

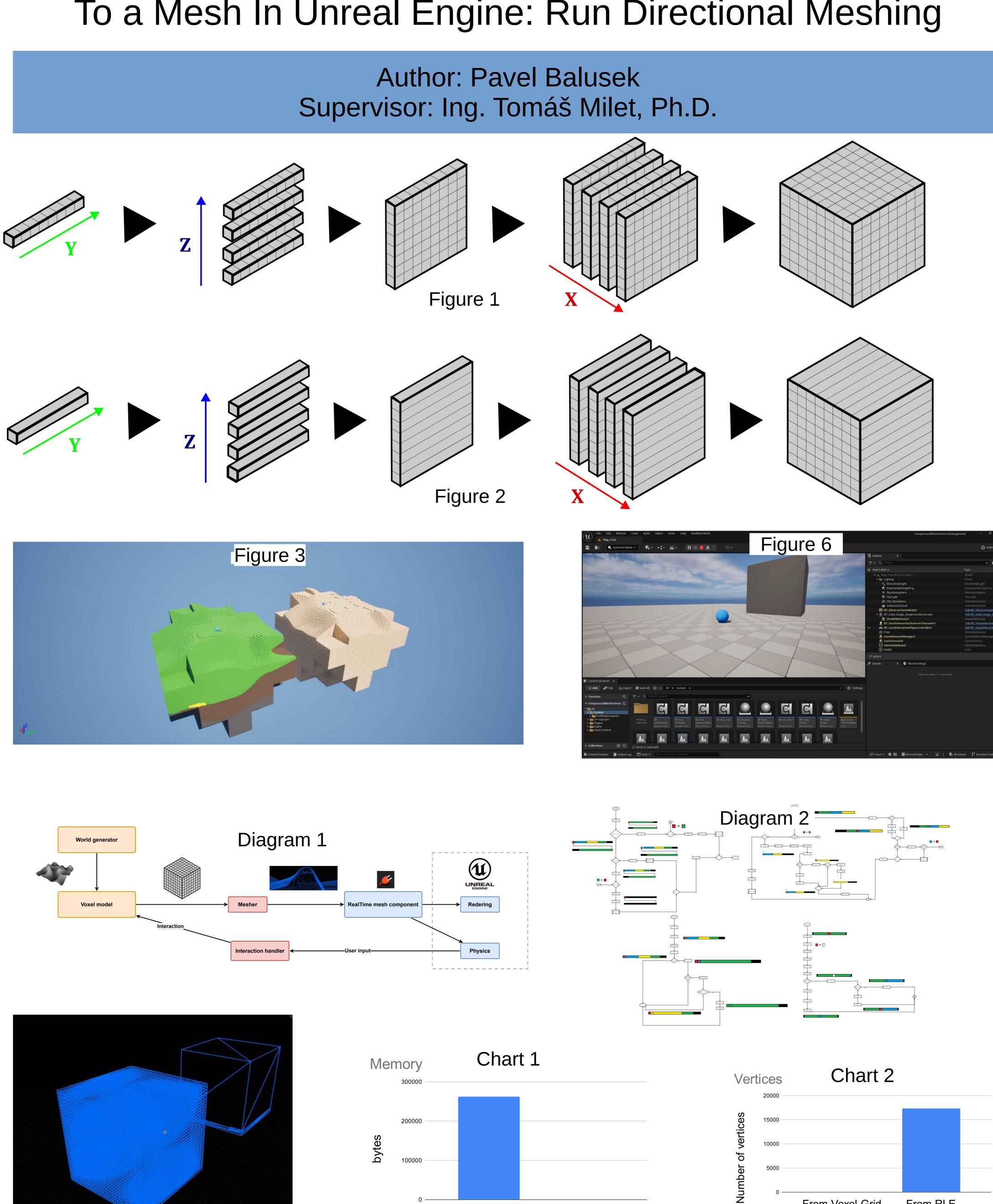


From Voxel Grid

From RLE

compression

## A New Interactive Algorithm For Converting a Voxel Model To a Mesh In Unreal Engine: Run Directional Meshing



Voxel Grid

Figure 5

**RLE** compression