

Figure 1. The consecutive frames of the animation of a uniform (black) region (top-left) are treated as a set of voxels from which a triangle-mesh iso-surface is extracted (top center), simplified (top right), and compressed. After downloading and decompressing the iso-surface, the client player clips it with a plane whose offset represents time (bottom left), and uses an improved hardware-assisted capping technique (yellow cross-section, bottom center) to render each frame of the animation (bottom right).

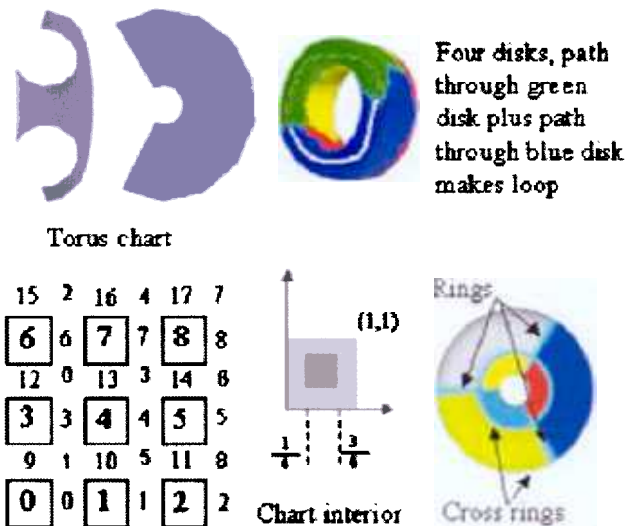


Figure 3. Building charts for the torus.

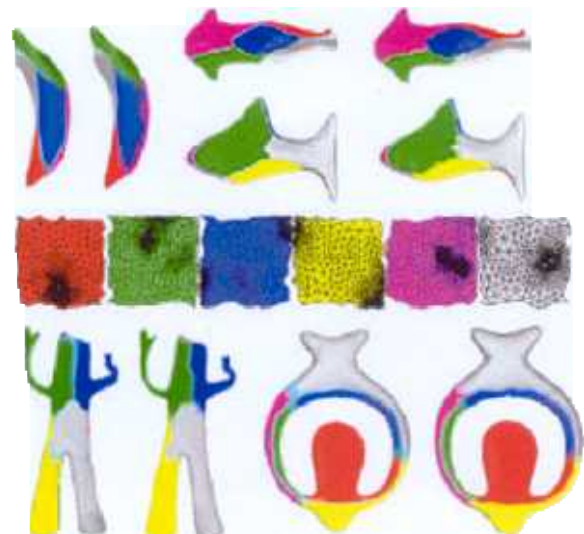


Figure 6. Fitting results. Right is original mesh. Meshes are colored by their chart centers. In the middle is the mapping of the fish mesh vertices to the charts.