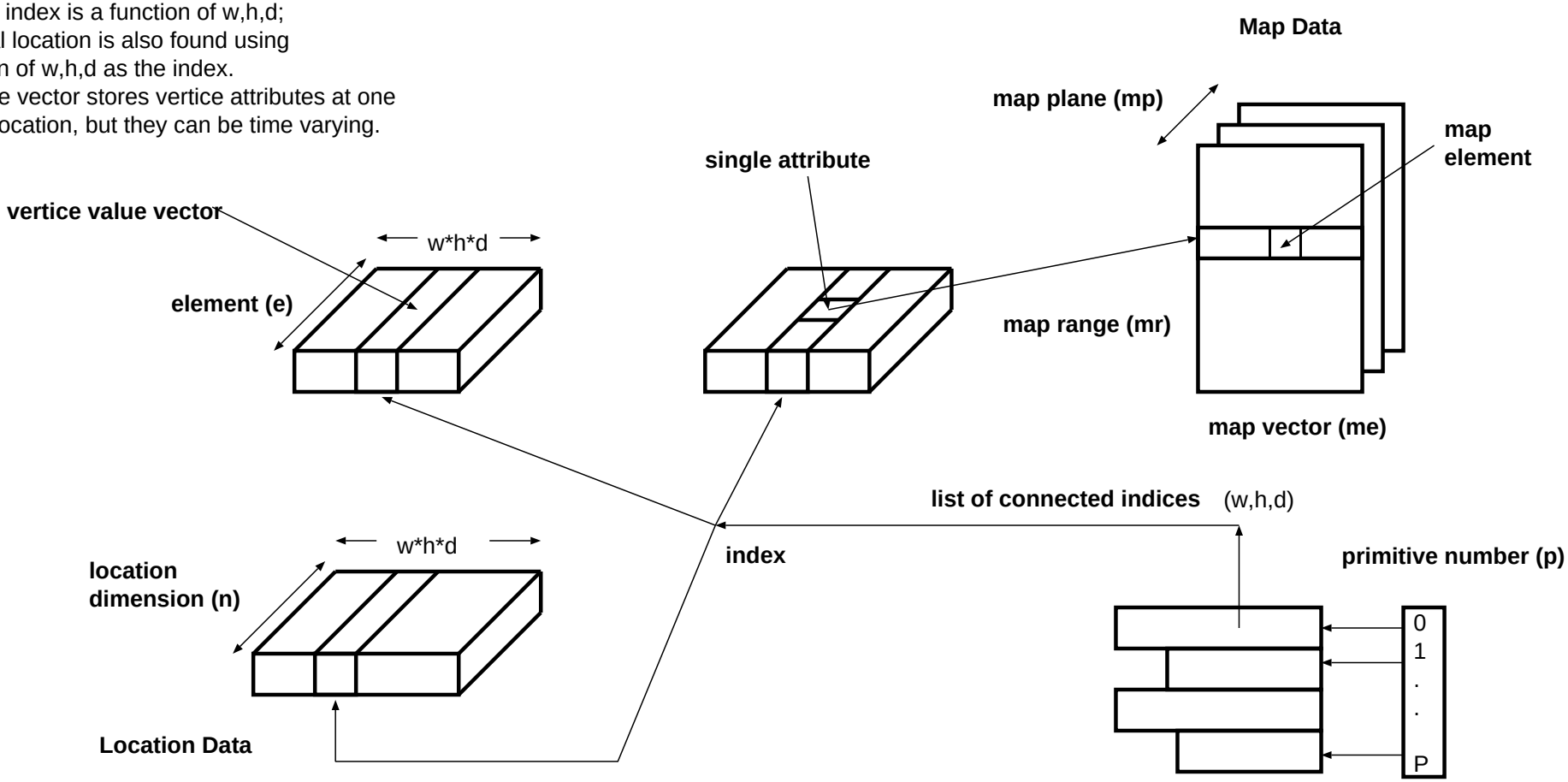
AN EXAMPLE OF STORING CONNECTED and DISJOINT POLYTRIANGLE STRIPS

A vertice index is a function of w,h,d;
its spatial location is also found using
a function of w,h,d as the index.
The value vector stores vertice attributes at one
specific location, but they can be time varying.



Connectivity data has 2 components: the first integer is the number of vertices, and then a list of vertex indices follows. The primitive or connectivity type is stored in the viff header.

Each polytriangle strip, connectected or disjoint (but not both together) is stored as a single primitive identified by a primitive number.

Each disjoint polytriangle strip requires a comple list of vertices stored in the connectivity data.

The connected polytriangle strip has implied connectivity. Only a begginning and ending vertex are needed to access the list of vertex indices.