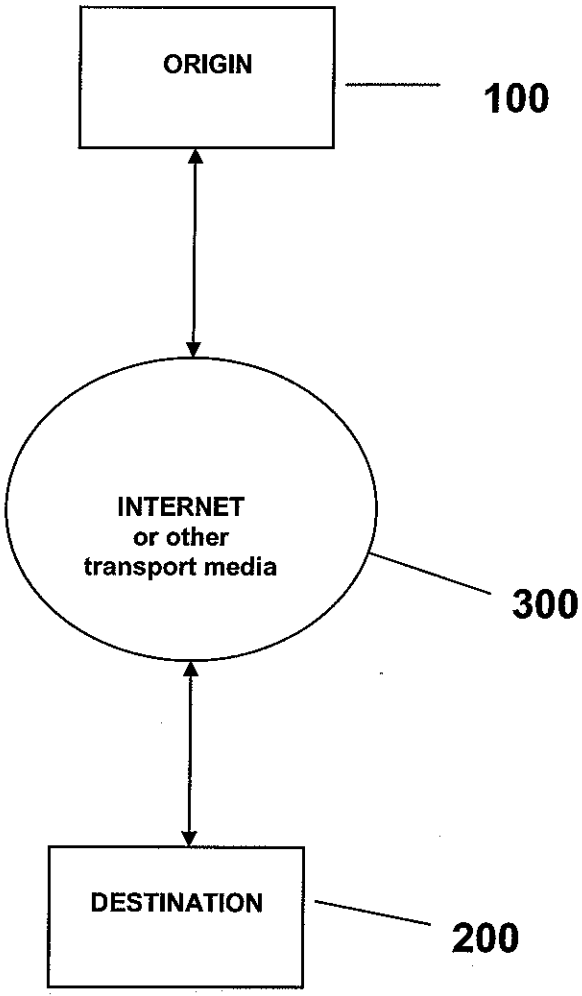

ORIGIN
100
INTERNET
or other
transport media
300
DESTINATION
200

FIG. 1

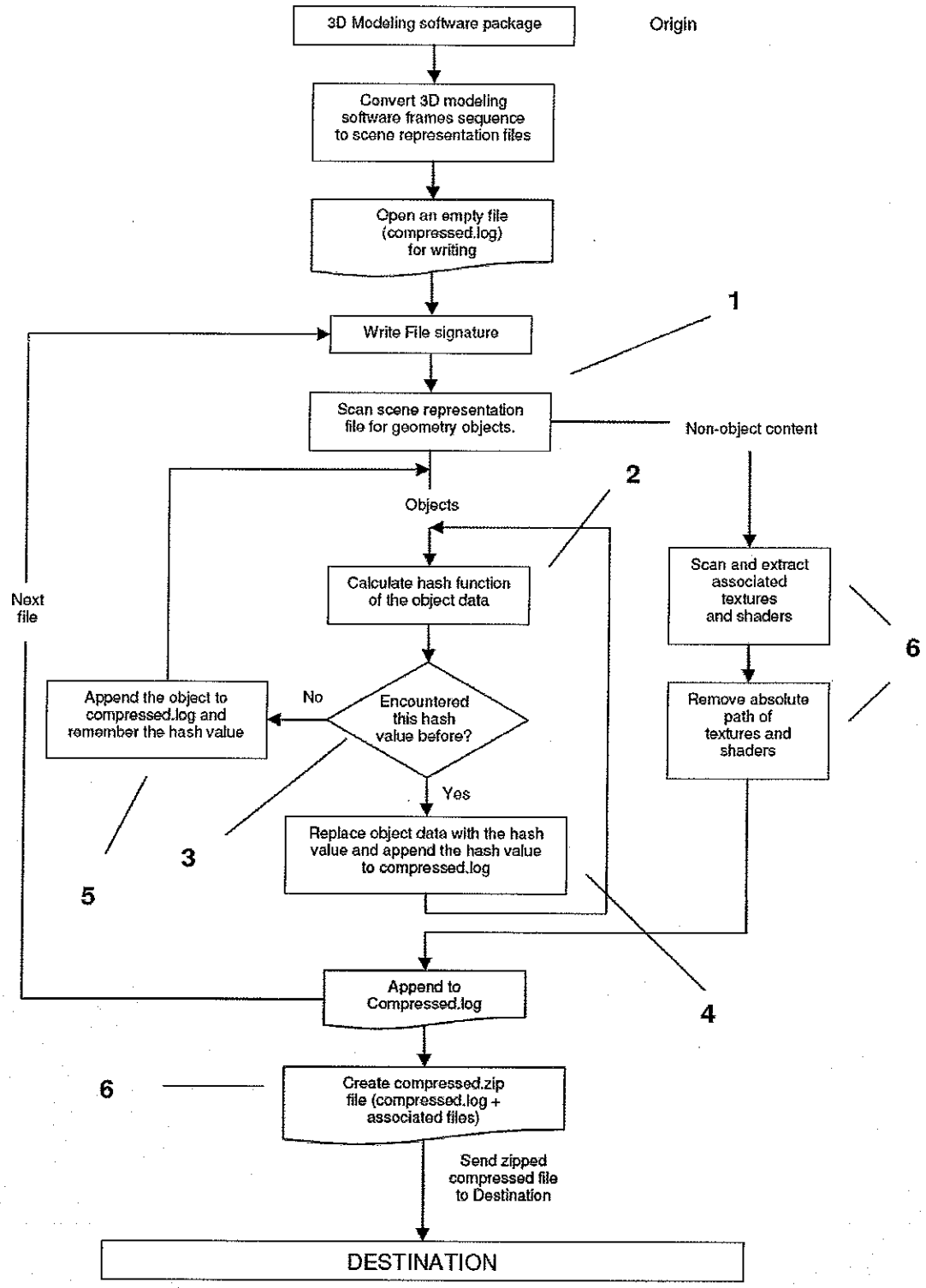

3D Modeling software package
Origin
Convert 3D modeling software frames sequence to scene representation files
Open an empty file (compressed.log) for writing
1
Write File signature
Scan scene representation file for geometry objects.
Non-object content
2
Objects
Next file
Calculate hash function of the object data
Scan and extract associated textures and shaders
6
Append the object to compressed.log and remember the hash value
No
Encountered this hash value before?
Remove absolute path of textures and shaders
Yes
Replace object data with the hash value and append the hash value to compressed.log
3
5
Append to Compressed.log
4
6
Create compressed.zip file (compressed.log + associated files)
Send zipped compressed file to Destination
DESTINATION

FIG. 2

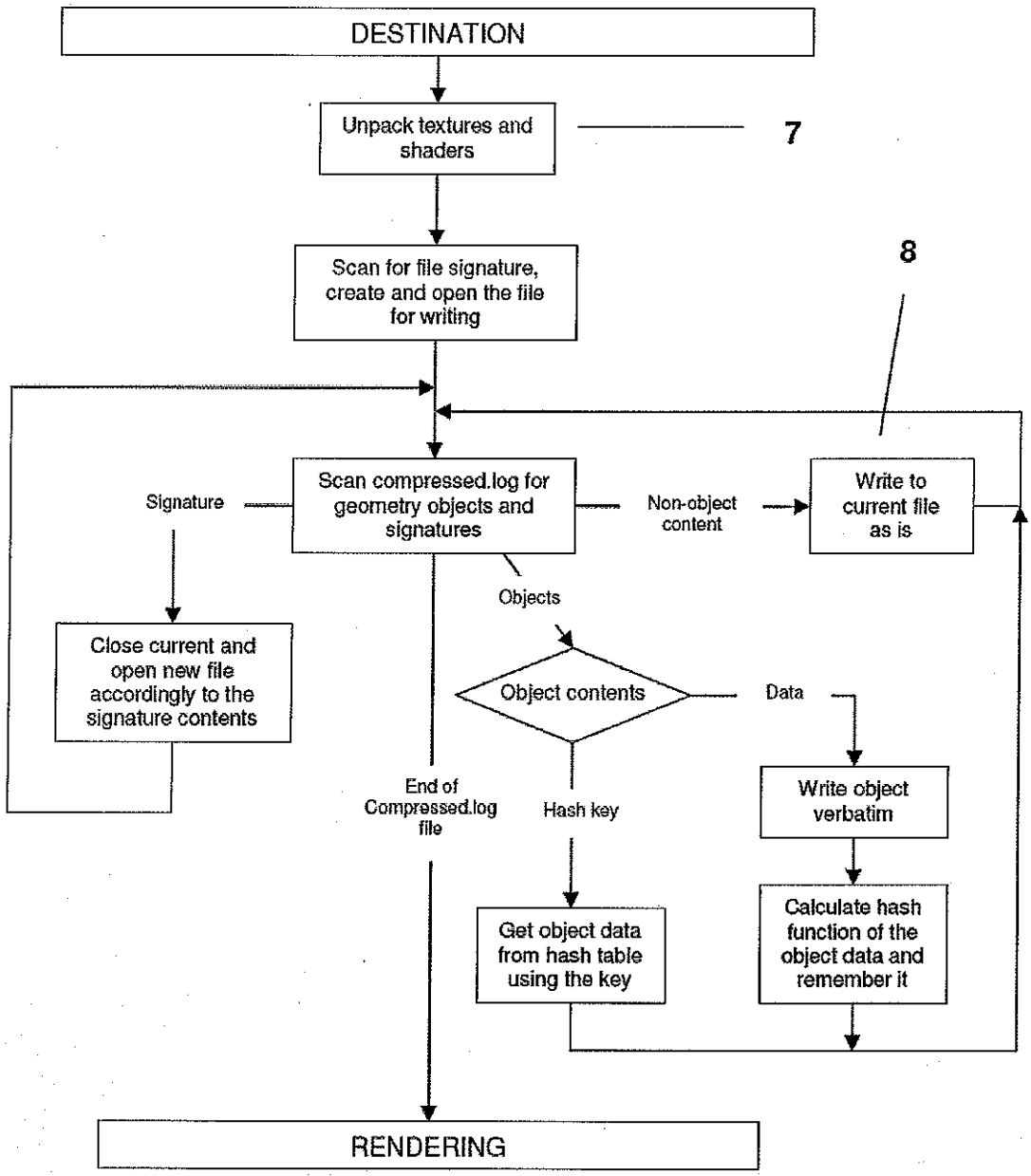

DESTINATION
Unpack textures and shaders
7
Scan for file signature, create and open the file for writing
8
Scan compressed.log for geometry objects and signatures
Signature
Non-object content
Write to current file as is
Objects
Close current and open new file accordingly to the signature contents
Object contents
Data
End of Compressed.log file
Hash key
Write object verbatim
Get object data from hash table using the key
Calculate hash function of the object data and remember it
RENDERING

FIG. 3