Optimizing Scenes for Better WebGL Performance

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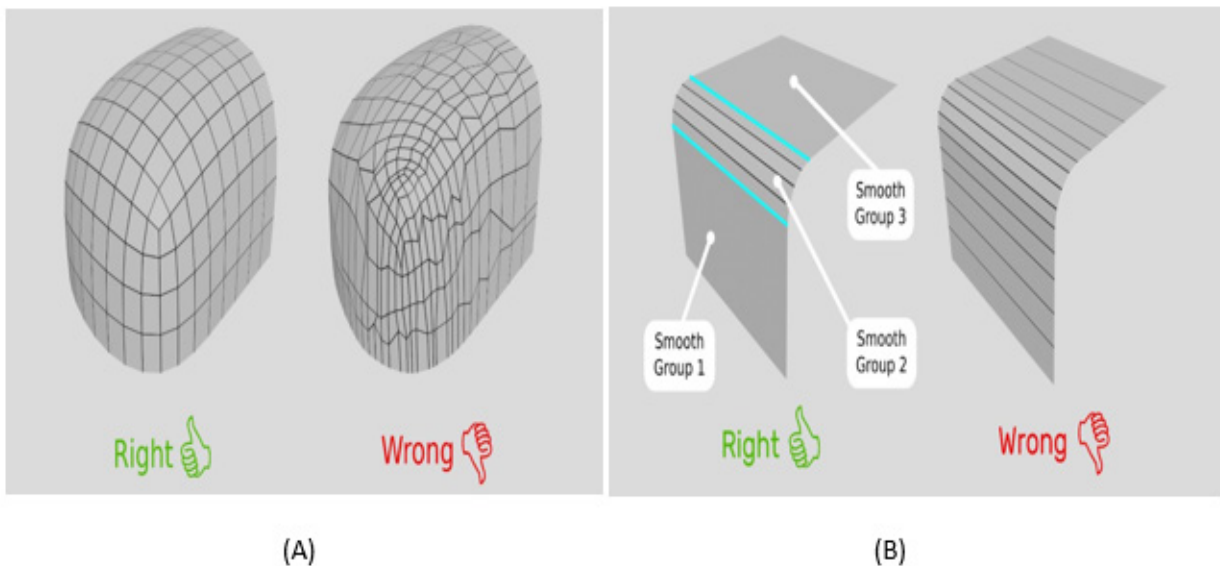
Figure 1: (A): Geometry lies at the root of a 3D application as it forms the main shape of a model. To get smoother reflections and faster rendering you should keep the mesh as regular as possible. In the beginning, you should decide on the level of details you want to have in your scene, and stick to that when modelling; (B): When modeling creases, better use smooth groups instead of adding more polygons

> **How to cite this article:** Erica Cohen. "Optimizing Scenes for Better WebGL Performance." *Global J Technol Optim* 12(2021): 266.

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