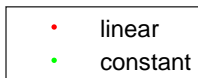


mesh topology update

seconds

0.12
0.1
0.08
0.06
0.04
0.02
0



number of triangles

400

600

800

1000

1200

1400

1600

1800

2000



linear



constant



linear



constant



linear



constant



linear



constant



linear



constant



linear



constant



linear



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