Golang

Timed

Packing

* Timed func
* Main
  + Set rand seed
  + For loop
    - Get argument
    - Load mesh
    - TotalVolume += mesh.Volume
    - Size mesh.bbox.size() : dimx, y, z
    - Move mesh to center
    - Model add mesh
  + Set total volumn 開三次方
  + Deviation = side/32
  + For loop
    - Start packing model(many meshes)
    - deviation