Insert objects

Open “. Obj” with meshlab

Search - Simplification: quadric edge collapse decimation-

* Reduce target number of faces (e.g 50000)
* Preserve Normal
* Preserve topology
* apply

export mesh as.. into “project ordner” as “.ply”

* without color or anything

open “.ply” with mashlab again to make sure it works

now in coding

add PLYLoader

copy //Mesh Loading