

# Simplification of Meshes with Digitized Radiance

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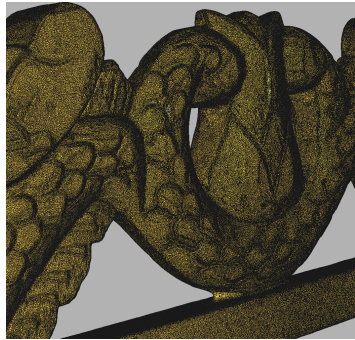
**Computer Graphics International 2015**

CIELUV

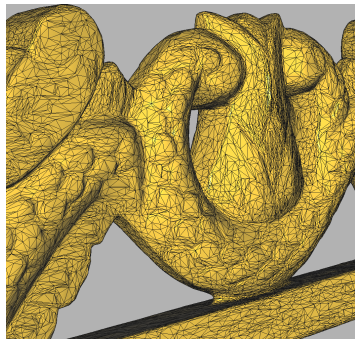
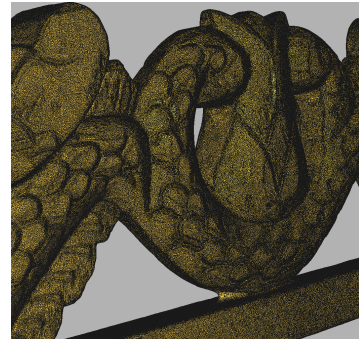
RGB



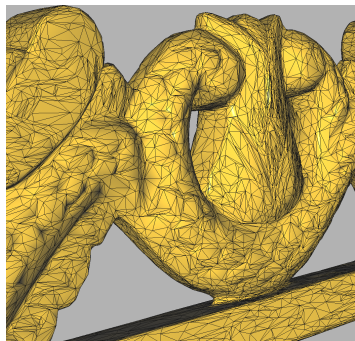
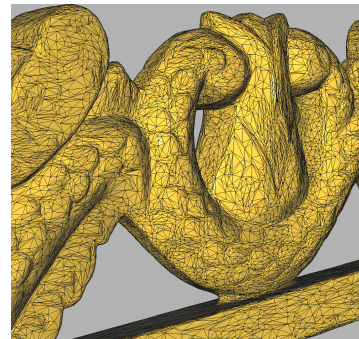
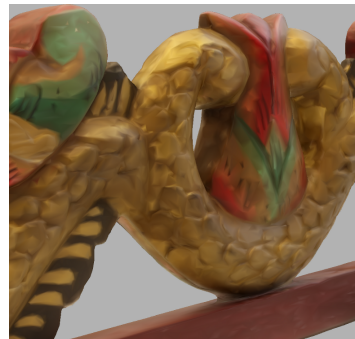
921k



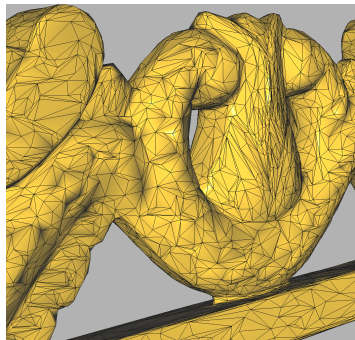
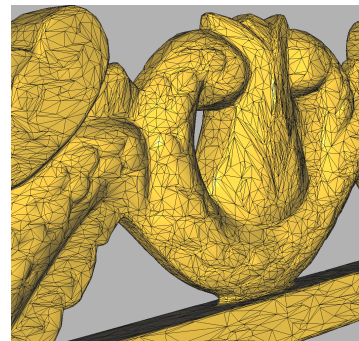
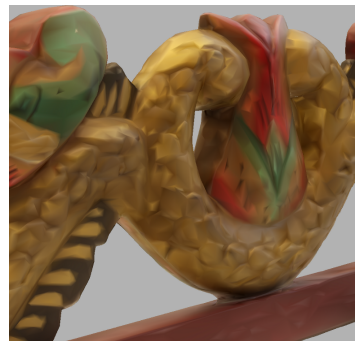
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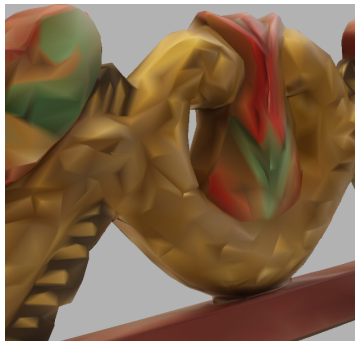
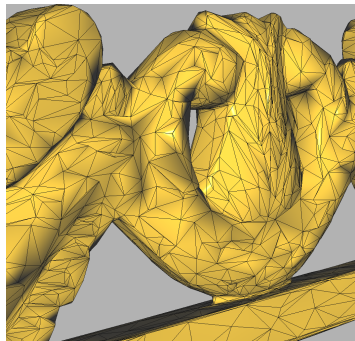
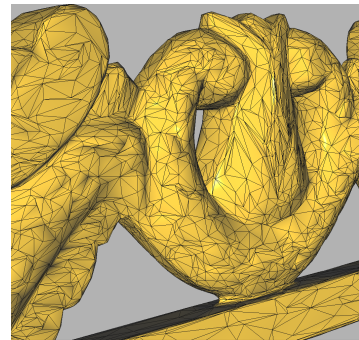
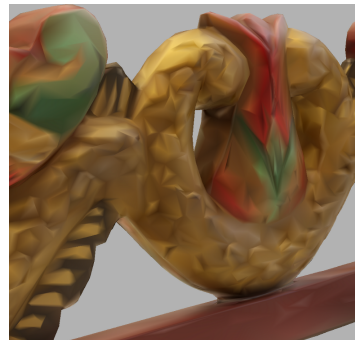
58k



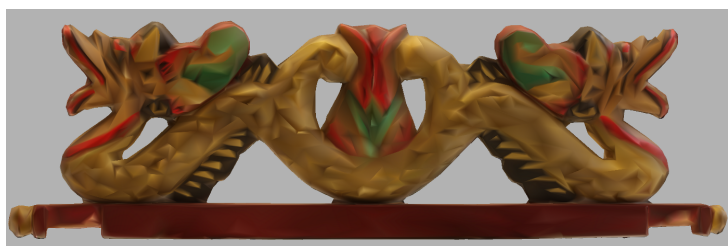
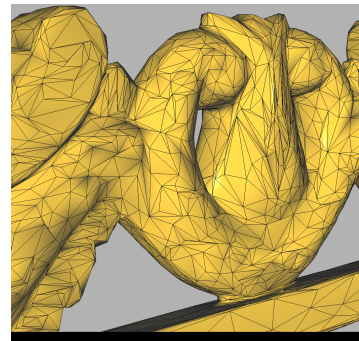
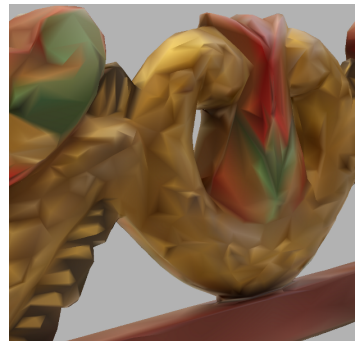
29k



14k



7k



7k



**Online Resource 3** Comparison of CIELUV and RGB color spaces. Simplification is processed using our metric on radiance functions. Results show only minor differences.