

pug.obj

GLB · 1.4 MB · Generated 22 Aug 2026, 08:38 UTC

OPTIMIZED

INSPECTION SUMMARY

Geometry ⚠ Warnings
Target readiness ⚠ Ready for 3 of 5
Findings 0 critical · 1 warning · 2 to optimize

GEOMETRY

Triangles	71,136
Vertices	35,570
Meshes	1
Components	1
Materials	1
Textures	0
Bounds	0.641 × 0.981 × 0.918
Watertight	No

TARGET SUITABILITY

TARGET	STATUS	TRIANGLES	FILE SIZE	NOTES
This asset		71,136	1.4 MB	
Desktop Web	✓ Ready	< 1,500,000	< 50.0 MB	
Mobile Web	✓ Ready	< 150,000	< 15.0 MB	
Web AR	✓ Ready	< 100,000	< 10.0 MB	
3D Commerce	⚠ Optimize	< 100,000	< 15.0 MB	Missing UV coordinates
Mobile Game	⚠ Optimize	< 60,000	< 20.0 MB	LODs recommended

OPTIMIZATION QA

Source pug.obj
Operation Simplified · Edge-collapse decimation

	ORIGINAL	OPTIMIZED	REDUCTION
Triangles	1,993,980	71,136	96.4%
Vertices	996,992	35,570	96.4%
File size	92.3 MB	1.4 MB	98.5%
Surface deviation		< 0.01%	
Topology regressions	✓ None detected		

PRESERVATION

Bounding box	✓ Preserved
Materials	✓ Preserved
Normals	✓ Preserved
Unexpected losses	✓ None

RECOMMENDATIONS

- 1. Reduce triangle count**
Simplify the mesh to bring it inside the budget for your delivery targets.
- 2. Generate 3-4 LOD levels**
Reduce rendering cost for distant or repeated instances.