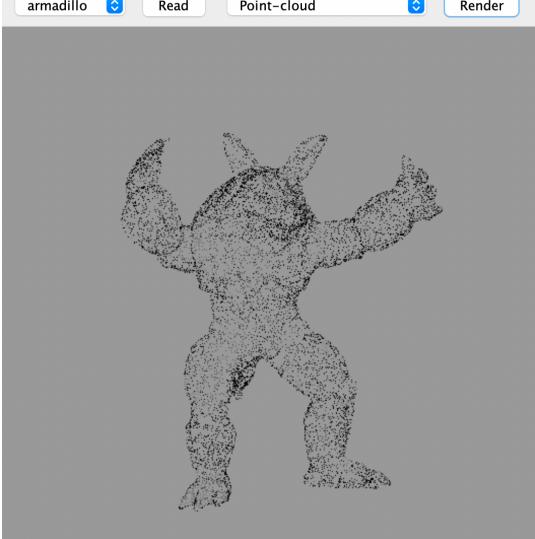
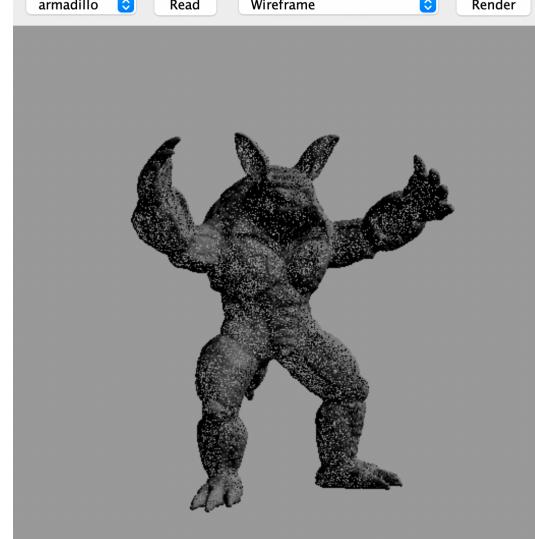
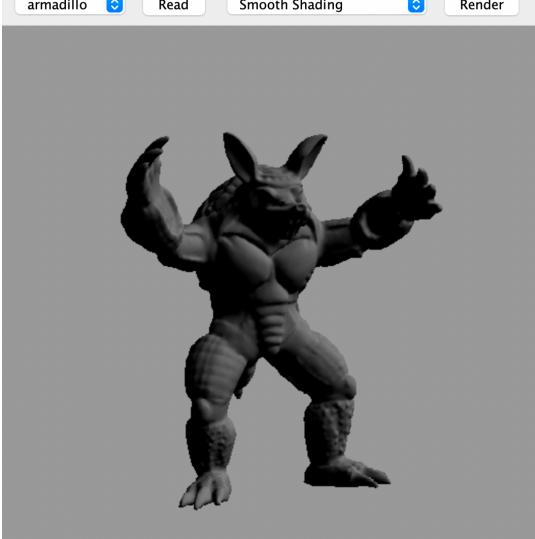
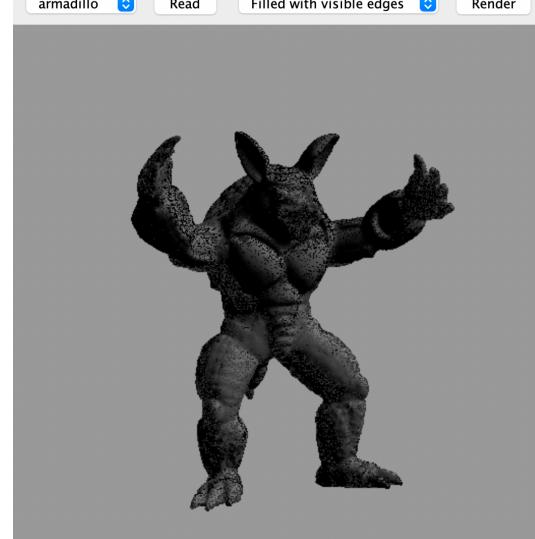
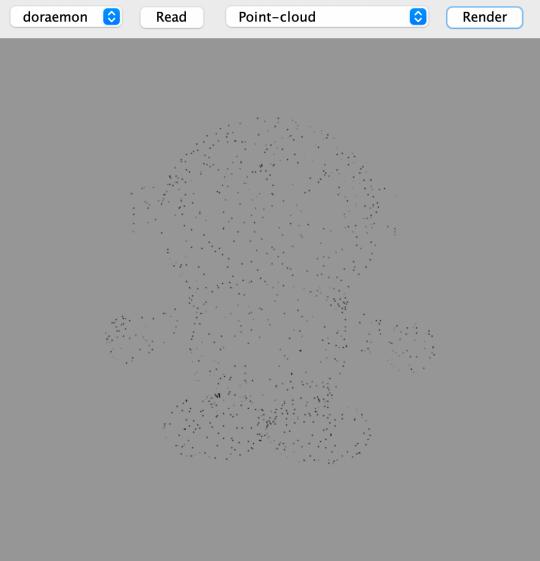
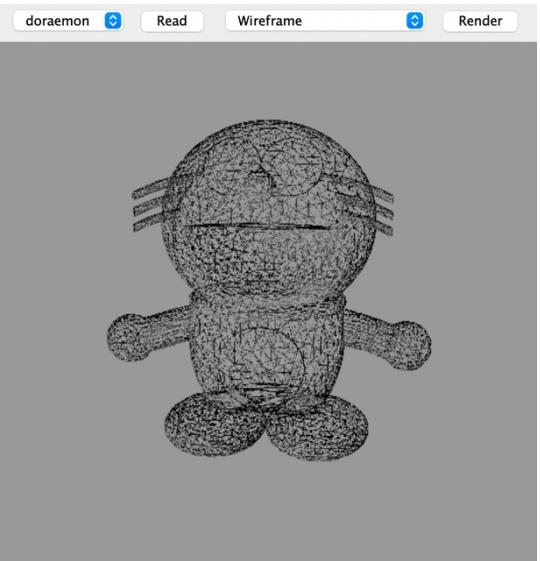
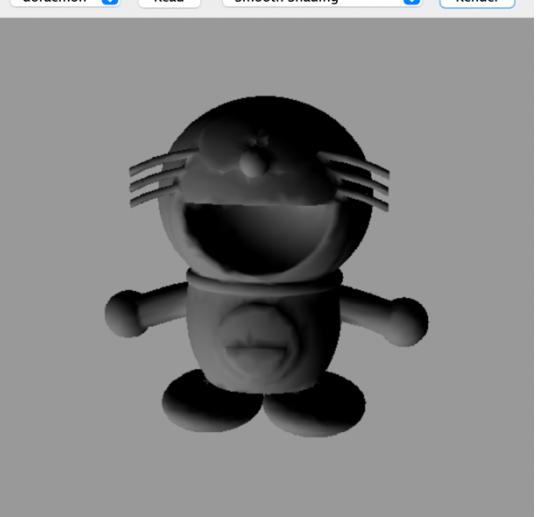
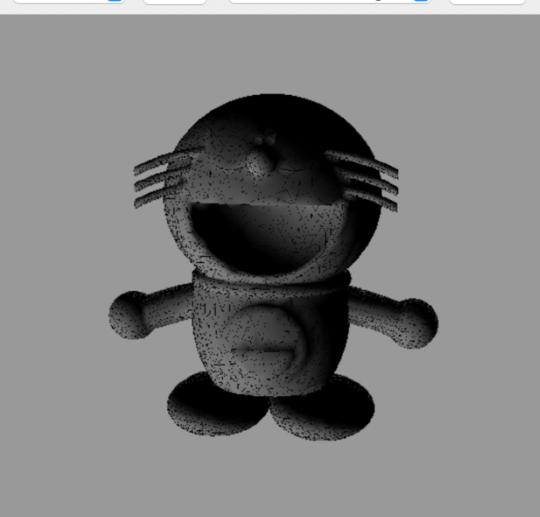


armadillo.obj

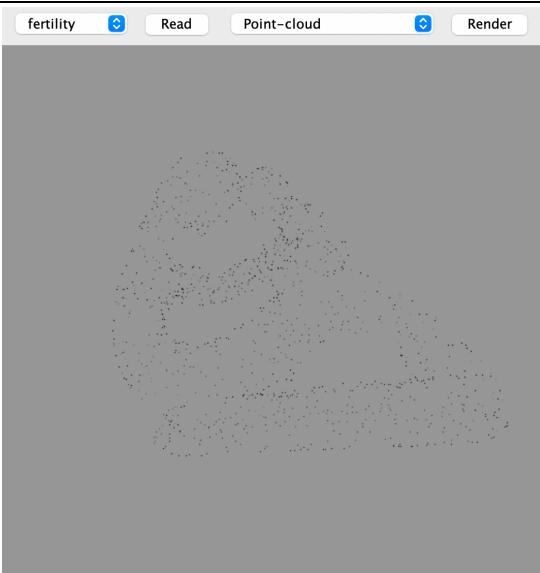
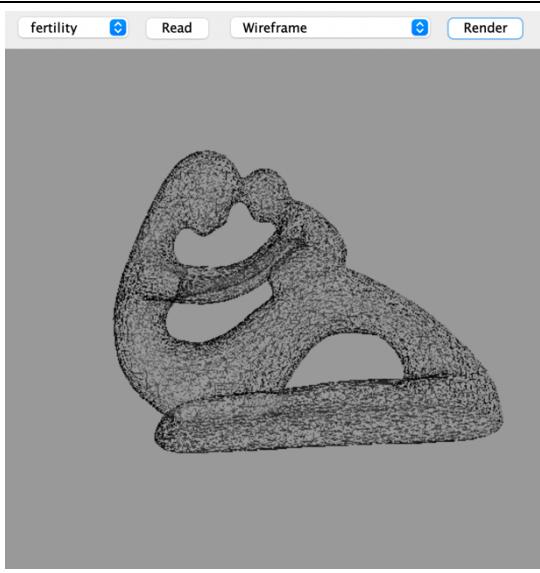
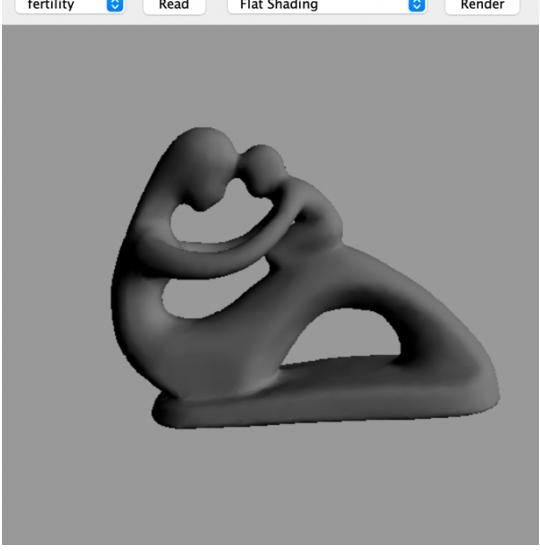
Points	Wireframe
 A point cloud visualization of an armadillo model. The model is composed of numerous small dots forming its body, head, and limbs. The interface at the top includes buttons for 'armadillo' (with a dropdown arrow), 'Read', 'Point-cloud' (with a dropdown arrow), and 'Render'.	 A wireframe visualization of the same armadillo model. It shows the underlying mesh structure with edges connecting vertices. The interface at the top includes buttons for 'armadillo' (with a dropdown arrow), 'Read', 'Wireframe' (with a dropdown arrow), and 'Render'.
Shading	Filled
 A smooth shading visualization of the armadillo model. The surface is rendered with soft lighting, creating highlights and shadows on the muscular torso and legs. The interface at the top includes buttons for 'armadillo' (with a dropdown arrow), 'Read', 'Smooth Shading' (with a dropdown arrow), and 'Render'.	 A filled visualization with visible edges of the armadillo model. The surface is rendered with a solid color, but the edges of the polygons are clearly visible, giving it a textured appearance. The interface at the top includes buttons for 'armadillo' (with a dropdown arrow), 'Read', 'Filled with visible edges' (with a dropdown arrow), and 'Render'.

doraemon.obj

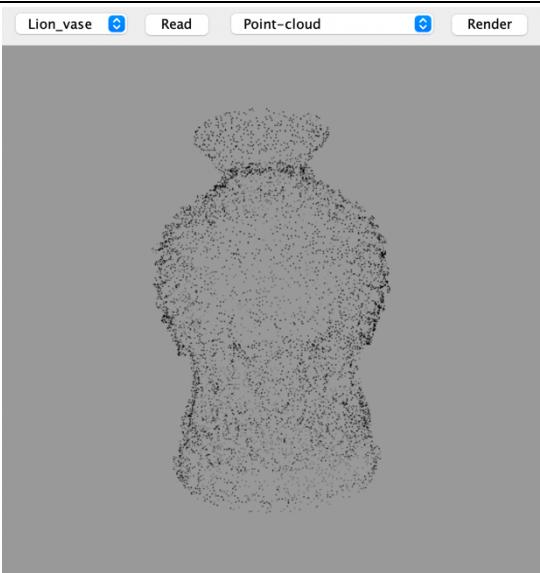
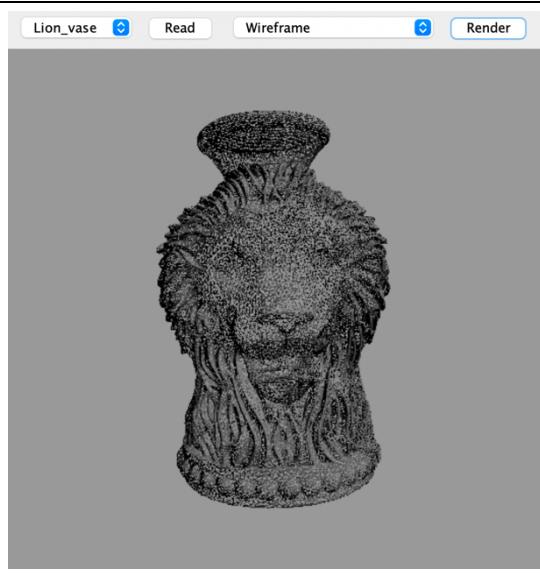
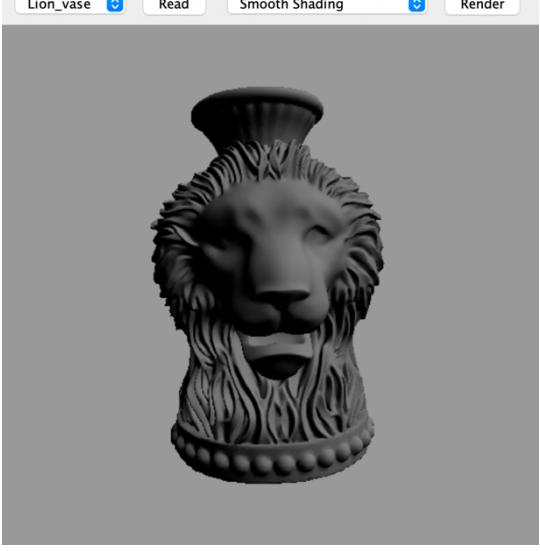
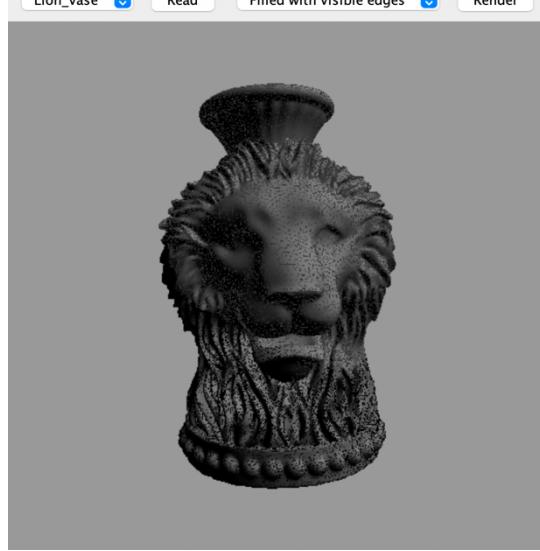
Points	Wireframe
	

Shading	Filled
	

fertility.obj

Points	Wireframe
	
Shading	Filled
	

Lion_vase.obj

Points	Wireframe
	
Shading	Filled
	

turtle.obj

