A procedural modeler for the creation of huge models

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This paper presents a new general purpose procedural geometrical modeling system. It is focused on providing flexibility, modularity and scalability. Furthermore, it is tailored to manage huge geometric models, with millions of polygons. An out-of-core memory management system assures that any scene size can be generated during the modeling evolution. This generation is performed by a set of rules and operations on geometrical objects, organized as a directed acyclic graph.

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