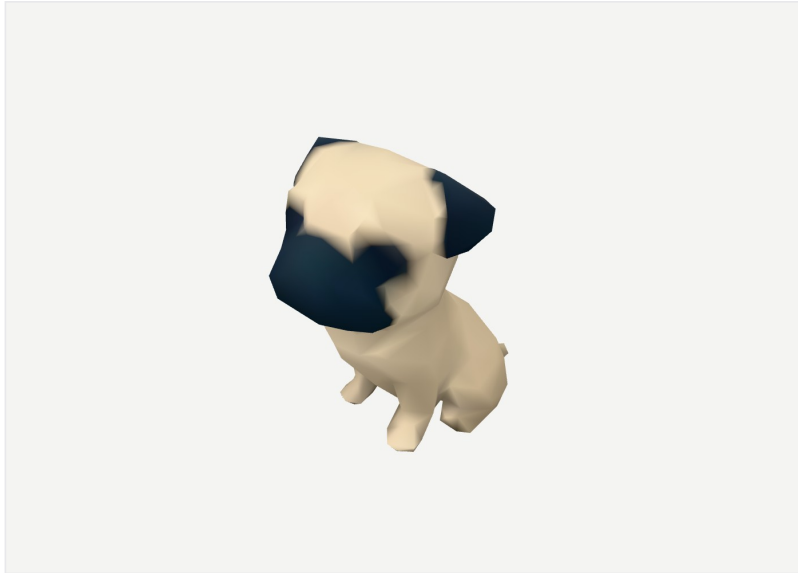


pug.obj

LOD 5

GLB · 13.7 KB · Generated 22 Aug 2026, 09:00 UTC



INSPECTION SUMMARY

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

GEOMETRY

Triangles	640
Vertices	320
Meshes	1
Components	1
Materials	1
Textures	0
Bounds	0.636 × 0.969 × 0.901
Watertight	No

TARGET SUITABILITY

TARGET	STATUS	TRIANGLES	FILE SIZE	NOTES
This asset		640	13.7 KB	
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 LOD level 5 · Edge-collapse decimation

	ORIGINAL	OPTIMIZED	REDUCTION
Triangles	1,993,980	640	99.97%
Vertices	996,992	320	99.97%
File size	92.3 MB	13.7 KB	99.99%
Surface deviation	Not measured		
Topology regressions	✓ None detected		

PRESERVATION

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

RECOMMENDATIONS

- Generate 3–4 LOD levels**
Reduce rendering cost for distant or repeated instances.
- Rebuild the surface if watertight geometry is required**
Non-manifold edges were detected in the current mesh.