



EVALUATION OF ANORECTAL MYECTOMY IN MANAGING ULTRASHORT SEGMENT OF HIRSCHSPRUNG'S DISEASE

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ABSTRACT

D meshes are one of the most common representations of 3D objects that have been used in graphics applications. They often require a huge amount of data for storage and/or transmission. In this paper, we present a new [compression algorithm](#) based on stripification of the geometric models that enables us to progressively visualize the 3D models during their transmission. The proposed algorithm encodes the geometry and the connectivity of the input model in an interwoven fashion. The main idea is to store 3D objects as strips files. The algorithm achieves compression ratios above 61 : 1 over ASCII encoded formats resulting in faster transmission and rendering of complex graphical objects.