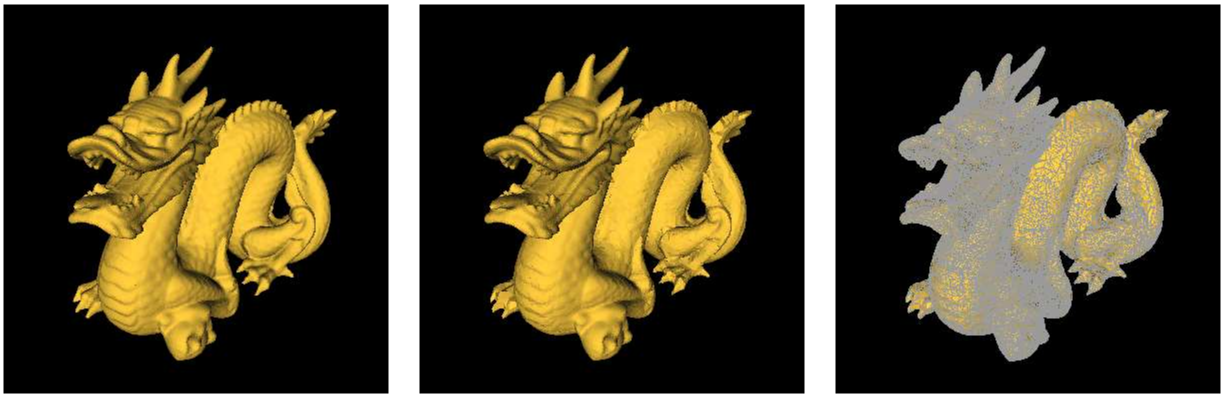
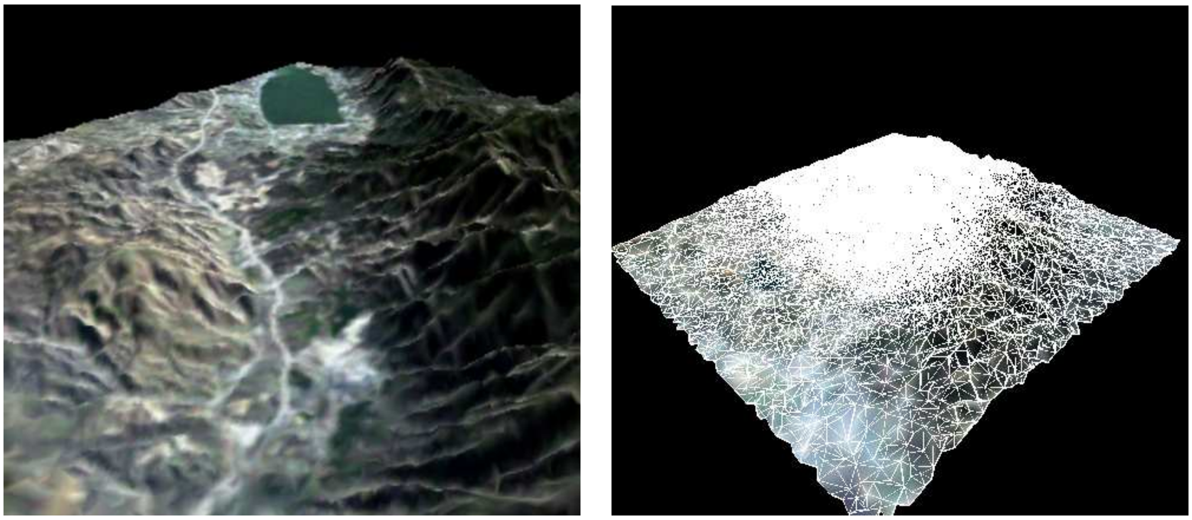


(a) Highest detail:202K tris　(b) Low resolution:30K tris　(c) Wire frame of (b)

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 selecetd view

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