

# Benchmark Report

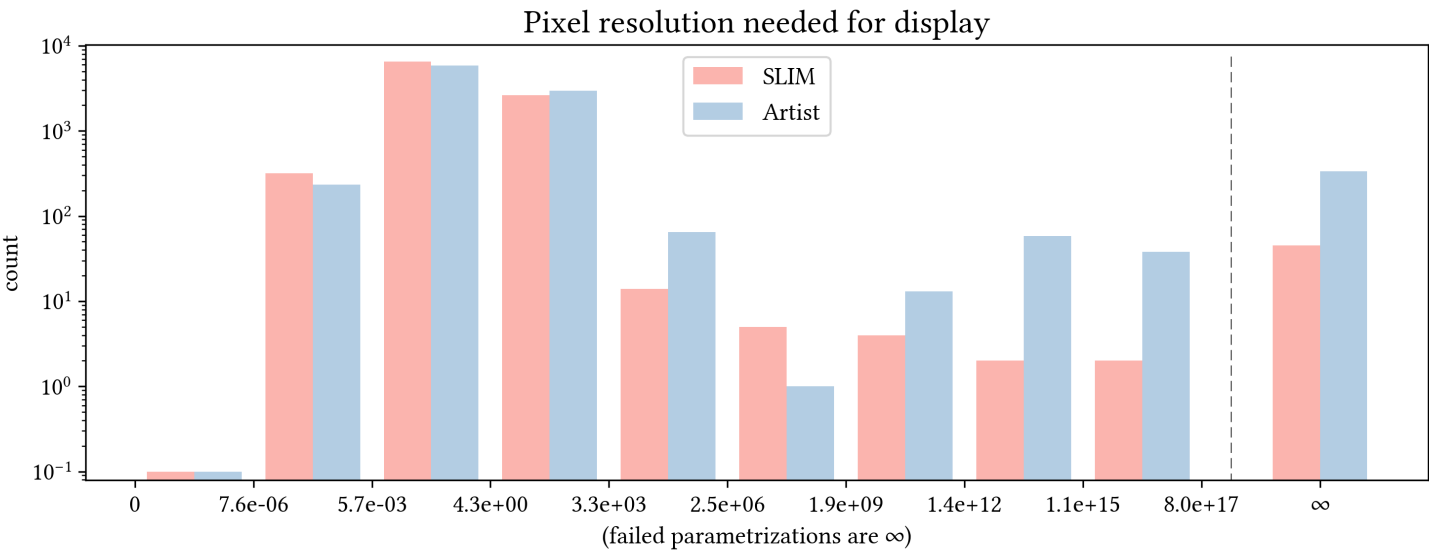
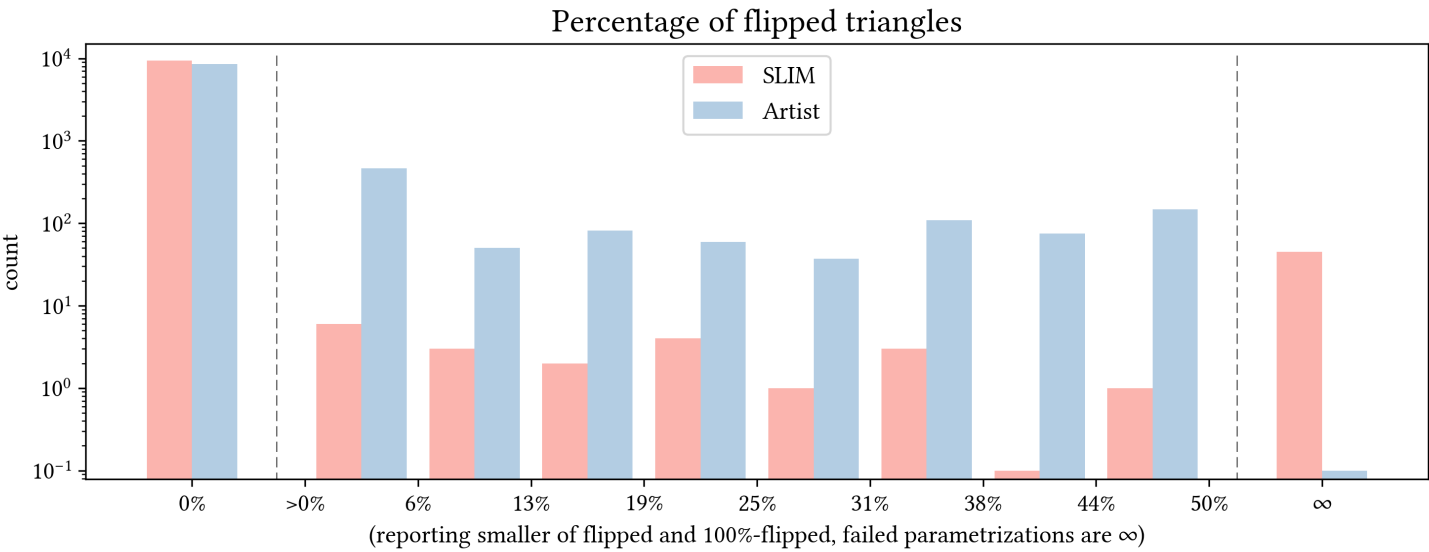
## SLIM vs Artist

### Statistics for SLIM

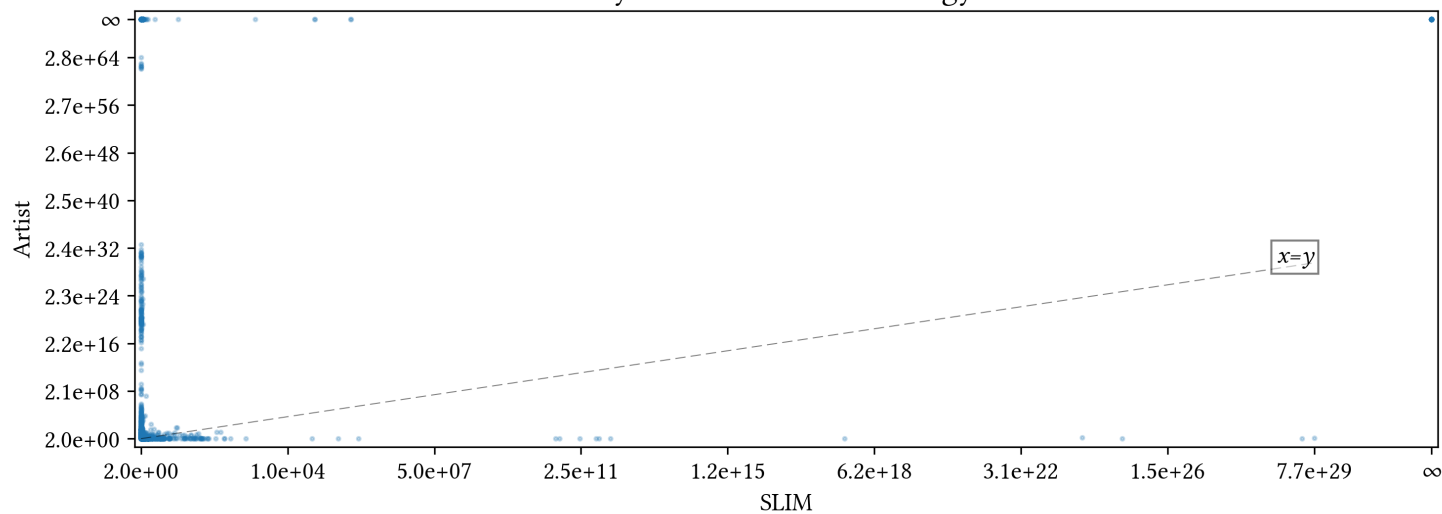
Avg Non-Inf Max Area Distortion	1.87904e+20
Avg Area Discrepancy	0.0493007
Avg Percentage Flipped Triangles	0.0354638
Avg Non-Inf Max Angle Distortion	8574150000000.0
Avg Angle Discrepancy	0.131068
Avg Artist Correlation (small = more corr.)	0.408251
Proportion of Parameterization Failures	0.00472491

### Statistics for Artist

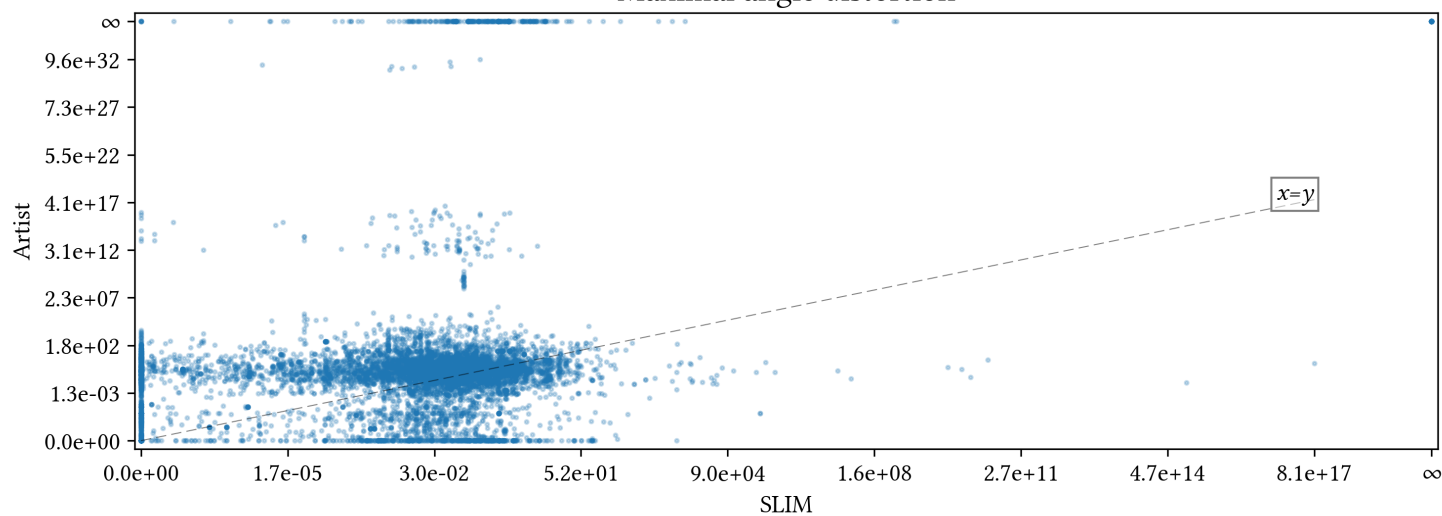
Avg Non-Inf Max Area Distortion	13645.4
Avg Area Discrepancy	0.147675
Avg Percentage Flipped Triangles	1.94667
Avg Non-Inf Max Angle Distortion	2.61906e+29
Avg Angle Discrepancy	0.488219
Avg Artist Correlation (small = more corr.)	9.01211e-17
Proportion of Parameterization Failures	0



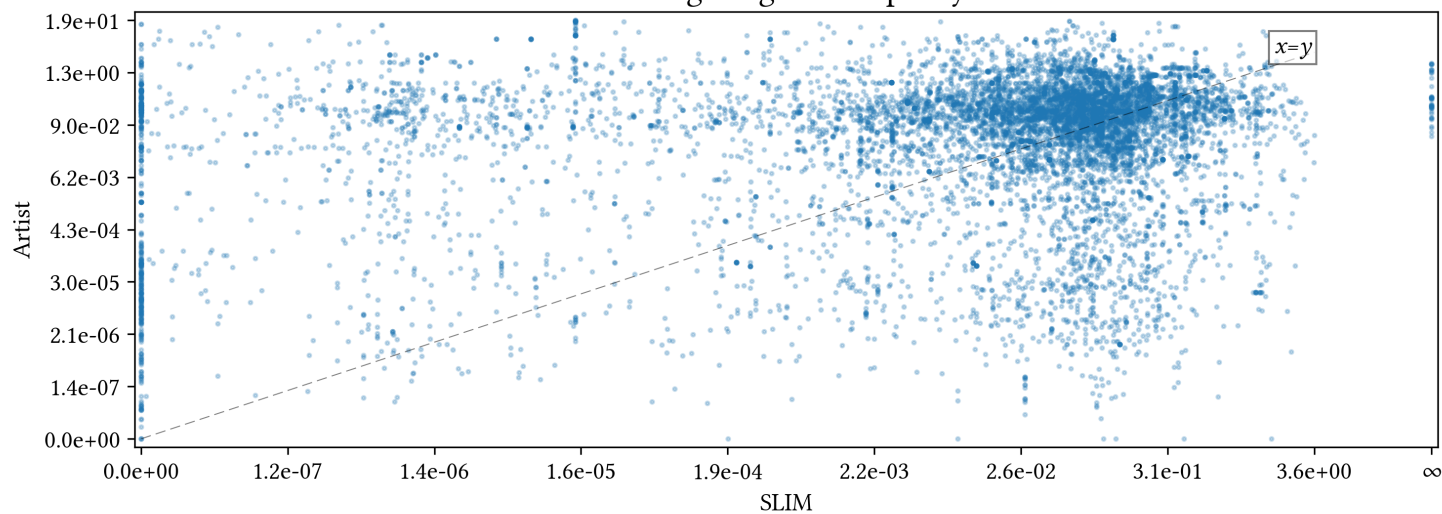
Symmetric Dirichlet Energy



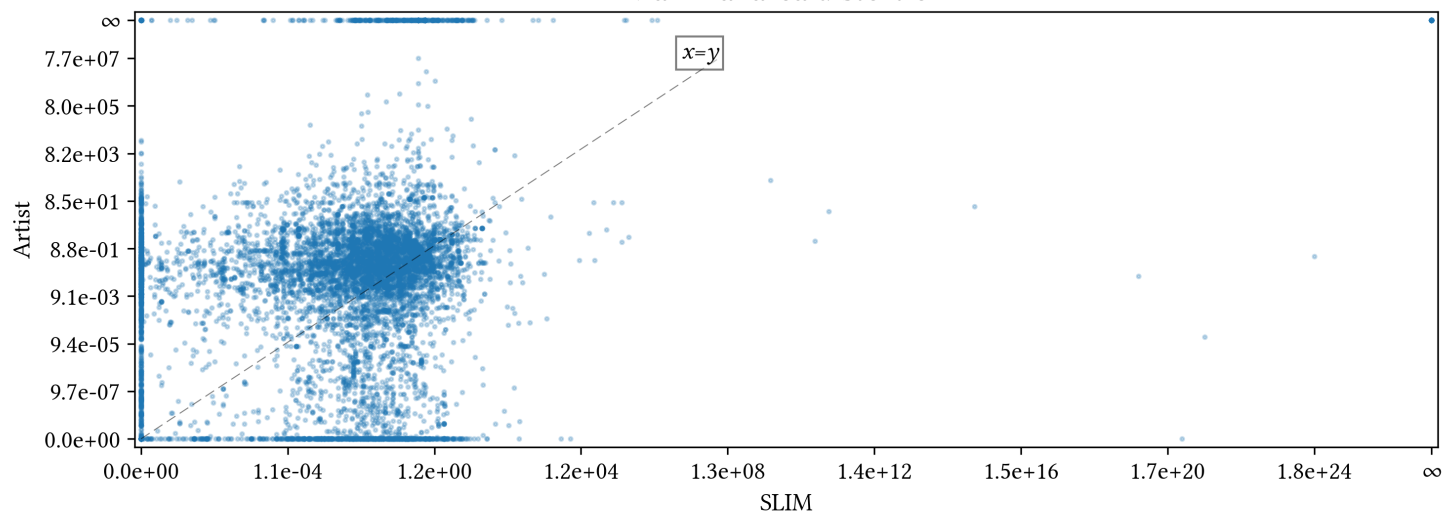
Maximal angle distortion



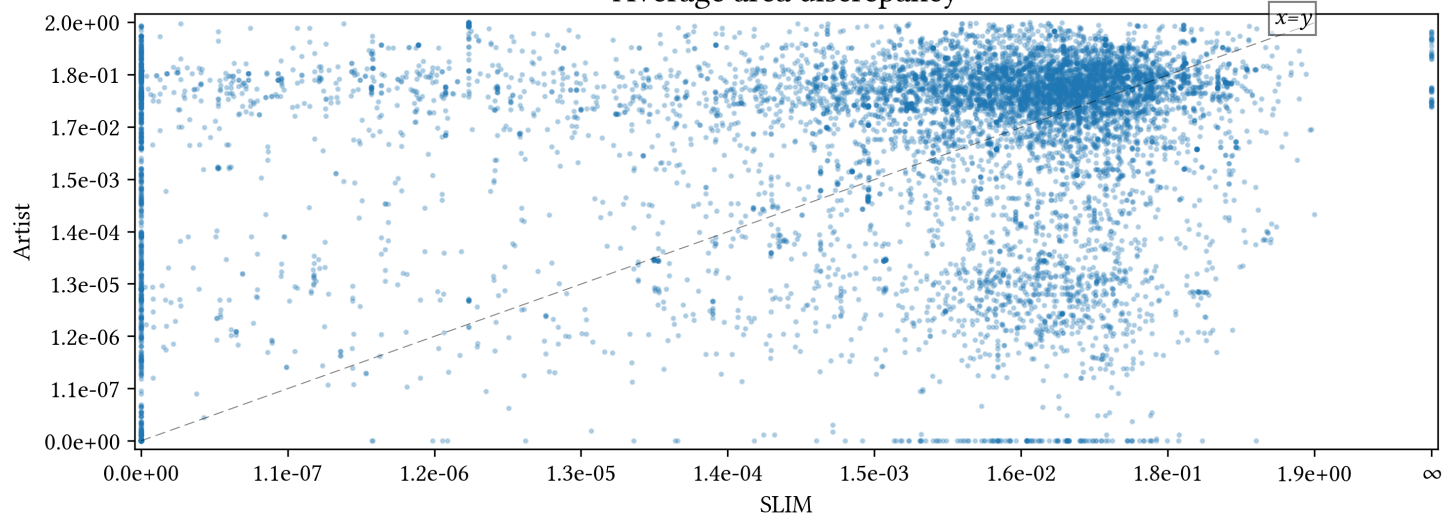
Average angle discrepancy



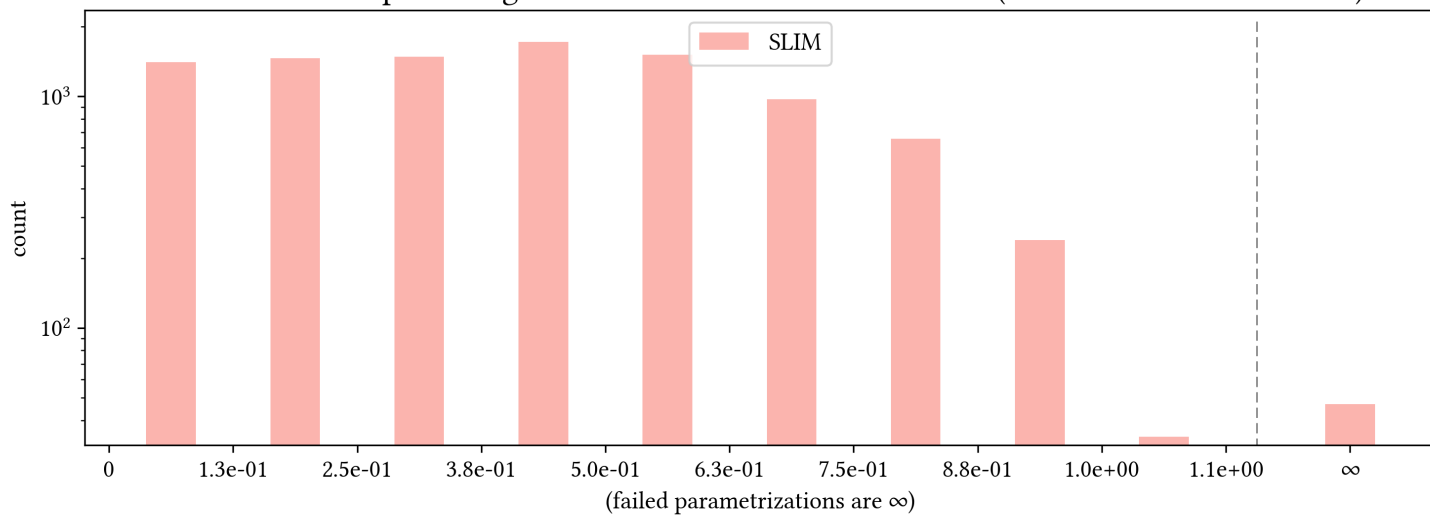
Maximal area distortion



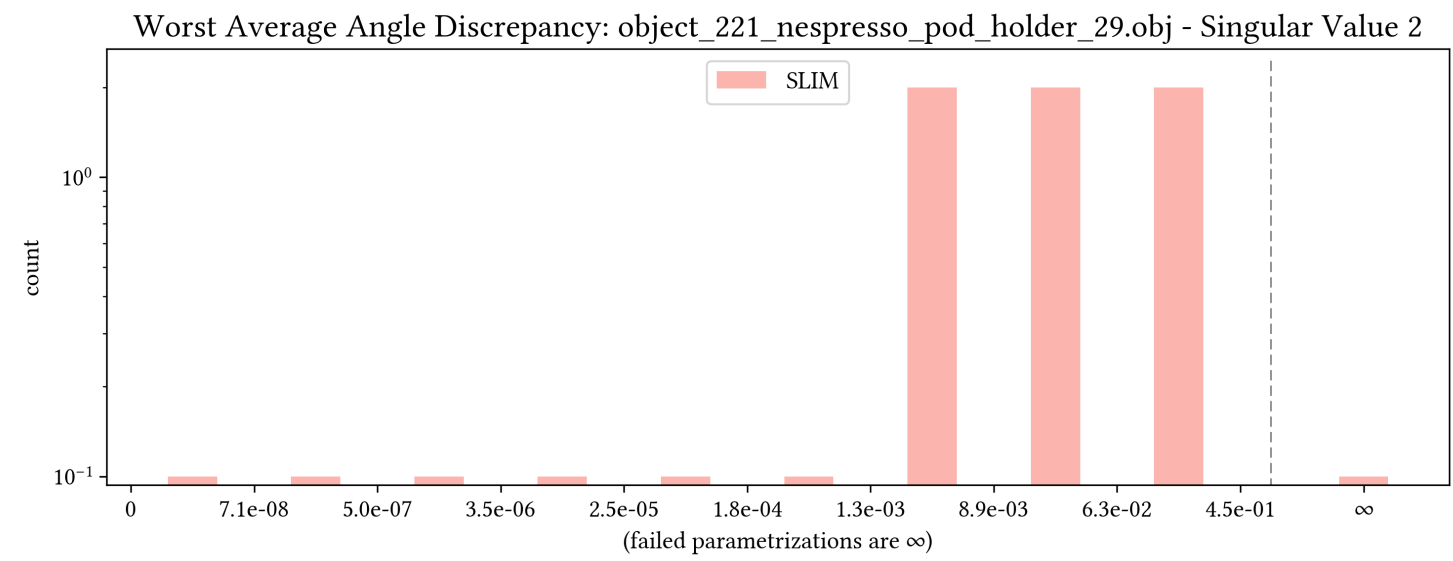
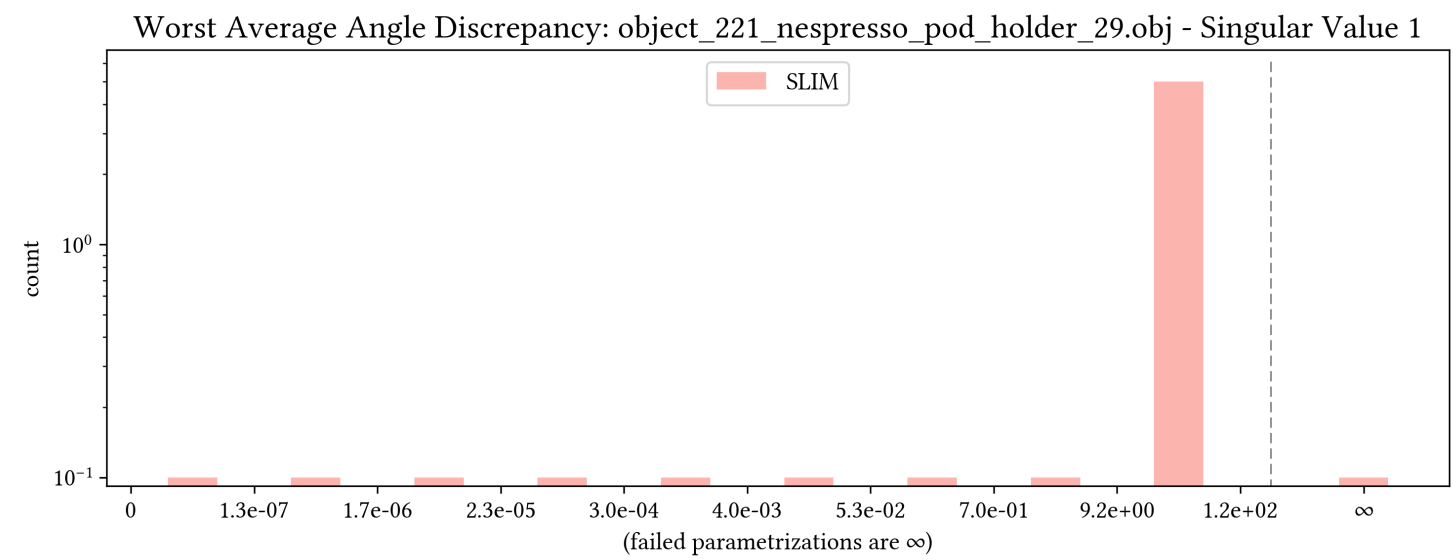
Average area discrepancy



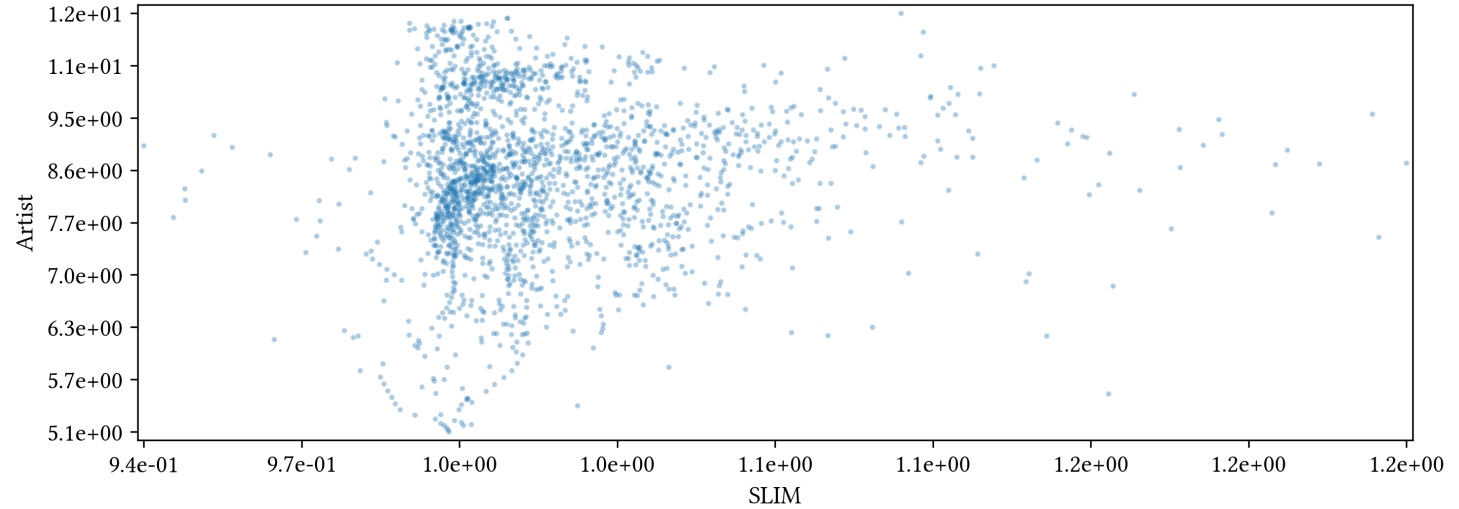
How much does per-triangle distortion correlate to the artist? (smaller is more correlated)



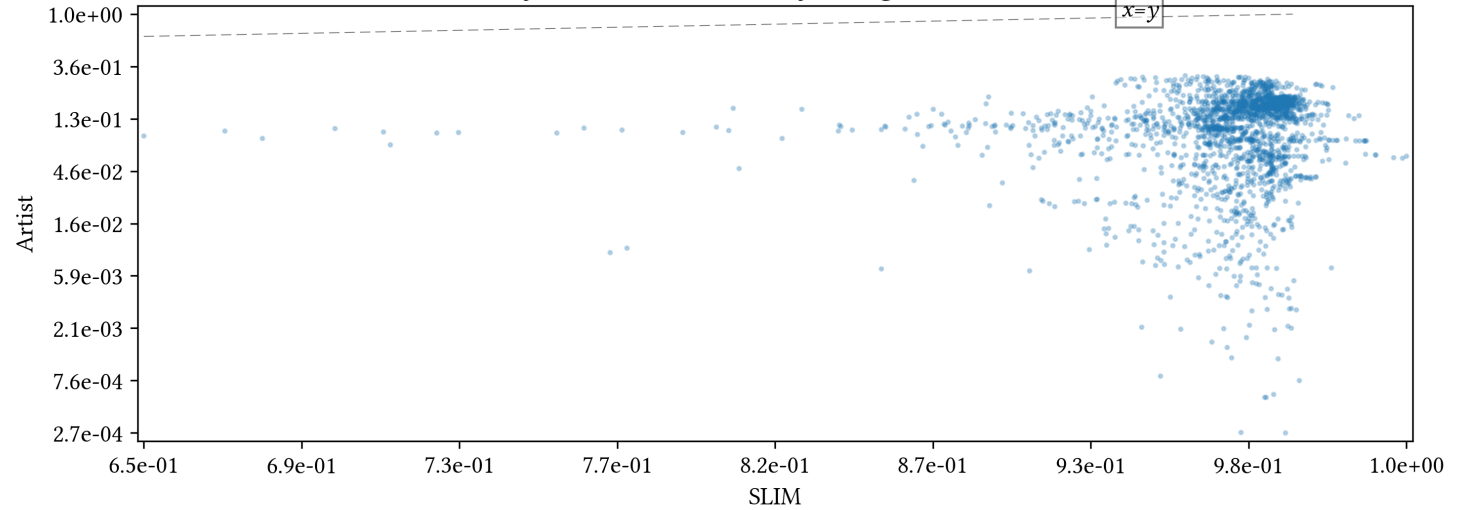
# Interesting Meshes



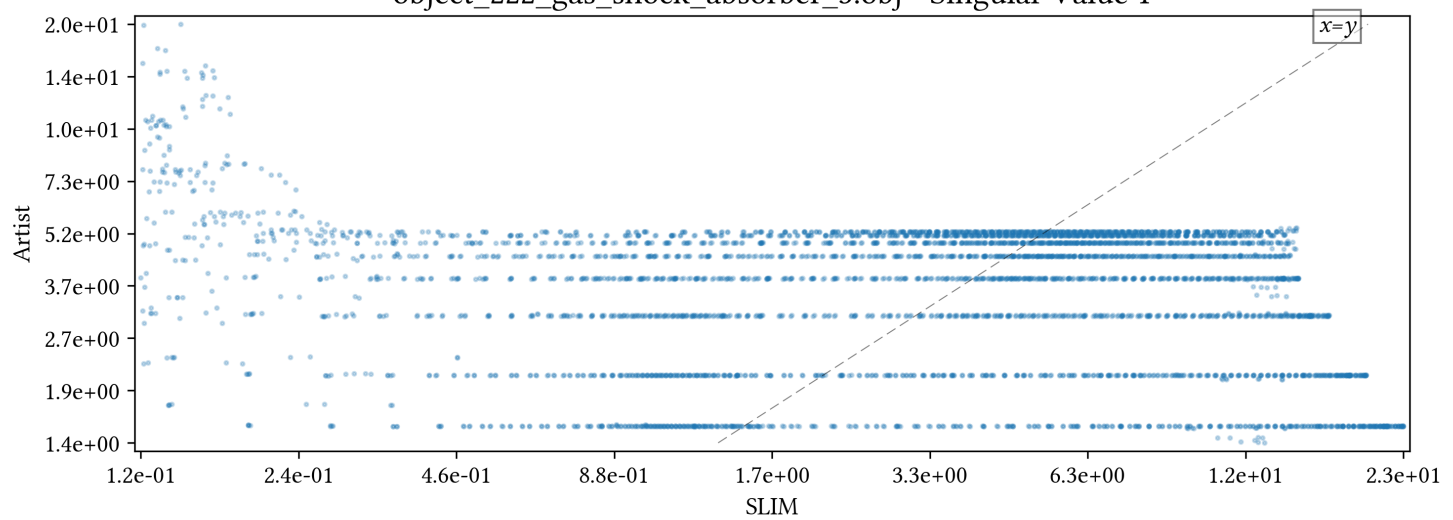
object\_121\_moon\_1.obj - Singular Value 1



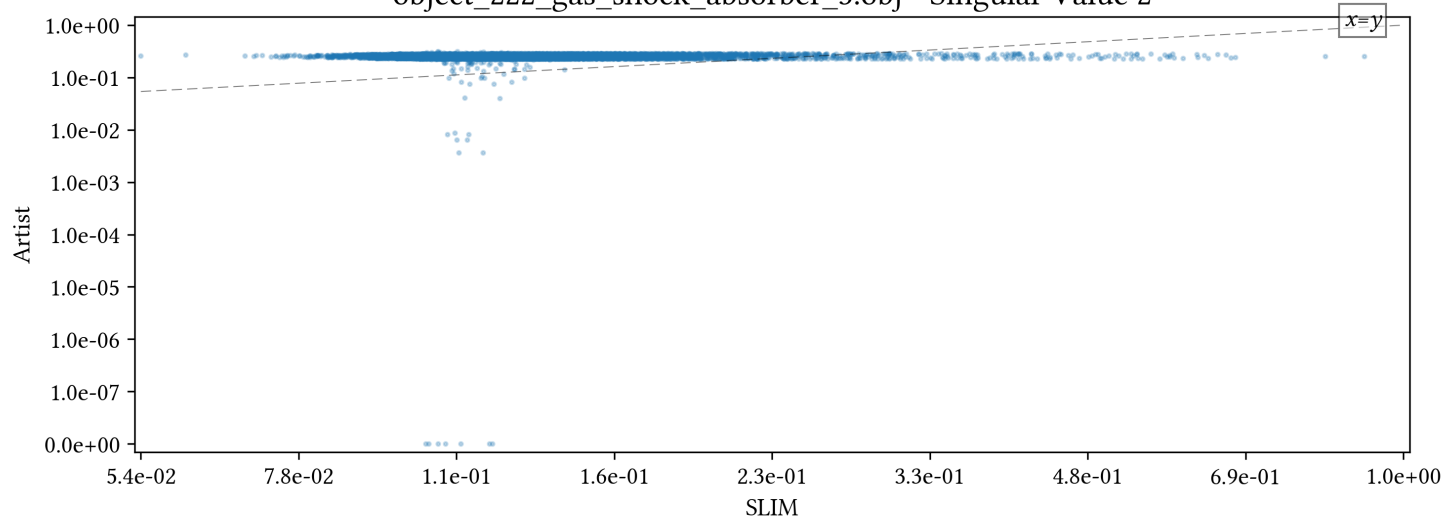
object\_121\_moon\_1.obj - Singular Value 2



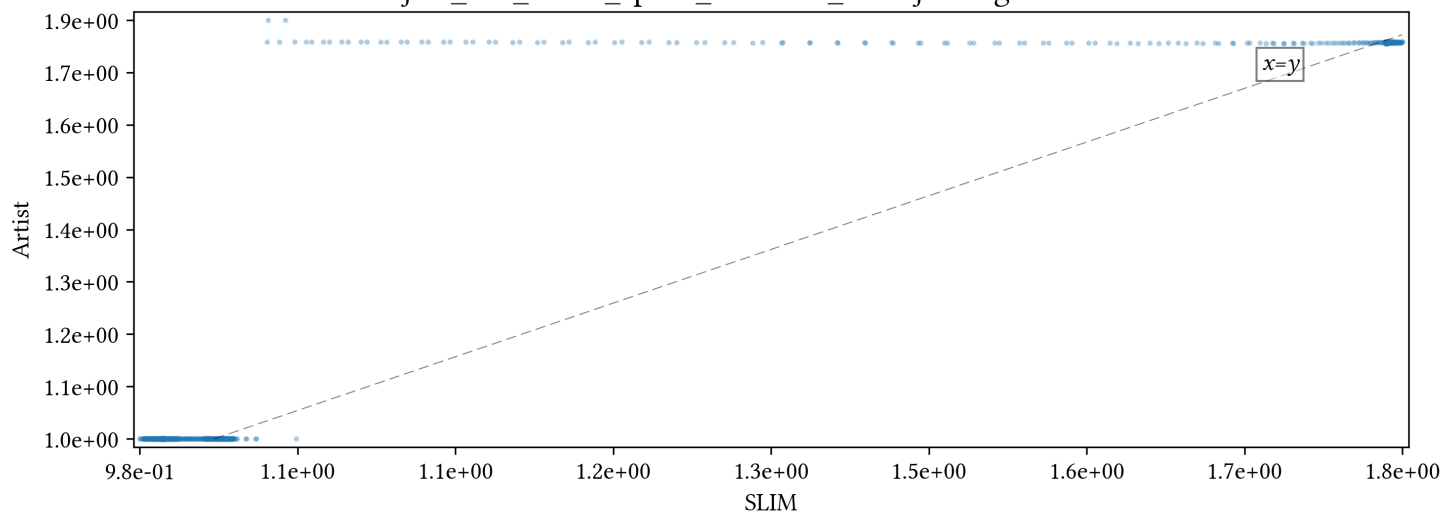
object\_222\_gas\_shock\_absorber\_3.obj - Singular Value 1



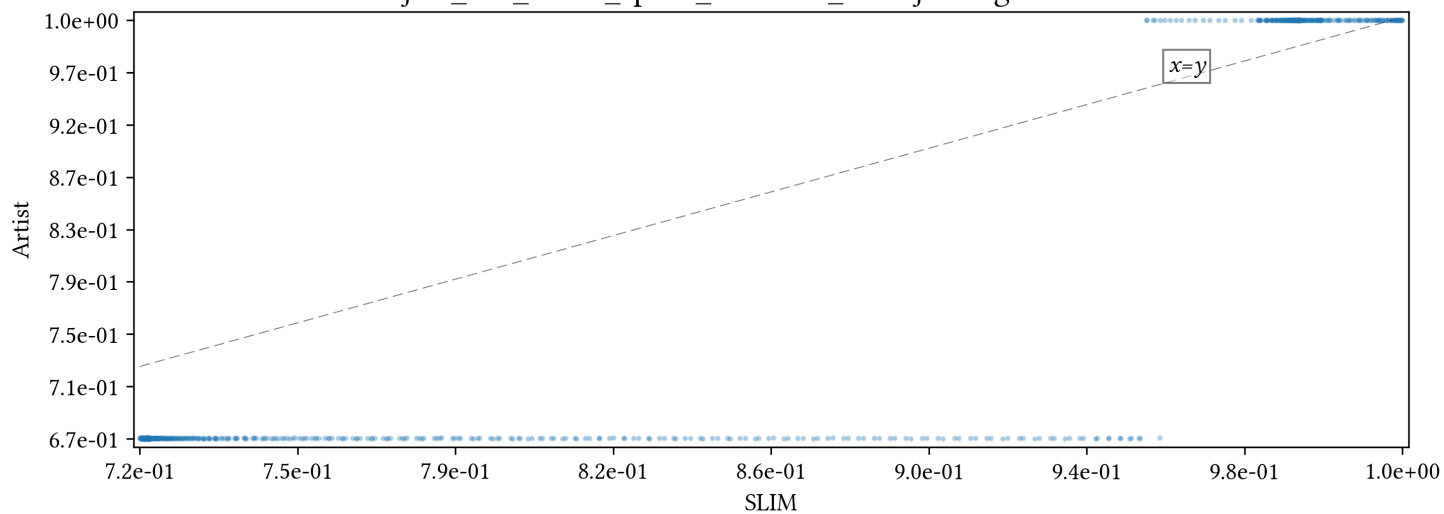
object\_222\_gas\_shock\_absorber\_3.obj - Singular Value 2



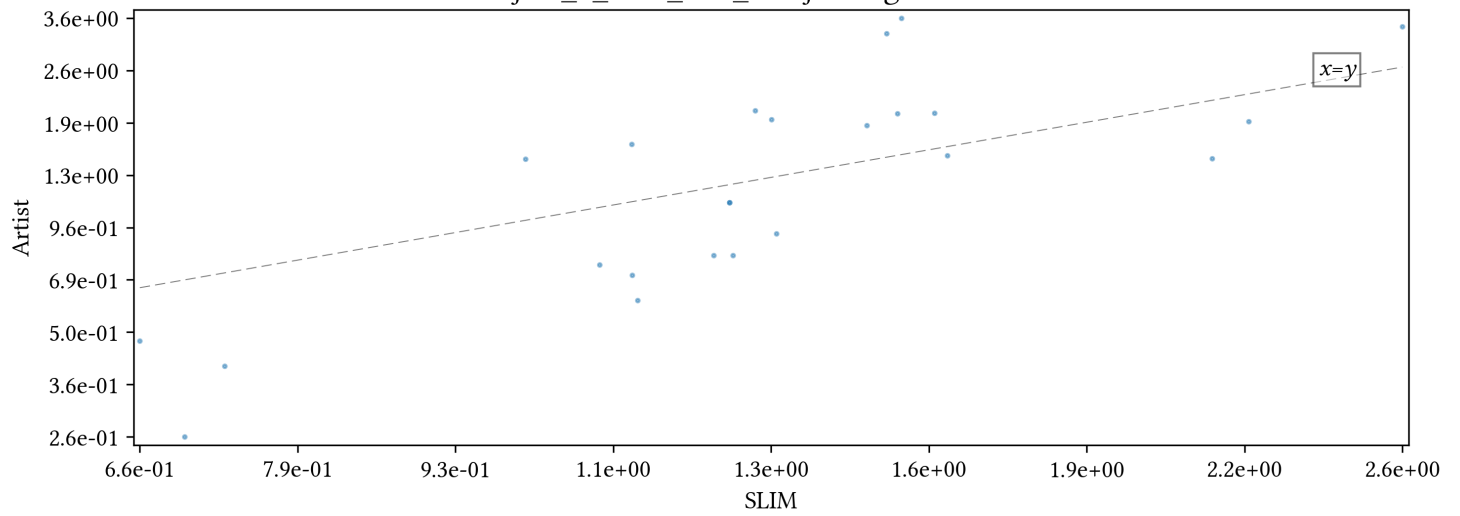
object\_248\_castle\_spiral\_staircase\_10.obj - Singular Value 1



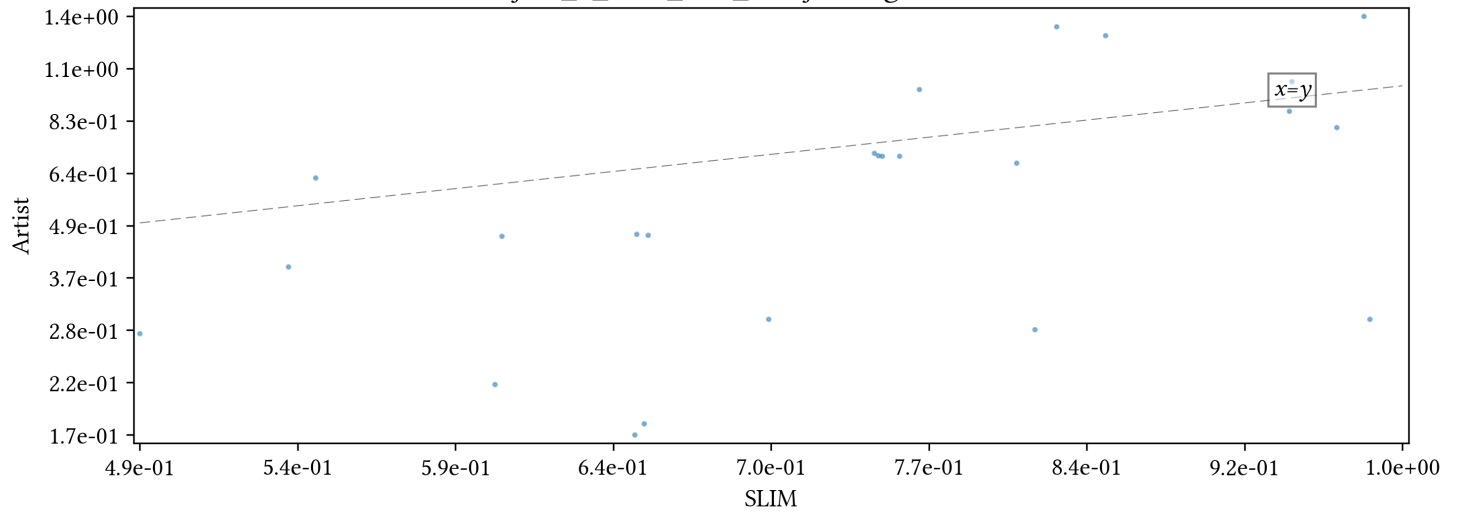
object\_248\_castle\_spiral\_staircase\_10.obj - Singular Value 2



object\_2\_blub\_fish\_1.obj - Singular Value 1

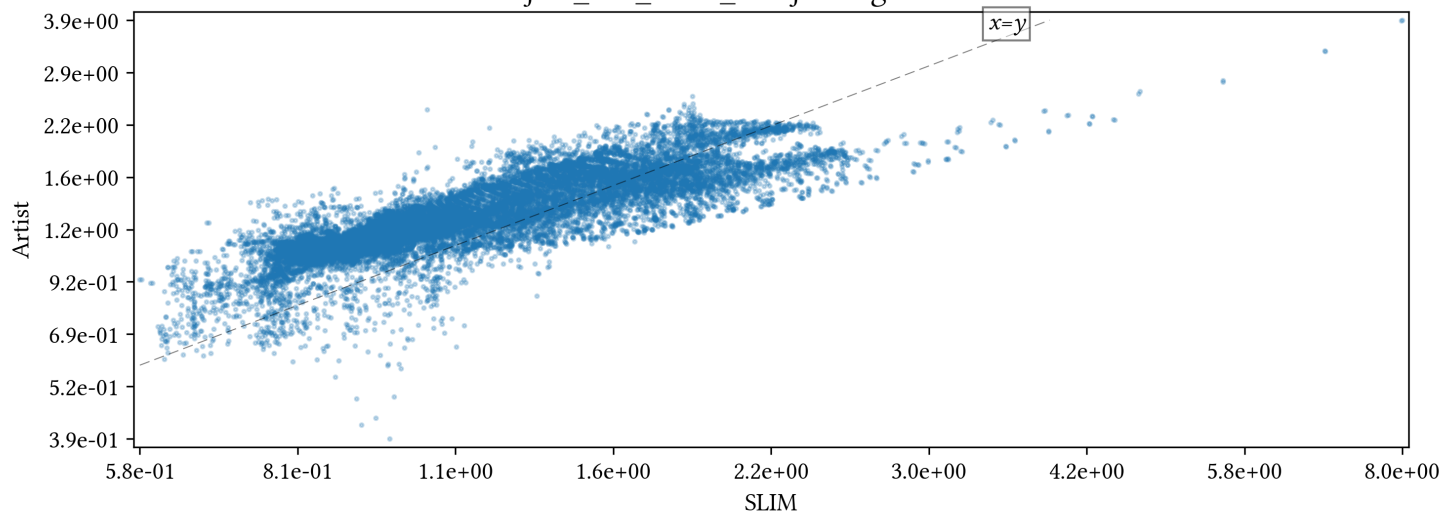


object\_2\_blub\_fish\_1.obj - Singular Value 2

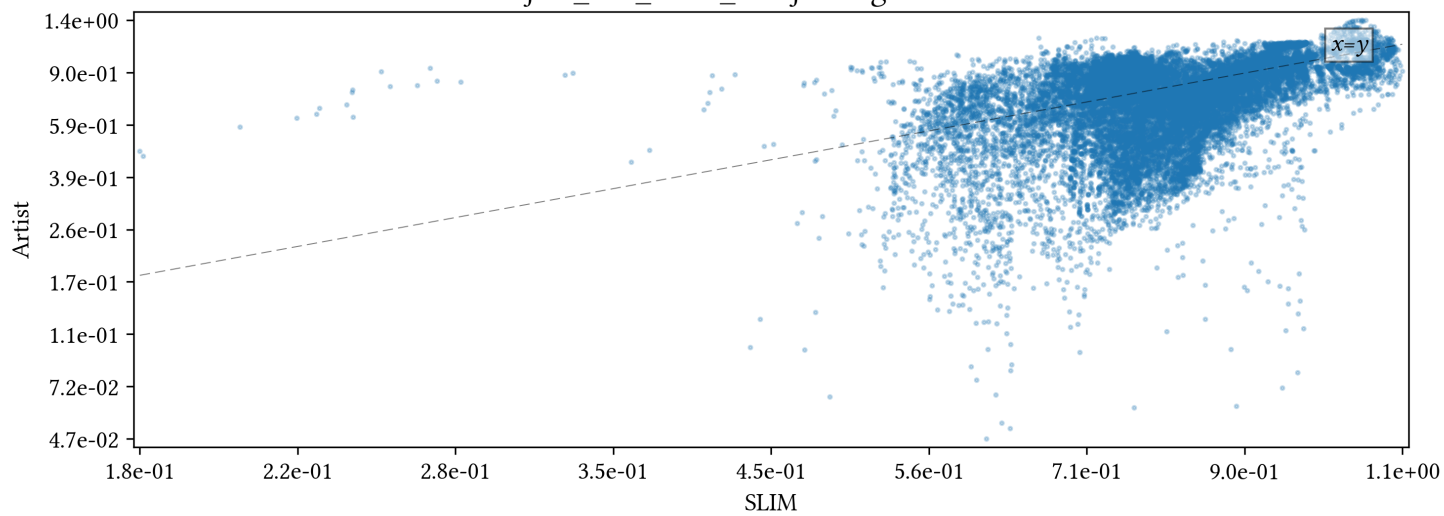


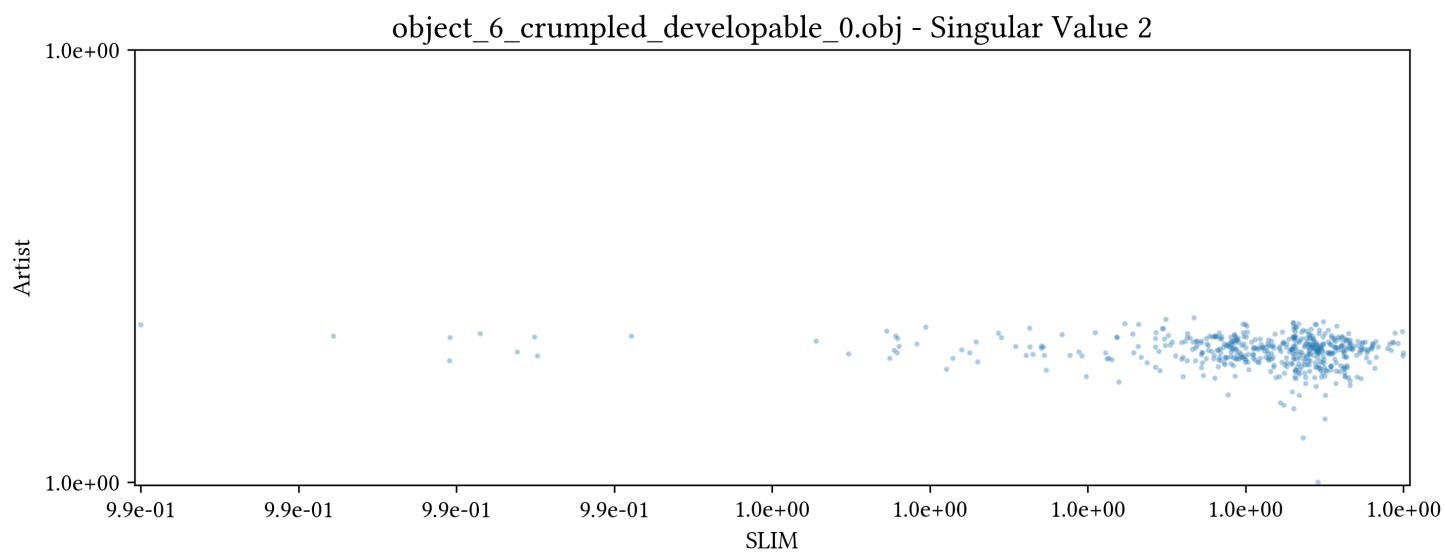
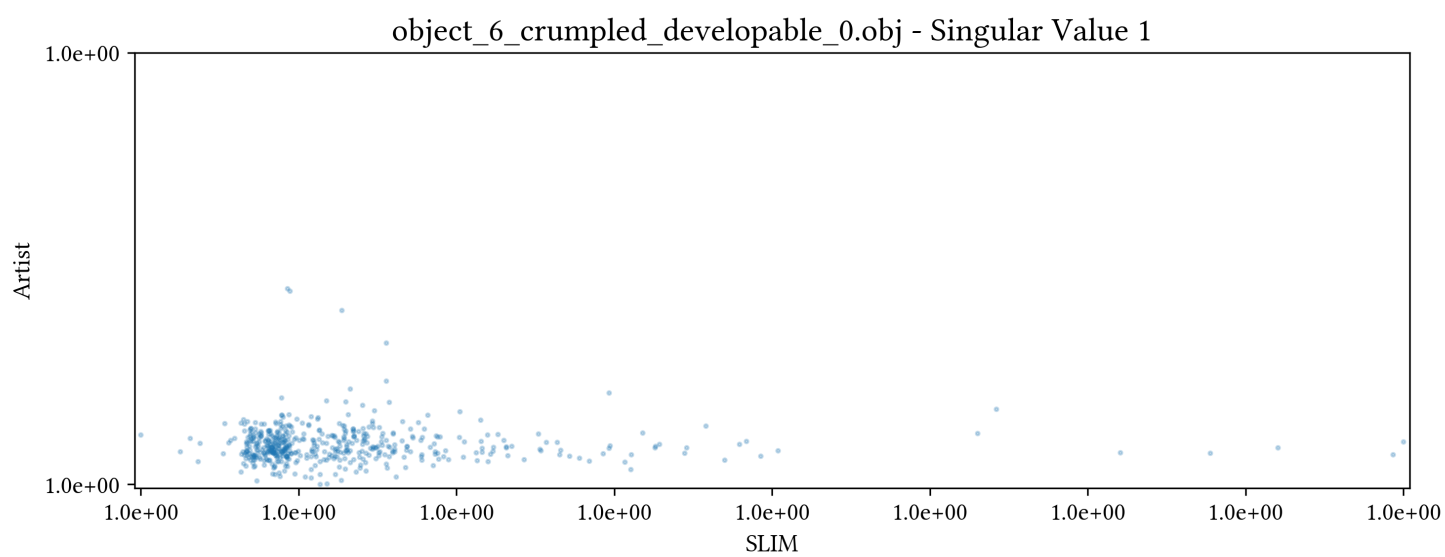


object\_304\_esme\_0.obj - Singular Value 1

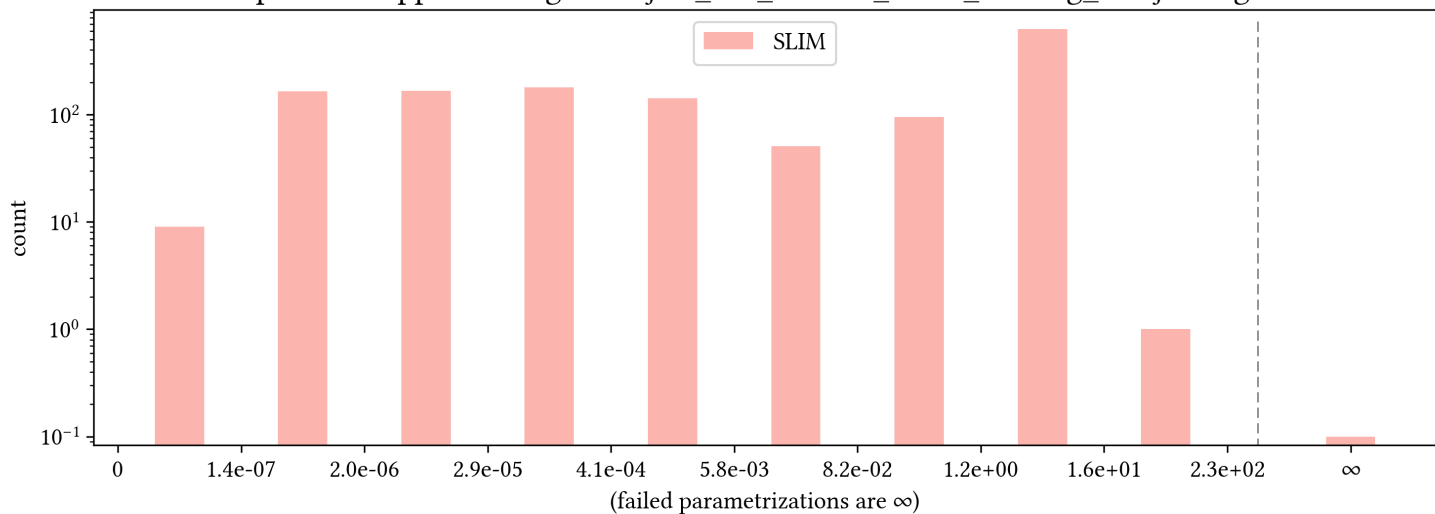


object\_304\_esme\_0.obj - Singular Value 2





Worst Proportion Flipped Triangles: object\_189\_arabian\_horse\_trotting\_0.obj - Singular Value 1



Worst Proportion Flipped Triangles: object\_189\_arabian\_horse\_trotting\_0.obj - Singular Value 2

