Figure 23: Mandrill original, a 200×200 raster image.

Figure 24: Mandrill approximated with Gouraud shaded triangles created by subsampling on a uniform 20×20 grid (400 vertices).

Figure 25: Mandrill approximated with Gouraud shaded triangles created by data-dependent greedy insertion (400 vertices).

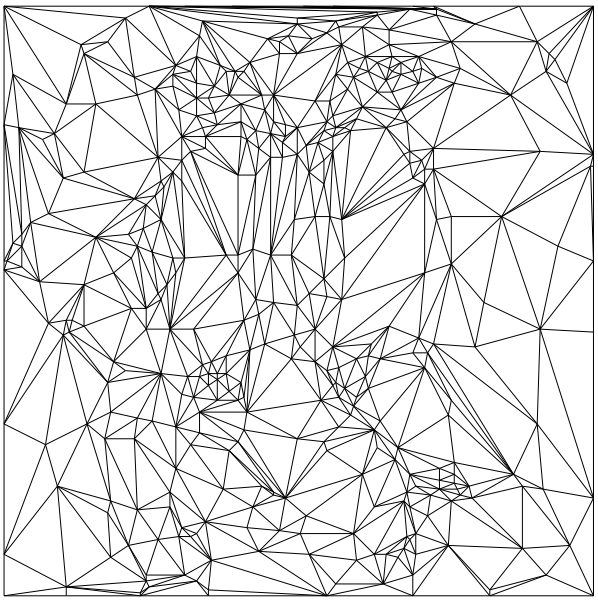

Figure 26: Mesh for the image to the left.