HEEPSTER
Real Time Geometry Processing of Large 3D models

HEEPSTER provides a collection of portable, high performances APIs for the most critical geometry processing primitives, including adaptive simplification, feature-preserving filtering and surface reconstruction, interfacing large 3D meshes and point clouds, with real time systems.

High performance geometric algorithms
- Morton Integrals: award winning, patent pending geometry simplification
- Robust filtering
- Fast meshing

Compact APIs
- Parallel scalable kernels
- CPU or GPU execution
- Batch or GUI control
- Standalone binaries and dynamic libraries
- Feature aware (color, normal)
- Linux and MS Windows

Applications
- Real time 3D content adaptation for streaming to many clients
- Instant simplification for previz in scan campaign, CAD or simulation
- Avoid storing many versions of the same asset: generate and serve assets on demand, in split-second
- Instantaneous content adaption for low-end devices and web publishing
- Dynamic content processing

tamy.boubekeur@telecom-paristech.fr
www.telecom-paristech.fr/~boubek