

Integration of CAD Models into Game Engines

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Abstract: Computer-aided design (CAD) and 3D modeling are similar, but they have different functionalities and applications. CAD is a fundamental tool to create object models, design parts, and create 2D schematics from 3D designed objects that can later be used in manufacturing. Meanwhile, 3D modeling is mostly used in entertainment, to create meshes for animation and games. When there is the necessity of using real-life object models in game engines, a conversion process is required to go from CAD to 3D meshes. Converting from the continuous domain of CAD to the discrete domain of 3D models represents a trade-off between processing cost and visual accuracy, in order to obtain the best user experience. This work explores different methods for the creation of meshes and the reduction of the number of polygons used to represent them. Based on these concepts, an interactive application was created to allow the users to control how the model looks in the game engine, in a simple way, while also optimizing and simplifying the mapping of textures for the generated meshes. This application (CADto3D) generates accurate 3D models based on CAD surfaces while giving the user more control over the final result than other current solutions.

1 INTRODUCTION

One of the main processes when creating a 3D application with a game engine is asset creation. However, the 3D objects that are typically displayed on a game are modeled by designers from scratch, using specific modeling software. This type of software gives the user the ability to sculpt objects to match their needs and artistic vision and with the aim of performance. On the other hand, CAD models describe objects that are supposed to be created and manufactured in real life instead of just being digital. Thus, these models must ensure the necessary accuracy for a perfect assembly and to assure the physical properties. Current tools to integrate CAD models into game engines mainly rely on file format conversion. The main objective of this work is to provide the user with a way to control how the mesh is created and to provide control of the outcome of the process, interactively. Also, as a secondary objective we present the development of a method that can create texture coordinates automatically for the generated meshes. Since the created meshes are 3D objects, while images belong to a two-dimensional domain, a parameterization process is required to

assign 2D coordinates to 3D vertices. This paper will explore how this mapping is done to obtain UV coordinates that minimize both discontinuities and distortion of the used textures.

In Chapter 2, concepts on mesh simplification and automatic UV mapping are discussed, and the tools and libraries available for converting CAD models to mesh are analyzed. Chapter 3 describes the methodology used to simplify mesh geometry, how automatic UV wrapping, and patches parameterization is manufactured. Chapter 4 is presented as the application of the proposed methodology to build a prototype named CADto3D. Results and comparison with Datasmith are presented on chapter 5. The last chapter describes the conclusions and future work.

2 LITERATURE REVIEW

CAD applications store objects by the mathematical functions that define them. This mathematical representation allows better accuracy and good translation into manufacturing. The need for high fidelity also means that, to analyze and display these,

CAD surfaces, it is preceded a transformation on these surfaces, from the original continuous domain into a discrete sampled domain.

Unlike CAD models, Game Engines represent the objects in a scene using polygonal meshes. The composition of polygons in a mesh serves as a linear approximation of their underlying surface (Gregory, 2014). Triangular meshes are widely used because triangles are automatically convex, planar, and easy to interpolate, making geometric transformations, and color and lightning calculations easier (Foley et al., 1990).

2.1 Tessellation

Triangulation refers to the tessellation of surfaces into triangles (Gregory, 2014). Triangular meshes are typically characterized by being unstructured and having greater freedom in the placement of nodes, which allows to significantly reduce the number of vertices used to represent a surface while maintaining the same accuracy regarding the distance to the surfaces (Shewchuk, 1999).

There are three different approaches to generating triangular meshes identified by (Baker, 2005): the moving/advancing front method (Lo, 1985), Delaunay based methods (Shewchuk, 2014), and the Otree approach.

2.2 Mesh Simplification

When generating a mesh, there exists a trade-off between the number of polygons used and the performance of the mesh when used in real-time environments like game engines. This is especially true when multiple objects are visible at the same time, meaning some sort of optimization has to be done in order to increase performance (Low & Tan, 1997).

Frequently, there exist vertices and faces in a mesh that are visually redundant. When the underlying mathematical surface of a mesh is known, this issue can be resolved by re-meshing the surface with a higher error tolerance. However, when the mathematical surface is not known, mesh simplification algorithms have to be applied to try to obtain a good approximation. These algorithms work by removing vertices and reconstructing polygons into larger ones, reducing the geometry used to represent a mesh while keeping the perceptual difference between original and simplified at a minimum (Talton, 2004). Even though these algorithms tend to be faster than re-meshing, they introduce irregularities that substantially alter the

topology of the mesh, often in an unpredictable manner.

2.3 CAD to Geometry Conversion

While the study of surface meshing spans several decades, the integration of CAD models into game engines seems to be an under-explored area.

Datasmith (*Datasmith*, 2020) is a built-in plugin of Unreal Engine that was first introduced in 2017, and is currently in beta testing. Datasmith reads many common CAD file formats, both open formats like STEP and IGES, but also proprietary formats like the ones used in CAD applications like SolidWorks and 3ds Max (*Datasmith Overview*, 2020).

Optim (*Theia Optim*, 2020) is also an Unreal Engine plugin by Theia, developed on top of Datasmith and, like Datasmith, is also in beta (*Theia Optim*, 2020). Optim provides visualization tools for an easier analysis of a generated mesh, displaying triangle count, distribution and scale, and material and light lists, among others (*Optim Documentation*, 2020). It also allows the creation of rules to optimize imported meshes.

PiXYZ is a company focusing on CAD data, mesh generation, and optimization (*PiXYZ*, 2020). They have two main products related to mesh generation from CAD files. The PiXYZ Plugin is available for both Unreal Engine and Unity and works much like Unreal's Datasmith. The user selects the CAD file, and what tessellation quality they want. A 3D mesh is generated and imported into the game engine (*PiXYZ Plugin*, 2020). The PiXYZ Studio is a standalone application that can import CAD files and export the desired mesh file format. It features tessellation by parts, hole removal, the decimation of vertices, and provides repair functions such as removal of duplicated faces or normal orientation unification (*PiXYZ Studio*, 2020).

2.4 Automatic UV Mapping

Meshes are usually defined in three-dimensional space, while texture images have a two-dimensional domain. Mesh parameterization is the name given to the process of calculating and assigning UV coordinates to vertices of a mesh.

Most parameterization algorithms can only handle surfaces homeomorphic to a disk. Since CAD model parts are closed surfaces, it is necessary to introduce seams when passing the mesh into a 2D domain representation. This subject causes the process of UV mapping to have two parts: the computation of optimal cuts, as so to reduce seam

length and discontinuity artifacts, and the minimization of distortion of triangles of the mesh mapped onto the plane, as so to reduce distortion artifacts (Poranne et al., 2017).

More seams result in lower distortion, but too many seams will result in an inadequate parameterization with too much discontinuity (Sorkine et al., 2002). The goal is to optimize distortion and cuts simultaneously.

2.4.1 Bounded-distortion Piecewise Mesh Parameterization

The algorithm proposed by (Sorkine et al., 2002) starts with a random seed triangle. This triangle is mapped to the plane without any distortion, and constitutes the initial patch, with its edges being referred to as the *patch front*. The algorithm then examines all of the triangles adjacent to the *patch front*, grading each of the "free" vertices of these triangles (vertices that do not already belong to the patch) according to multiple criteria such as distortion of the resulting flattened triangle. New triangles are then added to the patch iteratively, by selecting the vertex with the highest grade and mapping it to the plane, with its "free" neighbours' grades being recalculated based on its position. This mapping has a distortion threshold defined by the user and is checked for intersections with the patch, as to avoid overlaps. When there are no more triangles that can be added to the patch due to the previous constraints, a new unmapped triangle is selected randomly to start a new patch, with the algorithm terminating when there are no more unmapped triangles left.

The distortion measure used is given by the Jacobian of the transformation function between the original 3D triangle and its counterpart on the plane. Other criteria can be added to the distortion measure like crease angles or the ratio between the patch area and its squared perimeter, to avoid long, thin patches.

2.4.2 Autocuts

Autocuts (Poranne et al., 2017) tries to parameterize meshes with minimal distortion and a minimal length of cuts by optimizing an energy function that takes into account both measures.

The distortion measure is the symmetric Dirichlet energy (Smith & Schaefer, 2015), which computes the Frobenius norm (square root of the sum of the absolute squares of elements of a matrix) of the Jacobian of the transformation associated with each face. The measure that defines a seam (separation of an edge into two) is given by a monotonic function that is either 0 if the projection of an edge is

coincident in both faces, or 1 if the distance between endpoints is different from zero. These measures are weighted over the area of the faces and length of the edges, respectively, and are then balanced by a λ value defined by the user. Autocuts use a homotopy optimization technique that uses a δ value to control the smoothness of the function. The initial smoothed function eliminates many local minima, making finding a global minimum easier. In each iteration, the function is sharpened back by reducing the value of δ , and a local minimum of the new smoothed function is found by using the previous minimum as a starting point. This way, this method quickly converges into an optimal solution.

Besides the unassisted cutting and parameterization of the mesh, Autocuts also provides the user with the possibility to interact with how the UV mapping is done. This feature can be achieved by tuning the values of the parameters δ and λ , or by bounding the UV shape to a specific rectangle.

The main limitation of Autocuts is that it does not guarantee that no global overlaps exist, delegating that process to the manual interaction by the user.

2.4.3 OptCuts

OptCuts (Li et al., 2018) is an effort to improve on the solution proposed by Autocuts.

The method introduced by this paper removes the need for the user to set a λ value to balance face distortion and seam length, instead of needing a user-provided distortion bound, for which it minimizes seam length. OptCuts also has the option to apply bijectivity constraints to the mapping, removing overlaps.

OptCuts starts with a bijective UV map created by Tutte's method, cutting it enough to induce disk topology if necessary. OptCuts between minimizing distortion and seam length, updating the λ value iteratively until the function converges to the minimum seam length for the distortion bound.

3 METHODOLOGY

The process of having a CAD model as reference and recreating a similar 3D mesh is manually done by 3D artists, which is a consuming, costly process and difficult to achieve with good results when timelines are shorter. 3D modeling software provides the designer a finer control over how tessellation is done, like controlling polygon density in different parts of the mesh or removing unimportant features.

3.1 Simplification of Geometry

The initial approach taken, regarding the simplification of geometry, was to select and implement a mesh decimation algorithm.

Despite their good performance, timewise, the results obtained when using these algorithms were not visually satisfactory. Despite being slower, re-tessellation obtained the best results, as new vertices are sampled along the surface, which allows the resulting mesh to better approximate the original surface, while also maintaining the workflow associated with it.

3.2 Automatic UV Mapping

The simultaneous optimization of cuts and distortion in UV mapping is a complex problem. What these algorithms try to achieve is to minimize objective metrics such as seam length and distortion. In practice, this approach often results in "ideal" seams that do not look as good as the seams defined by a human designer. Instead of handling the cutting and parameterization of the mesh at the same time, the developed method intended to emulate how designers map UVs: first determine where is the best place to introduce seams, then calculate the texture coordinates.

The first step of the developed method is dividing the mesh into subdivisions, or patches. Since the CAD models represent parts that had to be manufactured and assembled, it is normal for there to be straight angles, in order for everything to fit together. These natural seams are a good starting point to begin the patching process, as the discontinuity of the mapping becomes less noticeable when the cuts are made alongside these seams. In the triangular mesh, this criteria for patching means dividing the surface alongside the edges whose vertices have multiple normals pointing in different directions (normal discontinuity).

The patches obtained either have disk topology or close to it. This is especially useful as it allows the application of surface parameterization algorithms directly. The patches that are not homeomorphic to a disk can generally be categorized into three groups: surfaces with holes, open surfaces of revolution (e.g. cylinders and open cones), and the combination of the first two. The meshes associated with these patches must be prepared and turned into meshes with disk topology, to apply a parameterization algorithm. For the surfaces with holes, the approach is to create a vertex at the center of the boundary of each hole. This vertex is then connected to each of the vertices of the

boundary, eliminating the hole. For surfaces of revolution, the solution is to cut the mesh from one boundary to the other. This is done by the following steps:

1. One of the boundaries is identified as stack 0.
2. All the vertices adjacent to the vertices of stack 0 that are not in stack 0 constitute stack 1.
3. This is repeated until a stack is formed that has vertices on a boundary.
4. A random vertex from stack 0 is selected and becomes the first vertex of the cut.
5. The orientation of the mesh between stack 0 and stack 1 is given by the difference between the centroid of both stacks.
6. The next vertex of the cut is: contained in stack 1; adjacent to vertex 0; the vertex in which the edge that connects it to vertex 0 makes the smallest angle with the orientation of the mesh.
7. This is repeated until the final stack is reached.
8. The vertices alongside the cut are duplicated and the faces on one side of the cut are edited to use these new vertices, thus creating a mesh with disk topology.

This method results in seams that closely follow the orientation of the mesh.

It is important to notice that finding an edge flow on a triangular mesh is only possible if the mesh is tessellated in a regular way, equivalent to a quad mesh. For irregular meshes the method will produce sub-optimal results.

Simultaneous cutting and hole-filling is not supported, which results in unsatisfactory results for surfaces of revolution with holes. This is because, even though it is easy to determine if a vertex is on a boundary or not, there is no reliable, general way to determine if that boundary is a hole or the second outer boundary of the surface.

The ambiguity between what is considered an outer boundary and what is considered a hole also affects the decision of how to categorize a surface.

A practical example of this is given by the comparison between a flat circle with a circular hole in its center (first surface in Figure 1) and an open cone (third surface in Figure 1). If the axis of both surfaces is aligned with the Y axis, and the vertices of the topmost boundary of the open cone are translated to $Y=0$, two similar surfaces are obtained. Therefore, even though one is an open surface of revolution and the other is a surface with a hole, they are homeomorphic to each other. The problem with this

then becomes where alongside the transition, the surface change from one category to the other (second surface in Figure 1).

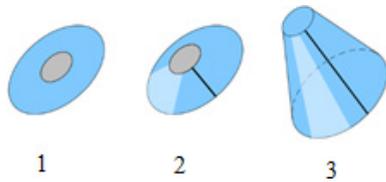


Figure 1: Surface 1 gets hole-filled, surface 3 gets cut, what about surface 2?

Solutions to this problem could include some heuristics involving the area of the boundaries, the number of vertices, or the direction of the normals alongside them. Instead, the approach taken was to consider both options as possible for every mesh. Thus, UV mappings are calculated for both approaches, as well as the distortion error, with the final mapping being the one that has the lowest error value.

3.3 Parameterization

The final step of the process is to parameterize the obtained patches. The chosen parameterization algorithm was Boundary First Flattening (Sawhney & Crane, 2017), because it is fast and generates a flattening with minimal area distortion and virtually zero angle distortion. Moreover, because the library that implements it was simple to integrate. The UV coordinates generated by the algorithm become the new UV coordinates of the component.

4 IMPLEMENTATION

The implemented solution is a desktop application developed using Electron (*Electron*, 2020).

A Three.js (*three.js*, 2020) canvas is used inside of the application, which provides high-level abstractions for controlling cameras, lights and interacting with the scene.

Python subprocesses handle the importing, re-tessellation and exporting of the objects, by using OpenCascade to import and convert STEP files into meshes and using the FBX SDK to generate the output file that can be imported into a game engine.

4.1 UV Coordinates Calculation

The foundation of the developed method to calculate UVs automatically is the Boundary First Flattening

algorithm implemented in the library geometry-processing-js (*geometry-processing-js*, 2020).

The focus of the work done was how to integrate this library into the project and adapt it, so non-disk topology objects could have their UVs mapped. The original mesh of the object is first divided by the points that have multiple normal vectors with different orientations. This process is done by starting a new subset with a random triangle and then iteratively adding adjacent triangles to it. If the vertices of the shared edge between a triangle of the subset and an un-visited triangle have different face normals, then this un-visited triangle is not added to the subset. New subsets are created until every polygon of the mesh belongs to a subset. When the user paints patches on the main canvas, what is done is a simple merge of the list of points of both subsets into a single subset.

Calculating the UVs of a part entails iterating over every subset of the mesh creating a half-edge mesh structure for each of them, applying the BFF algorithm, and packing the obtained UVs into the 0 to 1 range, without overlapping. The application of the BFF algorithm can be made directly if the subset has disk topology, or it requires extra preparation. The process of hole-filling consists of, first, calculating the longest boundary of the subset. This process is done by iterating over each of the edges of every boundary and summing up their length. For every boundary that is not the longest, a vertex is created in the polygon soup whose coordinates are the centroid of the polygon created by the boundary's vertices. The half-edge geometry is also altered, with this new vertex being added and half-edges created between it and every vertex of the boundary, thereby creating new faces that eliminate the hole.

The process of cutting the mesh requires finding its flow. All the vertices adjacent to one boundary are found, with these vertices constituting a stack. This process is repeated until a stack has at least one vertex on a boundary. For each of the stacks, its centroid is calculated, with the difference between one centroid and the next being the orientation of the mesh between those two stacks.

Then, one of the vertices of the first boundary is selected randomly. The orientation of the plane created by this vertex, the centroid of the boundary and the centroid of the next stack, are given by the cross product of the vectors centroid2-centroid1 and vertex-centroid1. For every vertex adjacent to this one on the next stack the same is done, with the next vertex selected being the one whose cross vector makes the smallest angle to the previous cross vector.

Table 1: Comparison between import times using Datasmith and the developed application using linear deflection of 1.

	Object1		Object2	
	Datasmith	CADto3D	Datasmith	CADto3D
Import	70s	75s		340s
Export		5s		25s
Import into Ureal		30s		160s
Total import time	70s	110s	failed	525s
Re-tessellation	60s	30s		130s

When a vertex is obtained in each of the stacks, the cutting process starts. This process is done by basically duplicating each of the vertices alongside the cut in the polygon soup, changing the faces on one side of the cut, on the half-edge mesh, to use these new vertices, and updating the connectivity of the half-edges, thus creating one continuous outer boundary.

Both the hole-filling process and the cutting process are done for each non-disk topology subset, with the BFF algorithm being applied to the two sets of polygon soups and half-edge meshes. To decide what is the best method for the given part, the quasiconformal error is calculated for both mappings.

The final process of the generation of the UV coordinates is packing the obtained UV coordinates into the 0 to 1 UV space, so a single texture file can be used when applying textures to the object.

5 RESULTS

The focus of the tests was to compare the proposed solution (CADto3D) with Datasmith to understand if the former was a viable alternative to the latter. To do this, the performance of the workflow of both applications was measured, and the 3D models created were evaluated for visual fidelity and geometry complexity.

5.1 Results and Workflow Comparison with Datasmith

The main workflow of CADto3D is the import of a STEP file and subsequent export of an FBX. To evaluate the performance of this process, the models in Figure 2 and Figure 3 were used, and the time taken by this process was compared to the import time of Datasmith on Unreal Engine. The execution time on Object 1 and Object 2 are given in Table 1.

For smaller files, Datasmith seems to perform well when importing, compared to the developed application. This is mainly because CADto3D requires two import processes (from the STEP file to the application and from the FBX to Unreal Engine).



Figure 2: Object 1 (STEP file with approximately 230K entities).

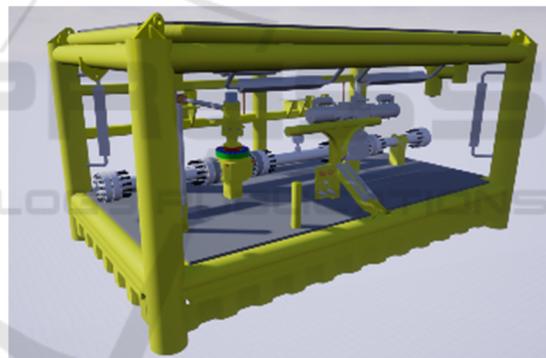


Figure 3: Object 2 (STEP file with approximately 810K entities).

For larger files, Datasmith does not seem to be very optimized, and Unreal Engine stopped responding several times during import, and ultimately failed.

Regarding re-tessellation, the proposed solution of using temporary files to store shape information proved to be successful, cutting the time used in fully re-tessellating a scene in more than half, as opposed to re-importing with a different linear deflection, which is what Datasmith does.

Another advantage of CADto3D is that it creates an FBX file, which does not limit the created mesh to Unreal Engine, as it can be imported into multiple applications such as game engines and modeling software.

5.2 Re-tessellation

Besides re-tessellating the object entirely, it is also possible to re-tessellate a single part or groups of parts individually, something that cannot be done using Datasmith.

Tessellation speed is dependent on two factors. The size and complexity of the shape, that directly affects the size of the temporary file used to store the shape information and how much time it takes for the tessellation to be done. Tessellation quality also affects tessellation speed, as more vertices and polygons mean more time transferring the geometry from the Python process to Three.js and more time creating the scene.

5.3 UV Calculation

Unlike tessellation, where every part of every model should be able to be tessellated, not every part can have its UVs appropriately calculated by the proposed algorithm in its current state, if at all.

Limitations of the algorithm include continuous closed surfaces (no normal discontinuities at all), meshes with complex geometry, surfaces of revolution with holes, and irregular surfaces of revolution.

Even though the method proposed produces good results for many parts some problems were identified:

- Surfaces of revolution that are not straight produce UVs that have curved boundaries, which causes grid textures to not line up.
- Dividing by the discontinuities of the normals often produces good patches but can also produce too few or too many patches, limiting the assistance of the user or requiring them to do too much work joining them.
- Irregularities in the tessellation can lead to the method not finding the flow of the mesh, producing bad seams.
- Mapping cylinders with holes in them is impossible since the algorithm cannot recognize what is a hole and what is a main boundary.

6 CONCLUSIONS AND FUTURE WORK

The application developed can import STEP files, tessellate models and export FBX files, while providing a user-friendly interface with available

options for the user to control the characteristics of the final mesh.

The proposed method to calculate UV coordinates generates valid maps, with the main contribution in this step being the preparation process that allows the application of the BFF algorithm to meshes that do not have disk topology.

Both the hole-filling method and the cutting method with detection of mesh flow allow the generation of UV maps for meshes that generally could not have BFF applied to them, while still having acceptable distortion.

6.1 Future Work

In the future, we would like to explore the ability to import more file types than just STEP. Also, there is more room for improvement in the developed application as in the automatic UV method.

The division of the mesh in patches, occasionally sub or over divides the mesh, which prevents the user from interacting fully with the subdivisions or requires too much work to join adjacent patches, respectively. In situations that not enough patches are created, a better approach would be to divide the mesh where normals vary over a certain threshold, in groups of vertices, instead of just using single vertex discontinuities. For over-patching, the solution could be to limit the patch area, relative to object size, or limit the angle between adjacent patches. Another solution could be to allow the user to set where the mesh should be divided by selecting the seam edges directly.

The other problem is that surfaces of revolution are cut in sub-optimal ways if they are not tessellated regularly or have holes in them. To handle irregularly tessellated meshes, the solution would be to rework how the flow of the mesh is obtained and develop a method that can detect edge loops in triangular meshes, or approximations of these loops since they not always exist. For surfaces of revolution with holes, the process would be to identify what is a hole and what is an outer boundary, applying the hole-filling technique already defined, and cut the mesh accordingly.

Finally, since the UV mapping method proposed often requires user interaction to obtain better results, an improvement could be the automatic merge of adjacent patches. This process could either be done using analytical methods like those in Autocuts and Optcuts.

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