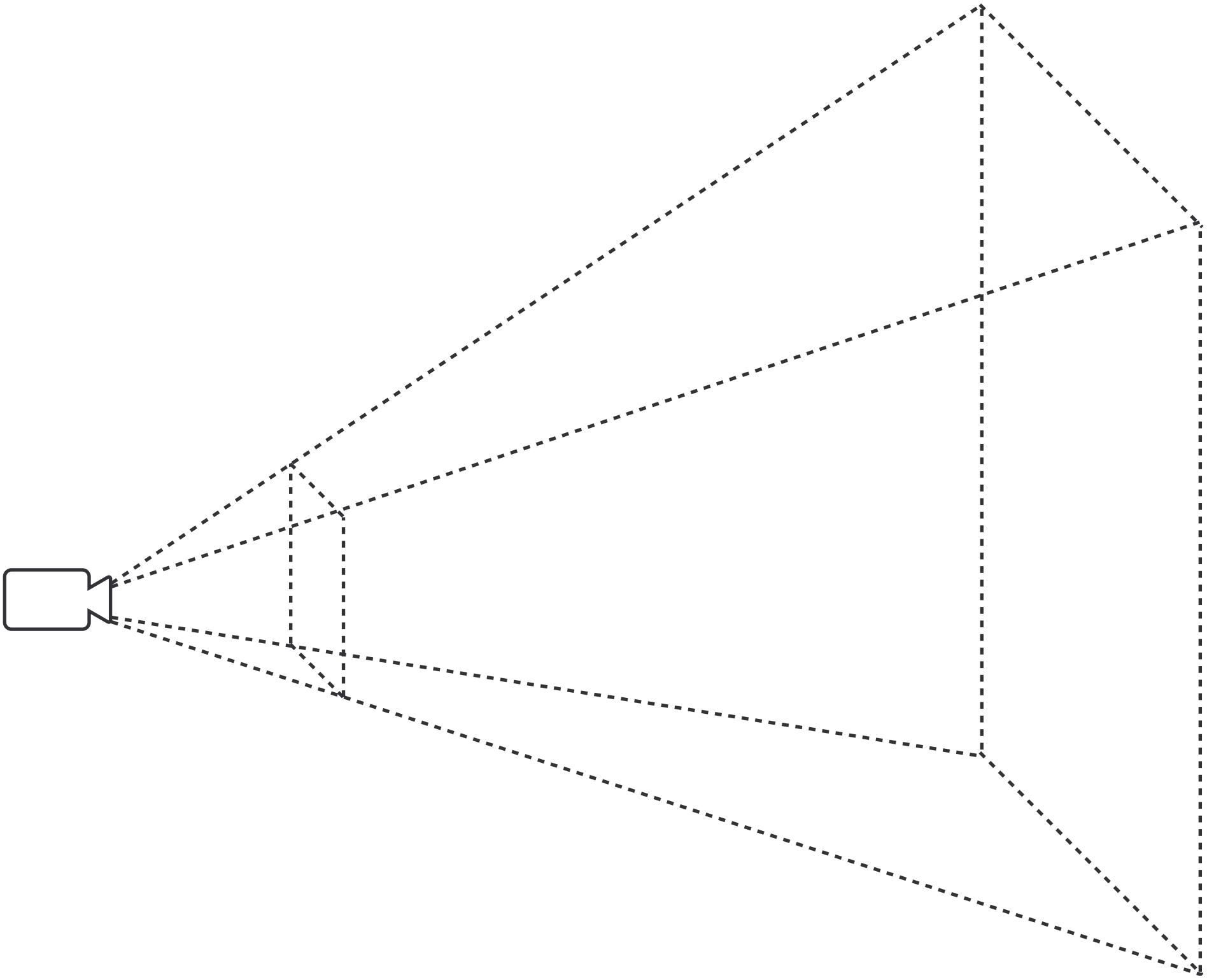


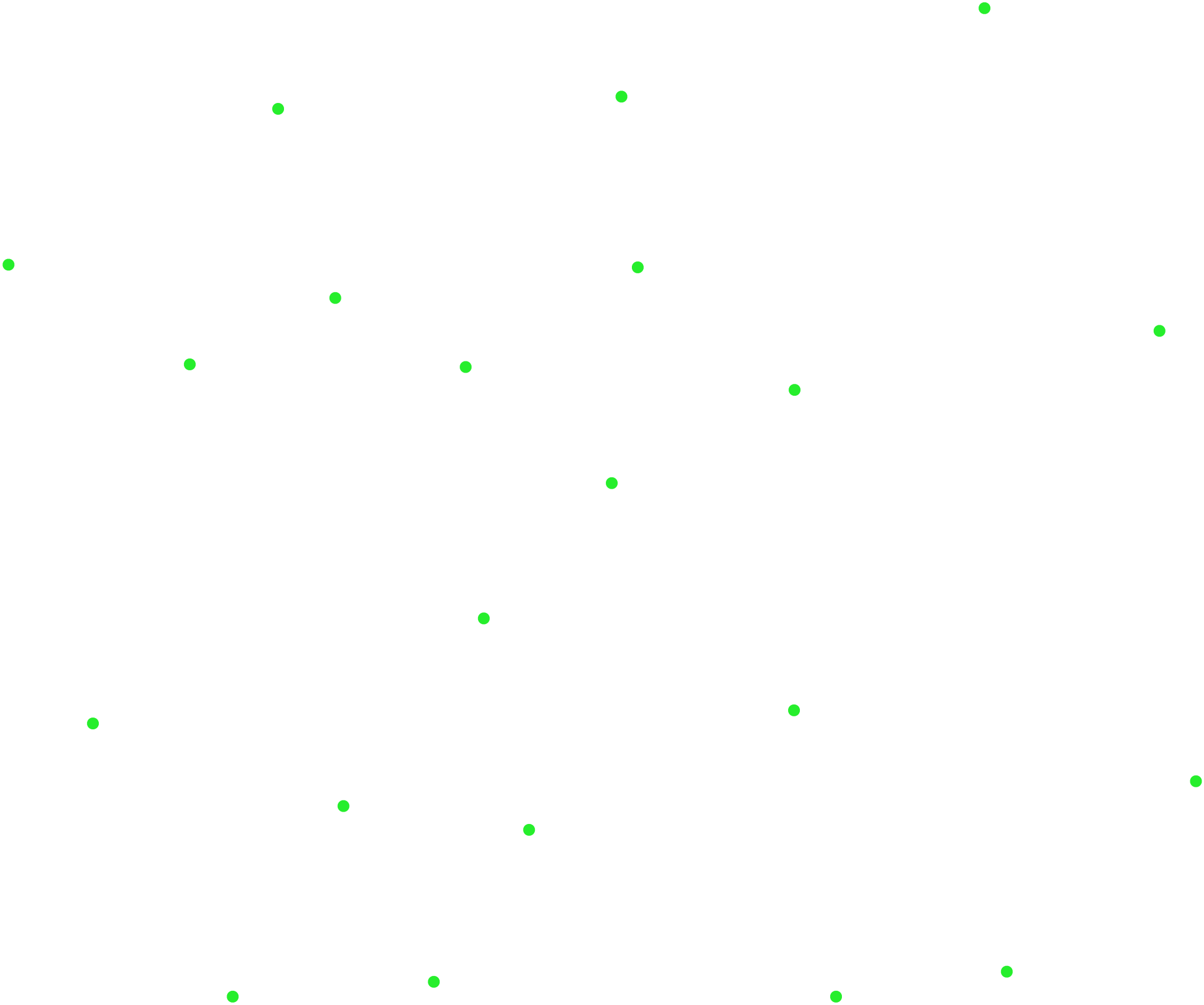


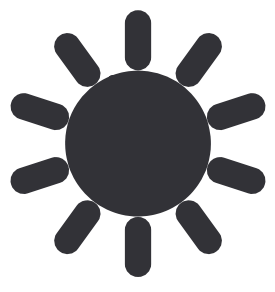








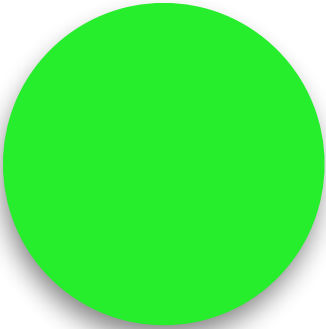
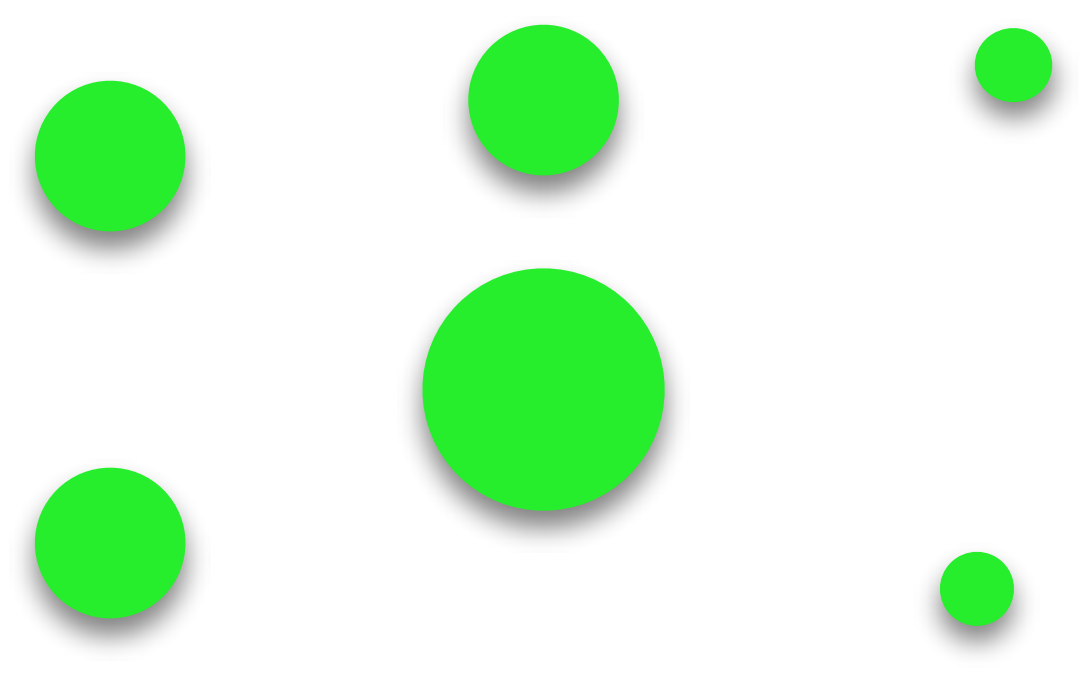
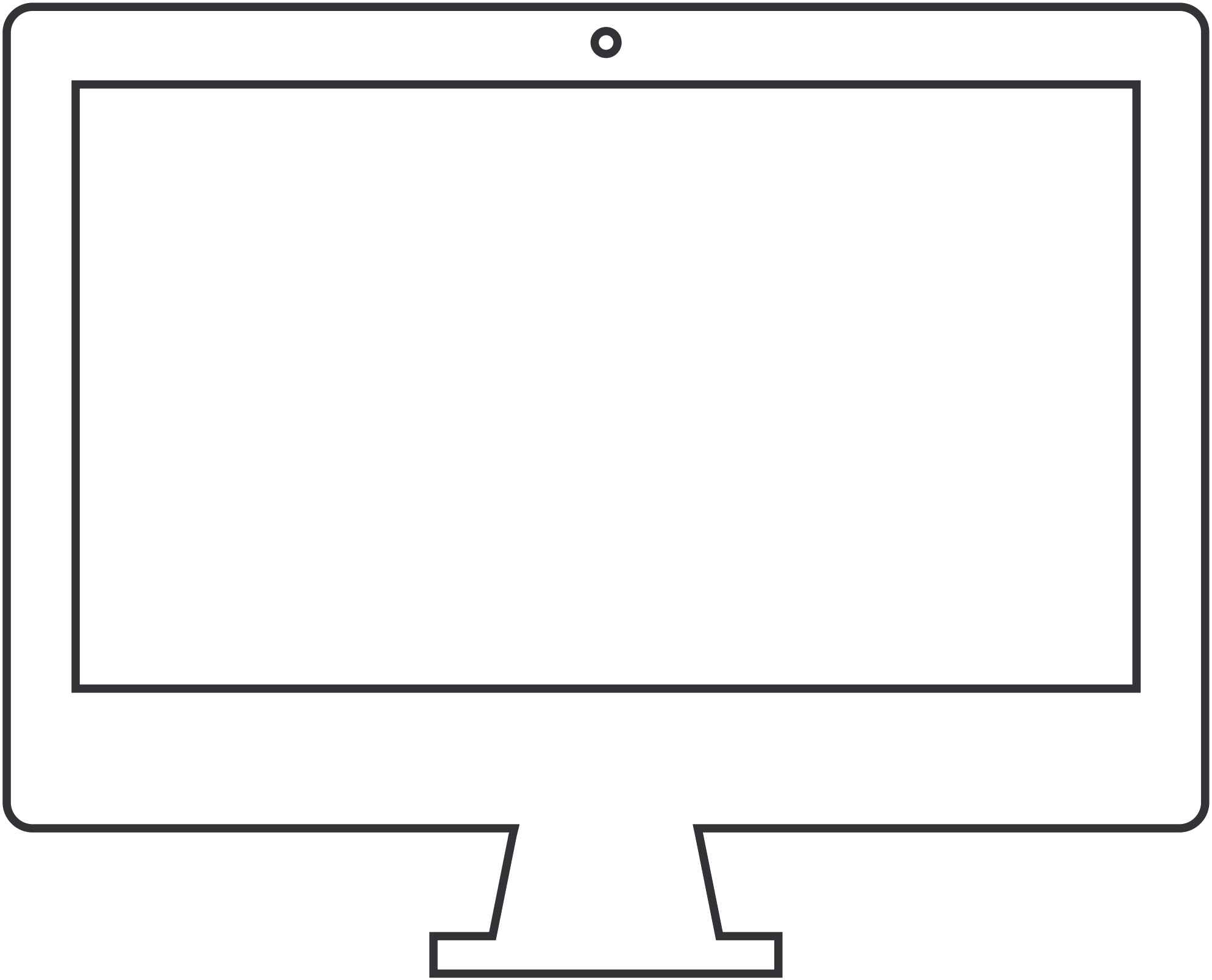
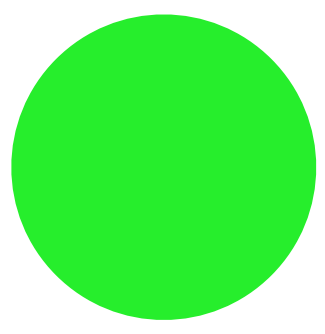
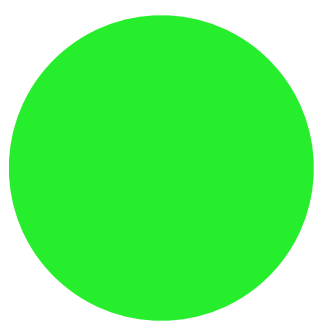
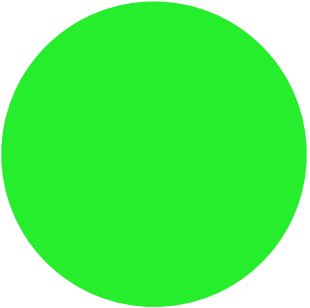
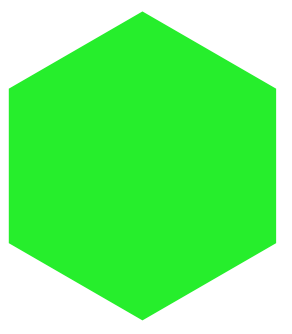
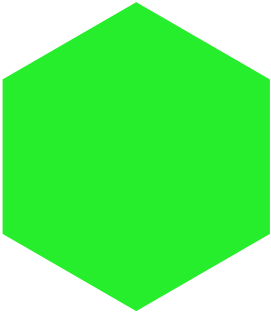
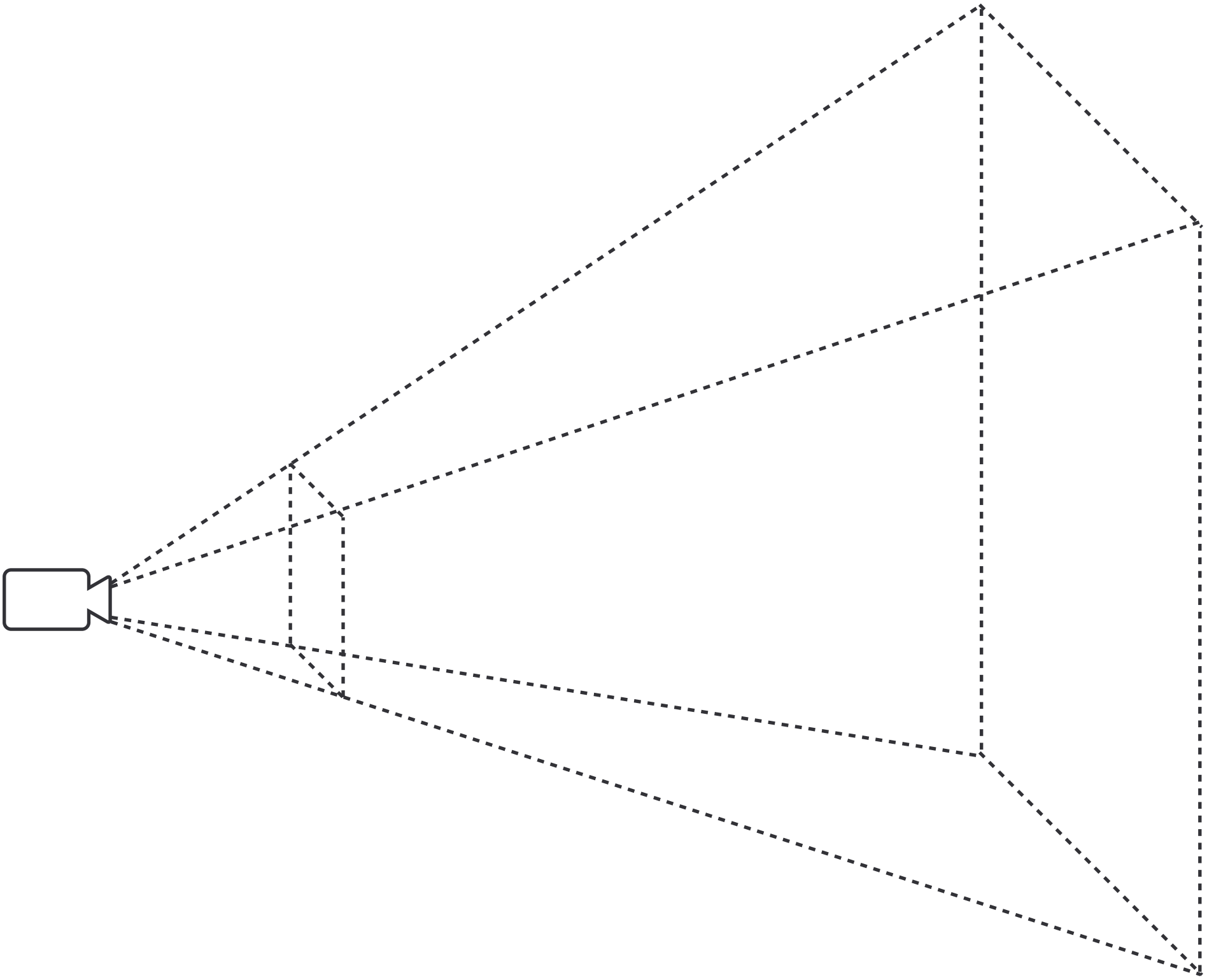
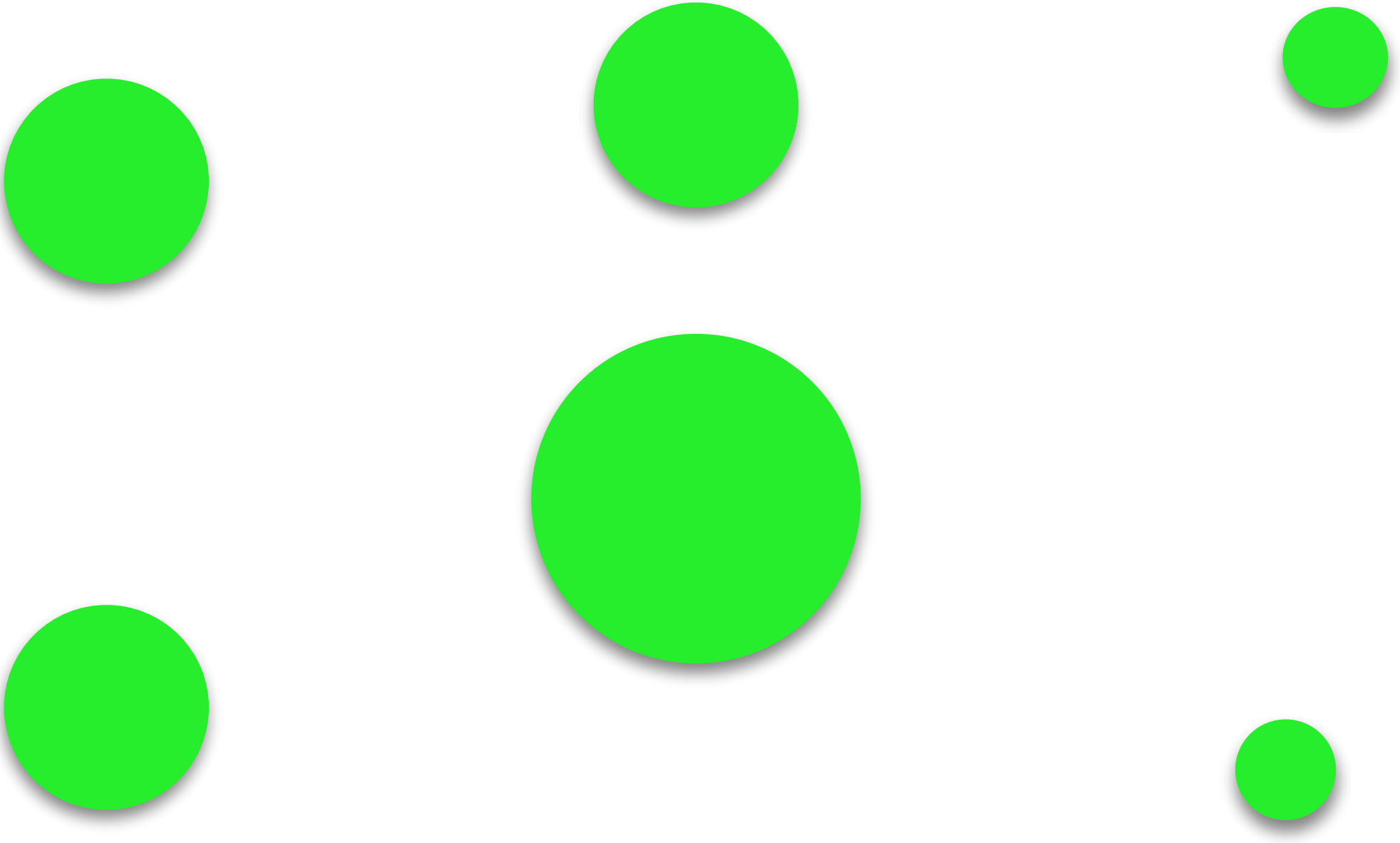




Optimization

Reducing Geom. Complexity - LOD

levels of detail (LOD) according

- Render objects with different

to distances to camera