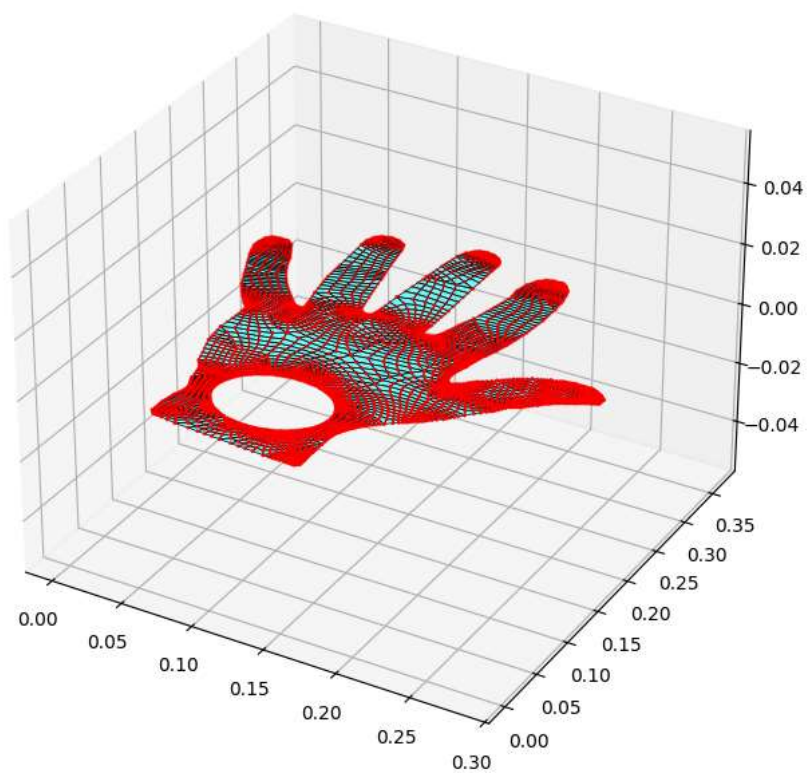


FaceVertexMesh(Vértices=6207, Faces=4345)

Malha - Hand Hybrid



FaceVertexMesh(Vértices=4, Faces=2)

Malha - Triangles

