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摘要 (中)	<p>Level-of —Detail (LOD) 是在圖學近年來相當熱門的研究議題，因為圖形的處理經常帶來龐大的運算量，尤其是 3D 圖學更是驚人，所以引發人們致力於精簡 3D 場景中各物件的複雜度（三角片數目），這時就提到了 multiresolution，我們可以把物件在比較不須精確（或是距離視點較遠..等狀況）的時候，用比較少的三角片數粗略表示即可，需注意留住物體特徵就是，藉以降低運算負荷。但其中又牽涉到另外一個問題，那就是如何處理切換不同精密度的表示畫面較為適當，才不會為人詬病在切換時瞬間改變的突兀，理想的處理方式是：在切換之間插入許多過渡的畫面，這樣就可已有效消除畫面的跳動感，而這種插入連續平滑化畫面的動作就是變形（morphing）的概念，於是我們拿來加以應用。而為了避免增加過多的運算量，首先得善用改變 LOD 演算法中的資料結構，再者使不同階層精密度間的資料具階層性，水平間亦具有良好的連結資訊，再重新改變演算法流程，我們於是可以趁在兩個精密度物體轉換間以少量的時間重新運算，送回更新過的點（Vertex）位置，這一連串的動作需得注意變換期間幾何的一致性，最後完成的物體三角化後送出輸出，實驗效能及結果都很好，後續的發展可以考慮將演算法應用於分散式平台上，相信會有更好的表現。</p>
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