

### ADVANCED TOOLS FOR DEVELOPING HIGHLY REALISTIC COMPUTER GAMES

## REPORT ON THE MULTIRESOLUTION MODELS

GameTools-4-D4.2-02-1-1-

Document identifier: **Report on Multiresolution** 

Models

Date: (use "update field" Word 04/10/2005

function, right mouse button)

Work package: WP04: Geometry

Partner(s): UJI, UPV

Leading Partner: UJI

Document status: **APPROVED** 

Deliverable identifier: **D4.2** 

Abstract: This technical report describes the different algorithms used on the implementation of the Geometry module.



# REPORT ON THE MULTIRESOLUTION MODELS

Doc. Identifier:
TGameTools-4-D4.2-02-1-1Report on Multiresolution
ModelsTTT

Date: 04/10/2005

#### **Delivery Slip**

	Name	Partner	Date	Signature
From	Miguel Chover	UJI	24-08-2005	
Reviewed by	Moderator and reviewers	ALL		
Approved by	Moderator and reviewers	ALL		

#### **Document Log**

Issue	Date	Comment	Author
1-0	20-09-2005	First draft	Miguel Chover
1-1	03-10-2005	Final Version	Miguel Chover

#### **Document Change Record**

Issue	Item	Reason for Change		

#### **Files**

Software Products	User files / URL			
Word	gametools-ist-2-004363-4-d4.2-02-1-1-report multiresolution (use "update field" Word function)	on model	the s.doc	