Numero dei poligoni e dei vertici nelle mesh
ad iterazione n-esima (ITER)

Il subdivision modifier è applicato in modo [illegible]
[illegible] Blender [illegible]
[illegible] [illegible]
[illegible] [illegible]

1	[illegible]
2	[illegible]
3	[illegible]
4	[illegible]
5	[illegible]
6	[illegible]
7	[illegible]
8	[illegible]
9	[illegible]
10	[illegible]
11	[illegible]
12	[illegible]
13	[illegible]
14	[illegible]
15	[illegible]
16	[illegible]
17	[illegible]
18	[illegible]
19	[illegible]
20	[illegible]
21	[illegible]
22	[illegible]

[illegible] [illegible] [illegible]