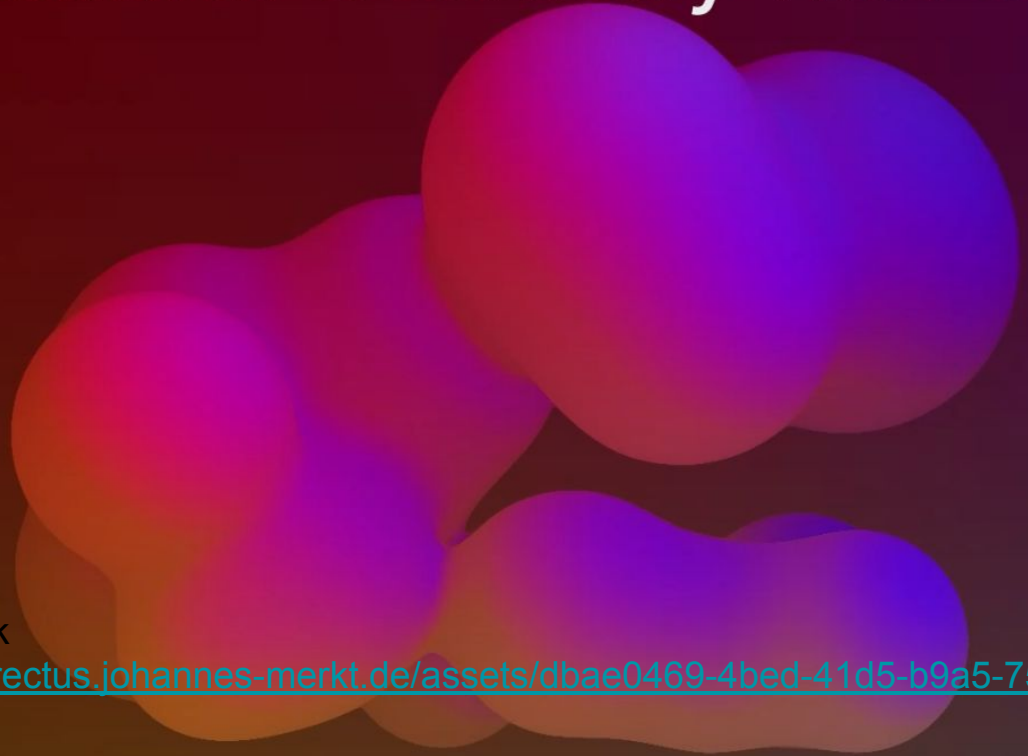
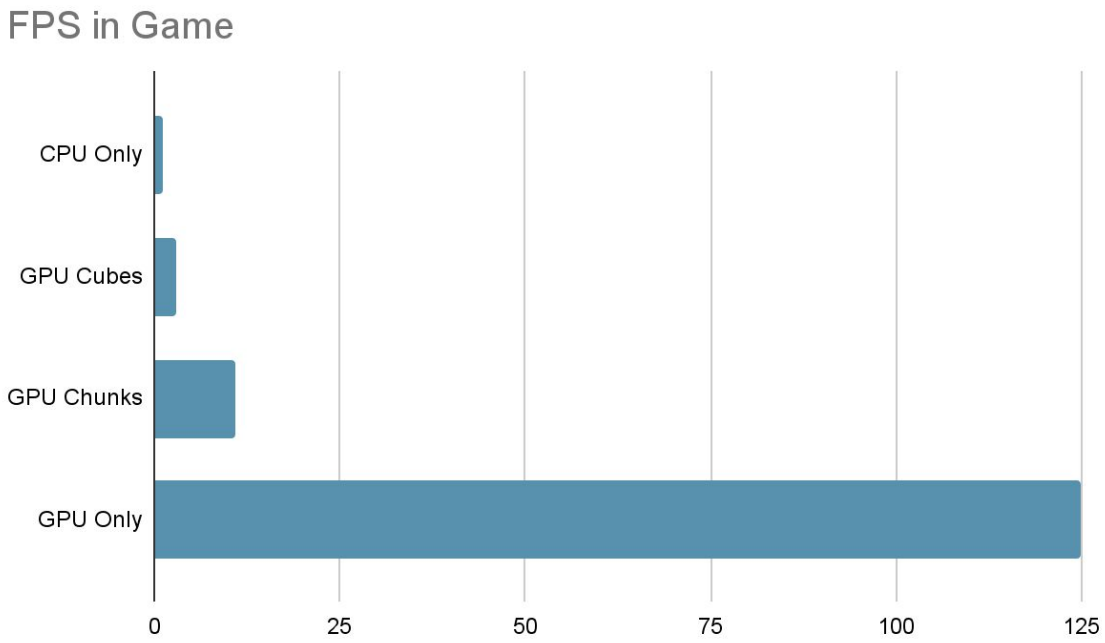
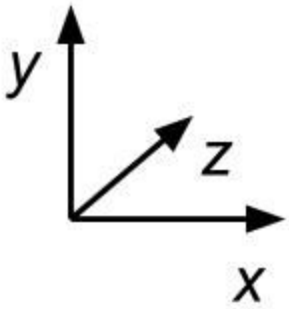
Procedural Geometry with Code

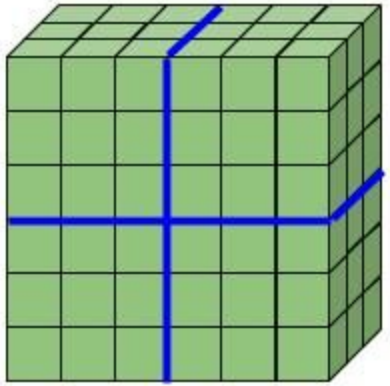


Video link
https://directus.johannes-merkt.de/assets/dbae0469-4bed-41d5-b9a5-75d9ad454dba

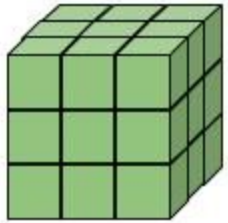

FPS in Game
CPU Only
GPU Cubes
GPU Chunks
GPU Only
0
25
50
75
100
125

http://paulbourke.net/geometry/polygonise/



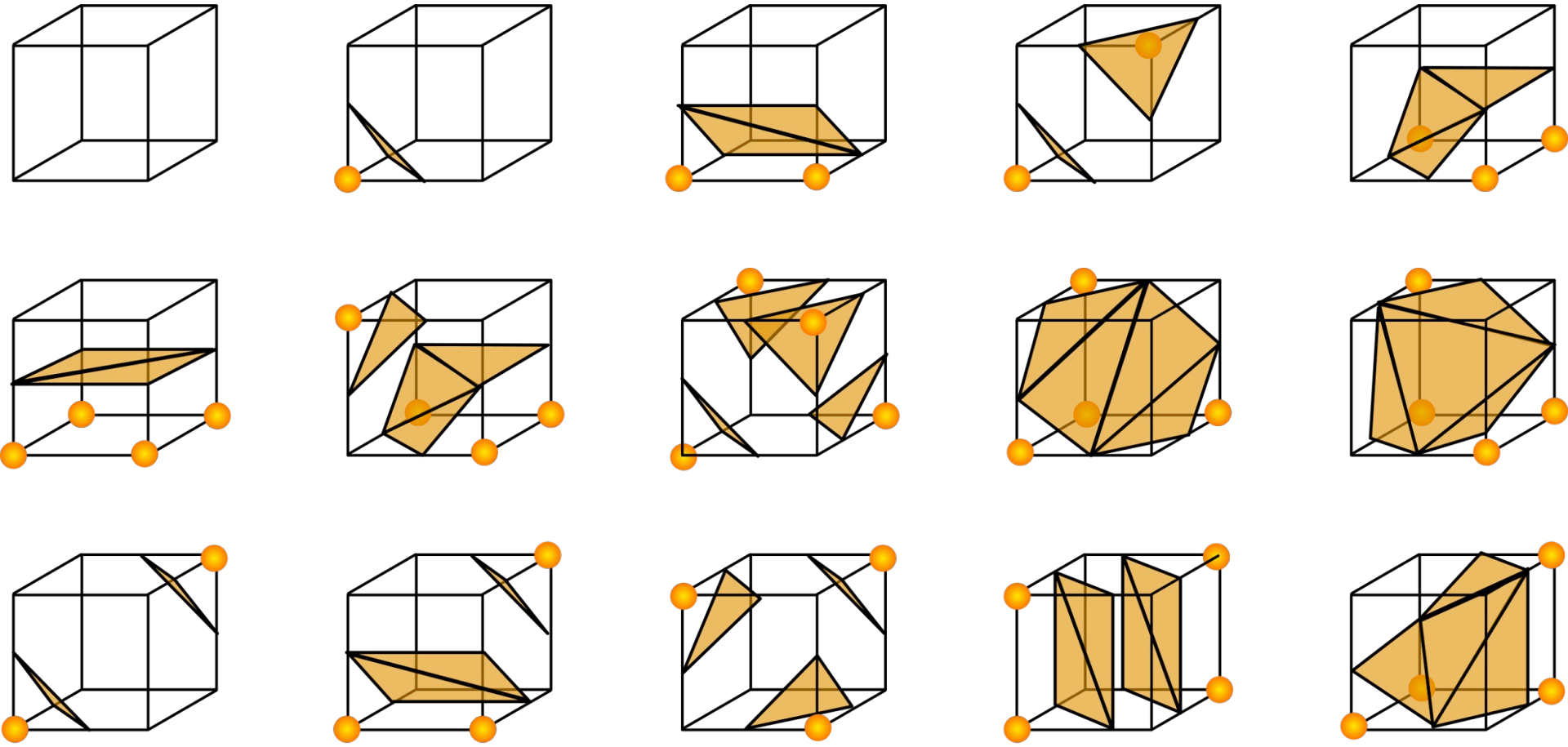


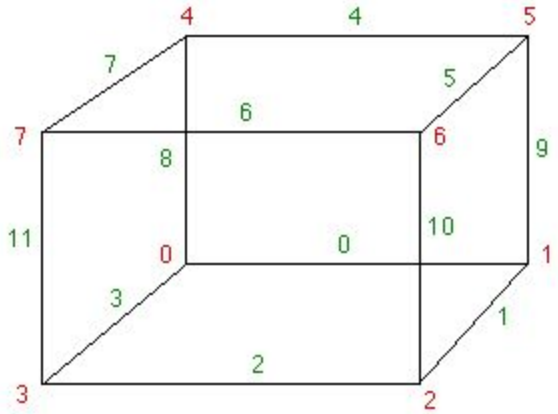
Dispatch



Thread Group

Thread





Edge index
Vertex index