

# LpGL Build Phase

Original Mesh

Reduced Mesh Set  
(*Meta-mesh*)

Mesh Reduction API

# LpGL Operation Phase

Application

Culled?

N

Simplification  
Level Matching

Y

Suppress  
Rendering

Scene  
Dynamics  
Evaluation

Frame Rate  
Scaling

Rendering and  
Display on Native  
Graphics API  
(OpenGL, DirectX)