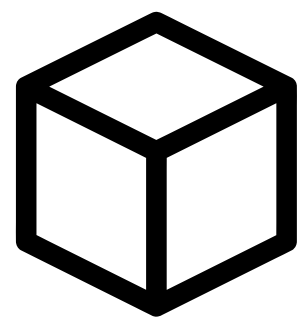


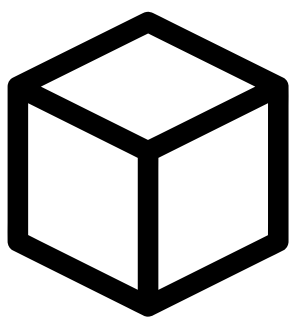
# Process

v01 - basic

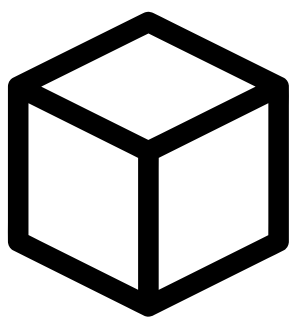
Get Obj



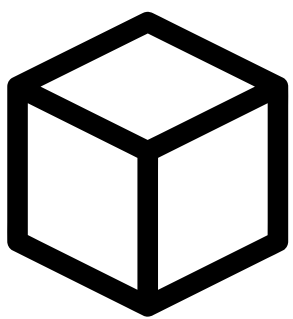
Get Poly Count



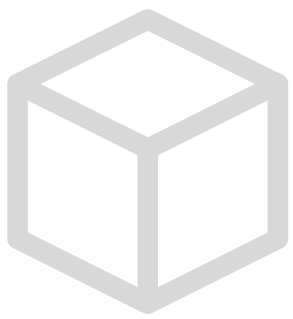
Check:  
If poly count  $\neq$  poly limit



PC < PL  
collapse object



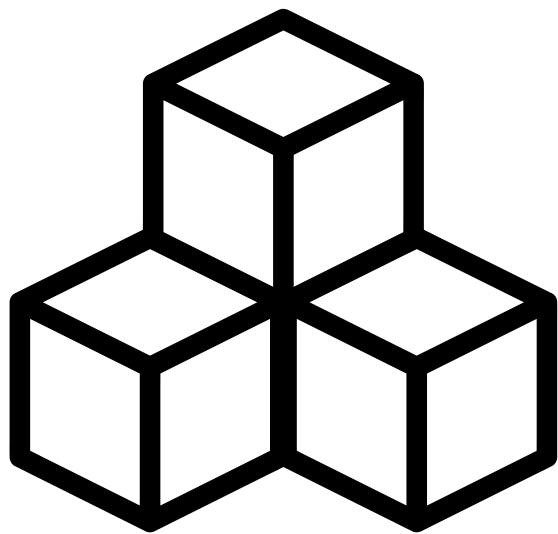
PC > PL  
delete object



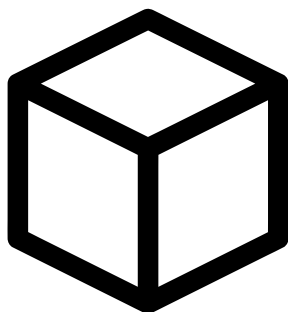
# Process

v02 - basic

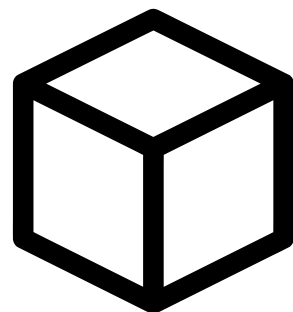
Get Multiple Objs



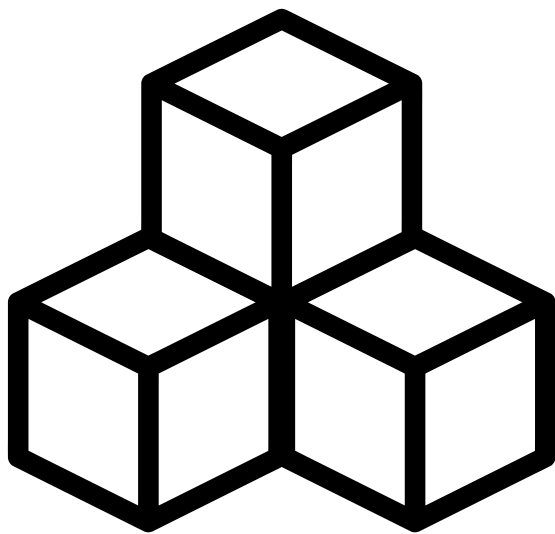
Get Poly Count  
for each obj



Check:  
If poly count  $\leq$  poly limit



PC  $\leq$  PL  
collapse all objects

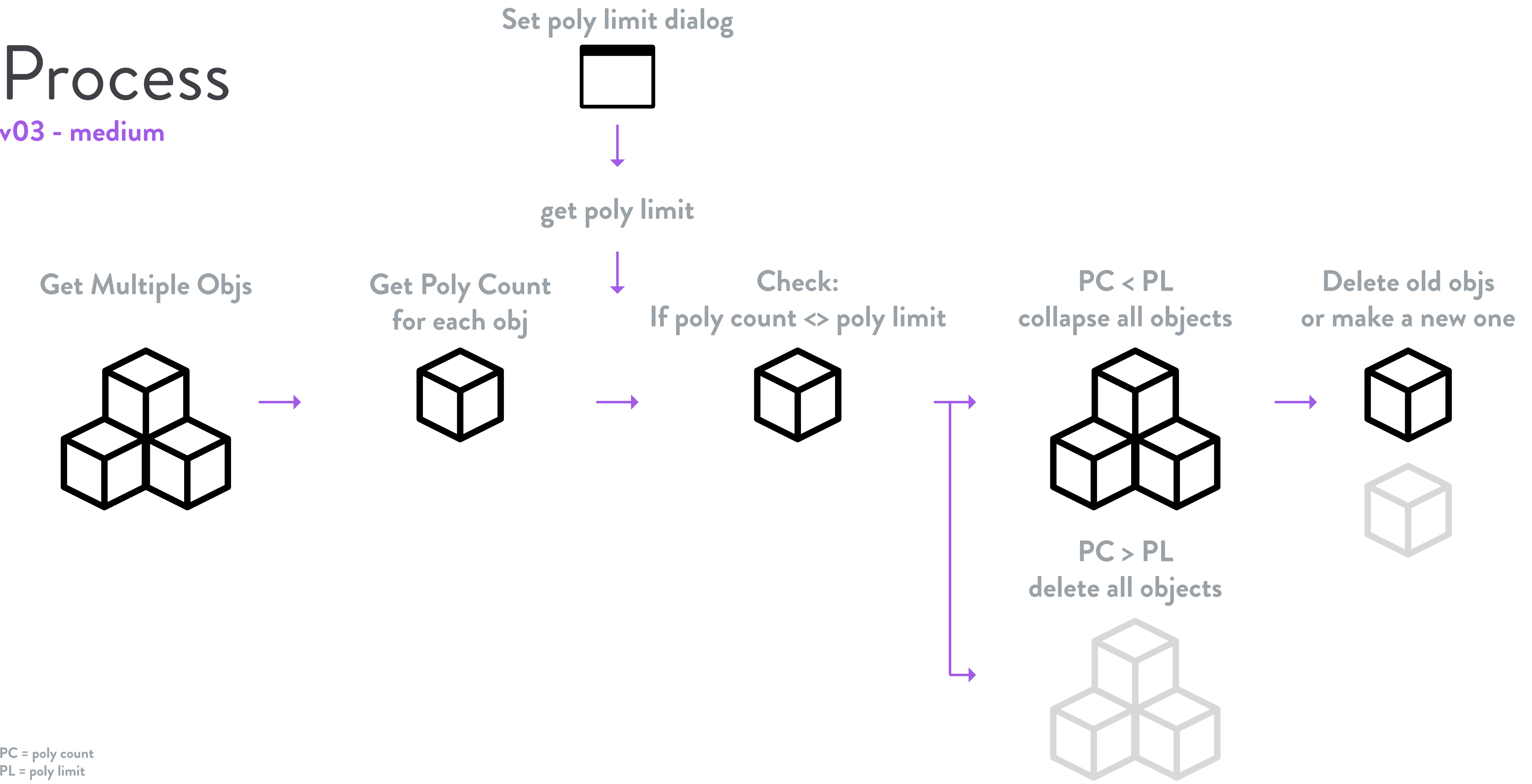


PC  $>$  PL  
delete all objects



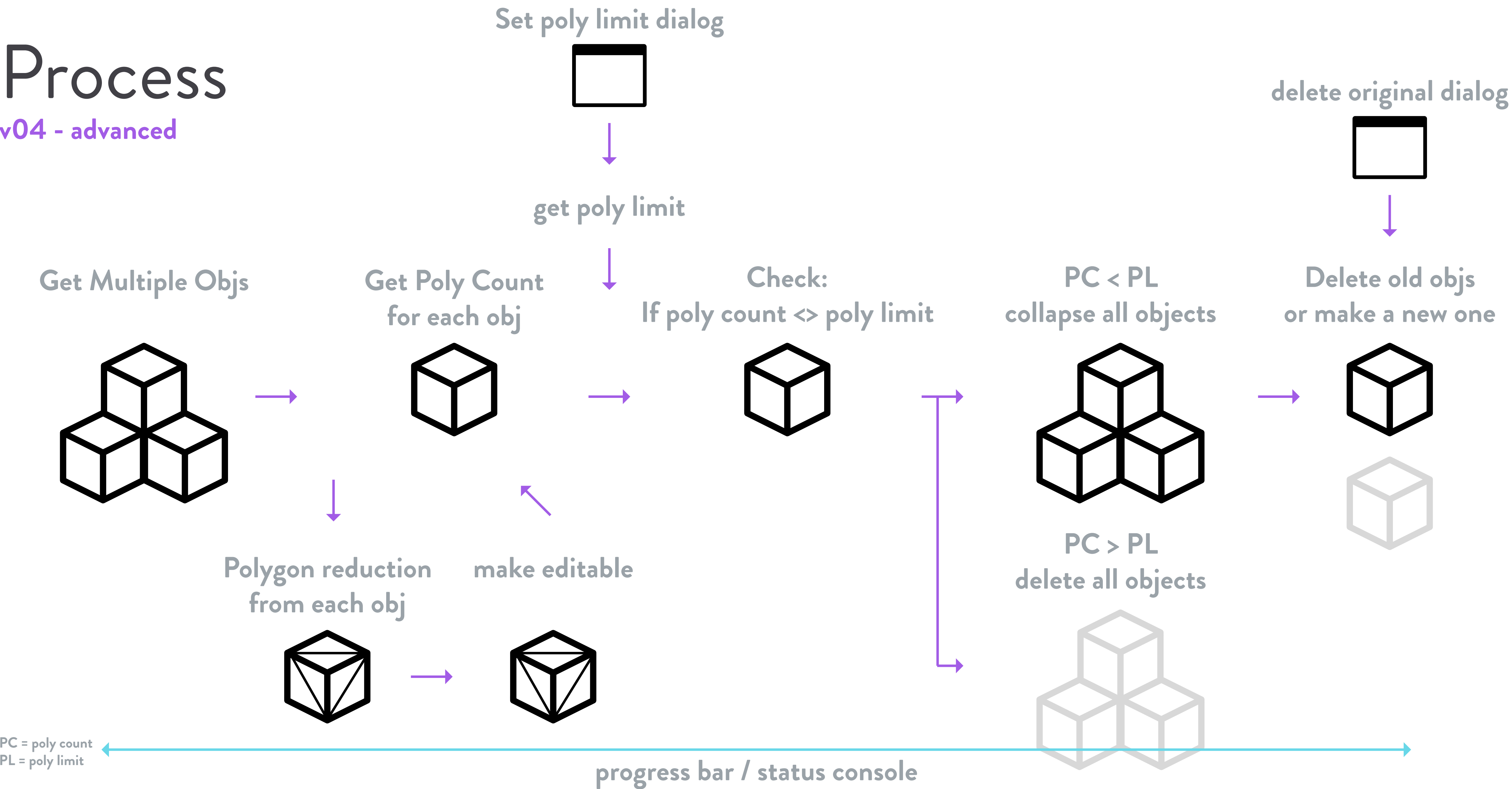
# Process

v03 - medium



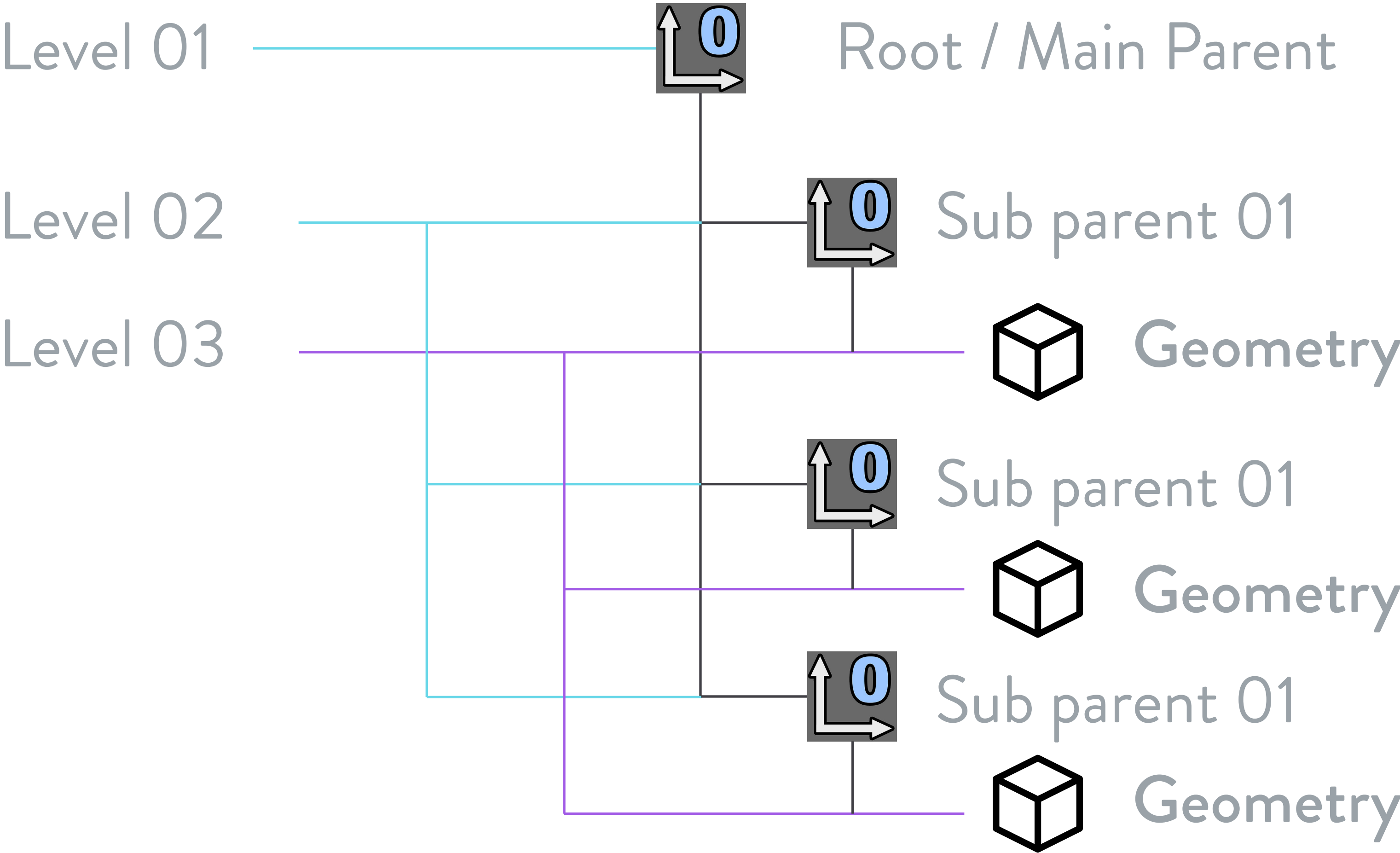
# Process

v04 - advanced



# Hierarchy

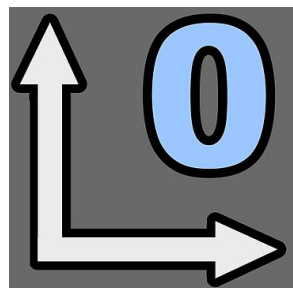
guide



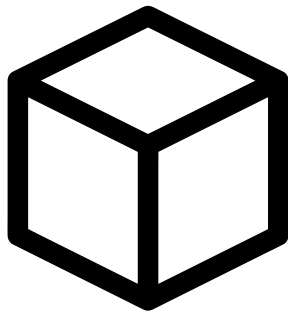
# Process

v01 - basic

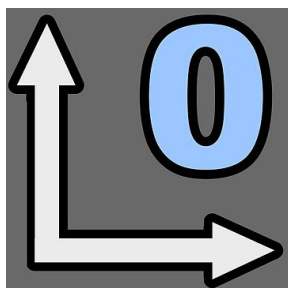
Get Hierarchy Levels



Get Child Geometries



Create new groups  
based on old levels



Delete old groups  
insert geometries into new groups

