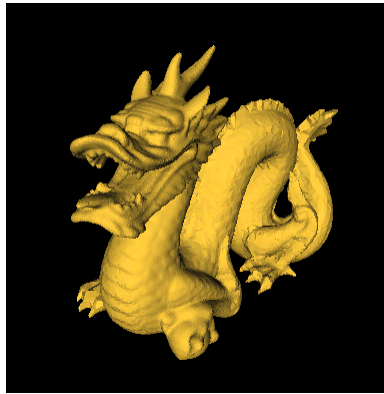
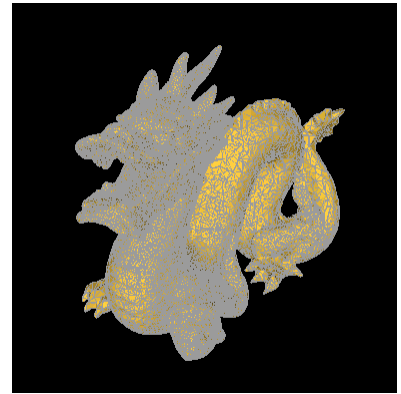




(a) Highest detail:202K tris



(b) Low resolution:30K tris



(c) Wire frame of (b)

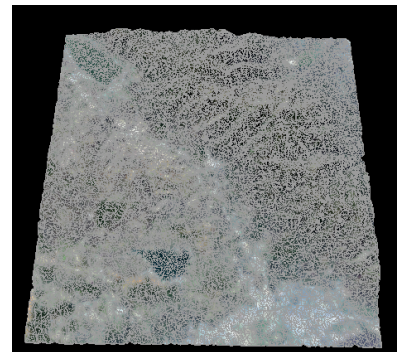
Figure 6: View-dependent simplification allows interactive navigation for 16MB RAM



(a) Highest detail:522K tris

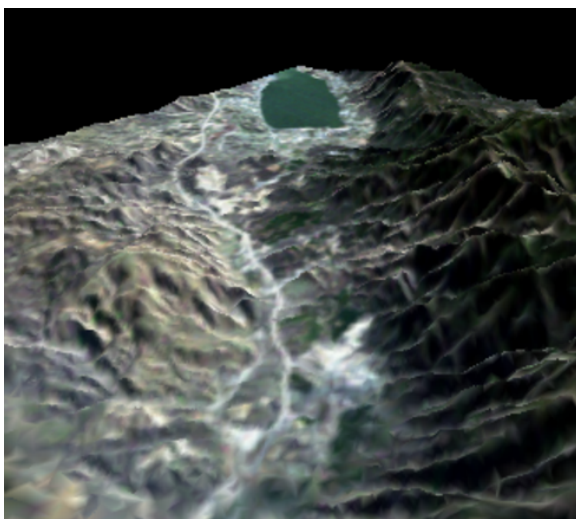


(b) Low resolution:45K tris

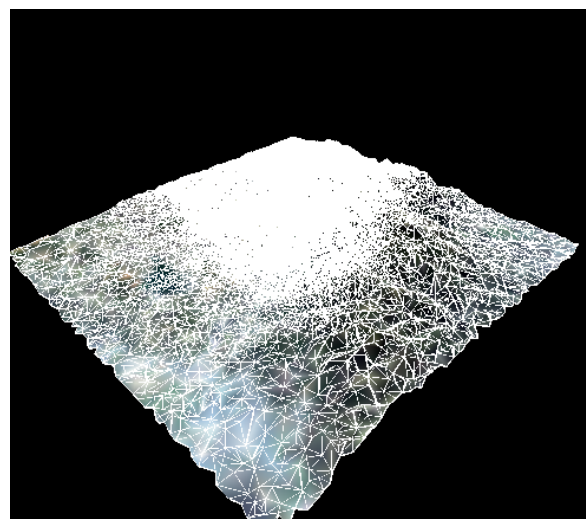


(c) Wire frame of (b)

Figure 7: Uniform low resolution of the terrain that allows interactive navigation for 24MB RAM



(a) Select view



(b) The entire model with the selected view

Figure 8: Highest detail can be achieved in selected view by keeping the rest of the model in very low resolution