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vertex (pl. vertices). 3D Art – Aidan’s Blog Modeling with three-sided polygons can help make these models lean and mean. In addition, most video game engines require that all 3D models going into them be converted to triangles. Fortunately, this process generally happens toward the end the modeling phase, and-although video game models make quad modeling difficult-several of the techniques can still be useful for making the mesh cleaner ... Modeling Using Quad Polygons - Intel Polygonal modeling – Points in 3D space, called vertices, are connected by line segments to form a polygon mesh. The vast majority of 3D models today are built as textured polygonal models, because they are flexible and because computers can render them so quickly. However,

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