

Figure 1: Results for several meshes. Colors are random to illustrate each separate piece. Additional information and timings can be seen in Table 1.

Mesh	Res	Voxels	no post-hollowing		with post-hollowing			Hollowing	
			Time (s)	Brick #	Time	Brick #	Conn Comp	Weak Pt	Reduction
BUNNY	30	3431	7.77	874	7.89	736	2	12	15.79%
BUNNY	50	11472	12.6	2891	13.2	2383	1	8	17.57%
BUNNY	70	24400	9.47	6068	10.5	4878	1	0	19.61%
BUNNY	90	42604	23.3	10677	25.9	8475	1	0	20.62%
BUSTE	30	2245	1.21	557	1.3	493	2	0	11.49%
BUSTE	50	8026	6.33	2088	6.71	1706	2	2	18.30%
BUSTE	70	17440	9.26	4497	10.2	3577	2	0	20.46%
BUSTE	90	30577	14.6	7872	16.4	6241	1	0	20.72%
CHINESEDRAGON	30	4925	2.56	1262	2.8	1070	3	0	15.21%
CHINESEDRAGON	50	16864	4.46	4209	5.4	3411	1	0	18.96%
CHINESEDRAGON	70	36466	17.6	9009	20	7243	1	0	19.60%
CHINESEDRAGON	90	63631	70.5	15765	74.4	12486	1	0	20.80%
FERTILITY	30	1577	5.92	383	5.94	365	4	8	4.70%
FERTILITY	50	6859	4.21	1556	4.43	1357	1	0	12.79%
FERTILITY	70	16227	2.76	3866	3.59	3241	1	0	16.17%
FERTILITY	90	29210	7.1	6853	8.72	5595	1	0	18.36%
KITTEN	30	3879	0.268	984	0.42	813	1	0	17.38%
KITTEN	50	12887	1.74	3349	2.41	2665	1	0	20.42%
KITTEN	70	26972	8.05	6987	9.51	5525	1	0	20.92%
KITTEN	90	46441	23.8	11915	26.8	9334	1	0	21.66%
LEGOMAN	30	2989	1.47	655	1.55	568	1	0	13.28%
LEGOMAN	50	9961	2.36	2092	2.68	1766	1	0	15.58%
LEGOMAN	70	21362	4.97	4460	5.6	3740	1	0	16.14%
LEGOMAN	90	37478	10.9	7940	12.4	6562	1	0	17.36%
MARIO	30	2263	0.291	573	0.369	515	1	0	10.12%
MARIO	50	8551	8.46	2227	8.82	1896	1	0	14.86%
MARIO	70	19181	13	4868	14.1	3936	2	0	19.15%
MARIO	90	33822	50.4	8669	52.1	6844	1	0	21.05%
PIERROT	30	5877	0.481	1514	0.763	1294	1	0	14.53%
PIERROT	50	18552	5.71	4700	6.67	3759	1	0	20.02%
PIERROT	70	38239	16	9632	18	7635	1	0	20.73%
PIERROT	90	64732	28.4	16426	32.1	13003	1	0	20.84%
ISIDOREHORSE	30	1804	0.91	407	0.961	361	1	6	11.30%
ISIDOREHORSE	50	6680	2.49	1493	2.7	1266	1	3	15.20%
ISIDOREHORSE	70	14692	1.52	3340	2.09	2718	1	0	18.62%
ISIDOREHORSE	90	26022	5.99	5798	6.97	4710	1	0	18.77%
POLYSTYRENE	30	4560	1.27	1214	1.47	973	1	0	19.85%
POLYSTYRENE	50	14615	3.88	3782	4.55	3030	1	0	19.88%
POLYSTYRENE	70	30538	10.7	7890	12.4	6214	1	0	21.24%
POLYSTYRENE	90	51748	18.3	13210	21.1	10405	1	0	21.23%
PENSATORE	30	5898	0.809	1463	1.13	1216	1	0	16.88%
PENSATORE	50	18559	5.02	4743	6.04	3740	1	0	21.15%
PENSATORE	70	38387	12.3	9752	15.1	7450	1	0	23.61%
PENSATORE	90	65290	35.5	16574	39.9	12827	1	0	22.61%
EROS	30	4597	7.81	1155	7.94	1029	2	0	10.91%
EROS	50	15144	8.34	3867	9.28	3140	1	0	18.80%
EROS	70	32208	10.4	8028	12.5	6424	1	0	19.98%
EROS	90	55235	27.1	13764	30.8	11005	1	0	20.05%
<b>Average Reduction</b>									17.54%

Table 1: Table of additional timings and results for the models in Figure 1. The maximum number of iterations was set to 50 for all models.

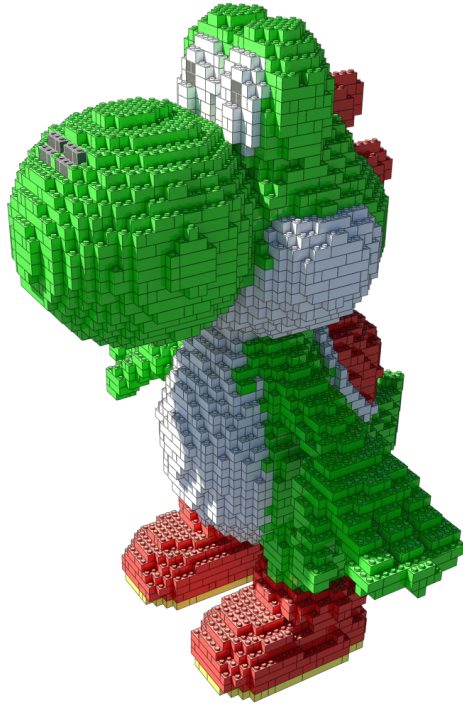


Figure 2: Additional result with texture.

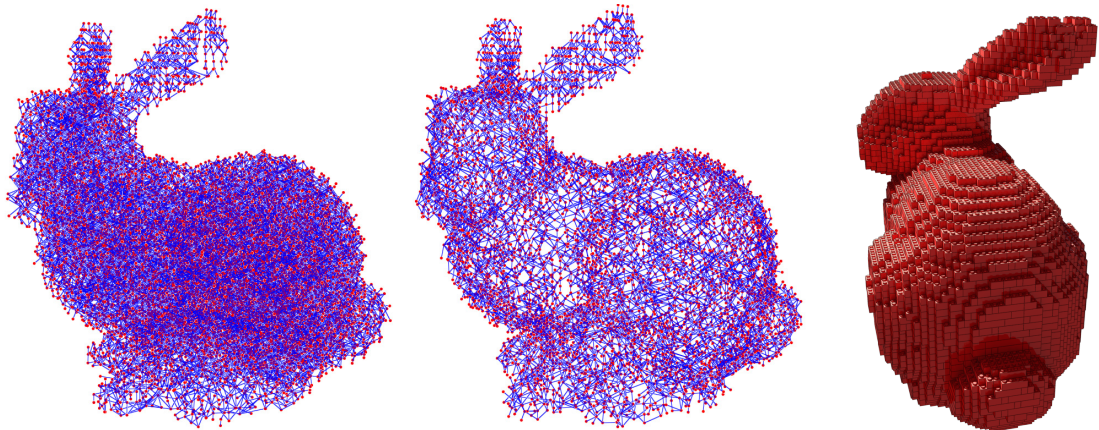


Figure 3: Connectivity of the Stanford BUNNY, before (left) and after hollowing (middle). The final output is shown at right.