

Assimp

Node collection with data

Each node can have any number of children

All the data is contained in the Scene object
(materials and the meshes)

A mesh contains all the relevant data

-) vertex positions
-) normal vectors
-) texture coordinates
-) faces representing a render primitive
(triangles, squares, points) and
contains the vertex indices (index buffer)
-) the material (texture map: diffuse and specular)