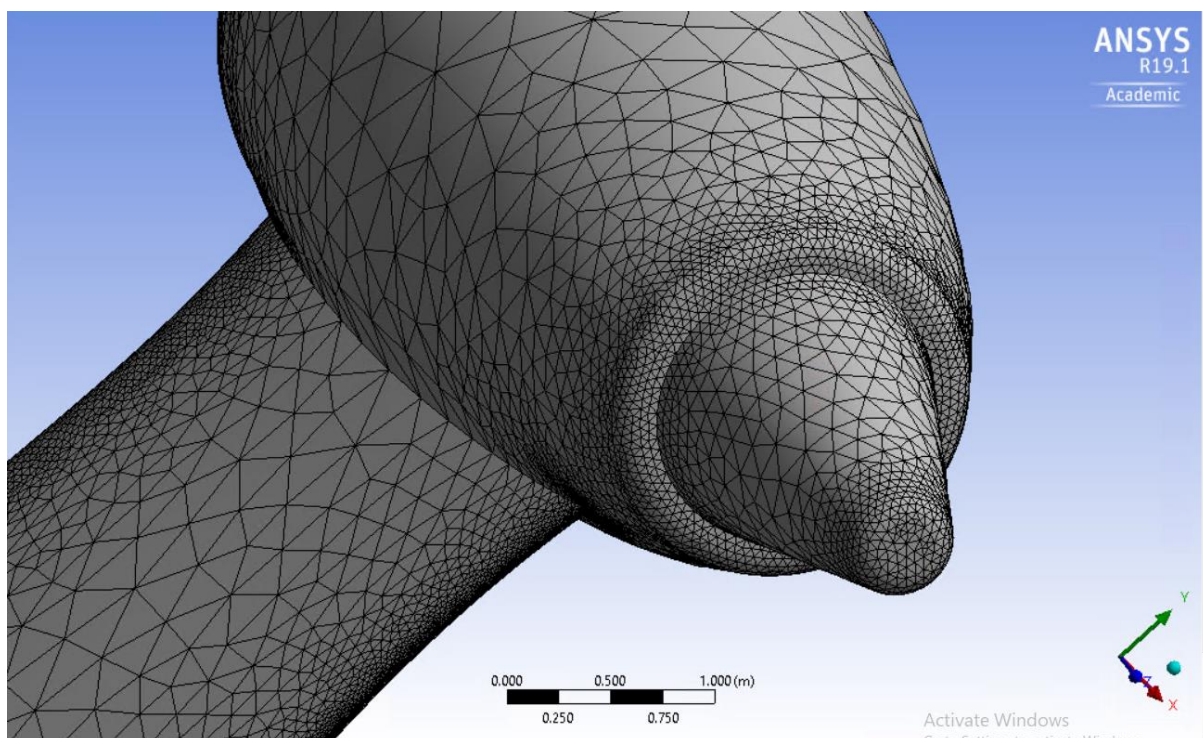
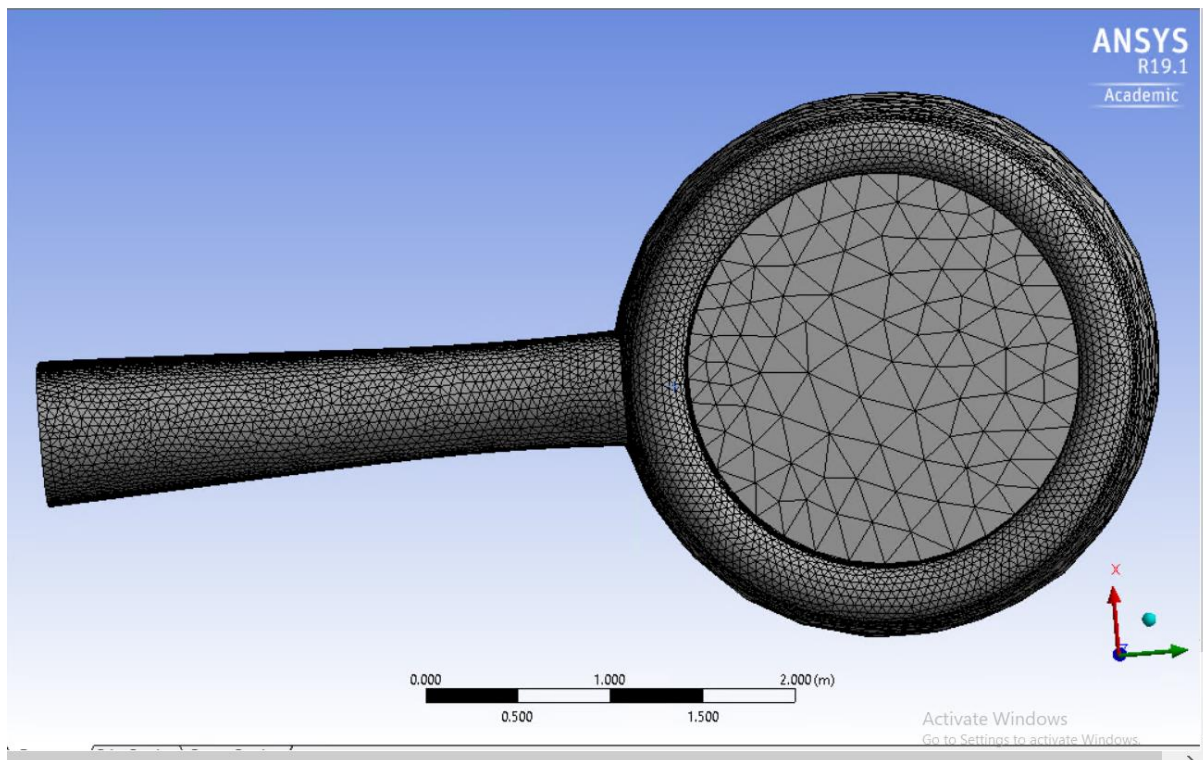
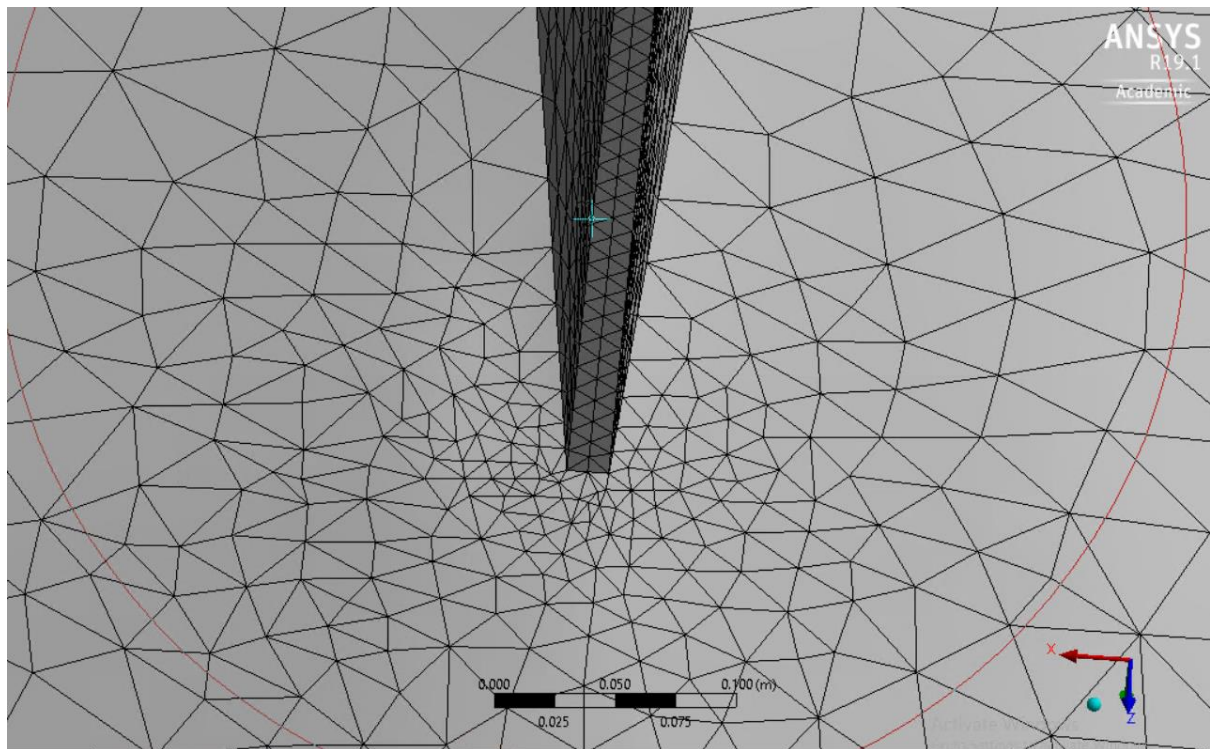
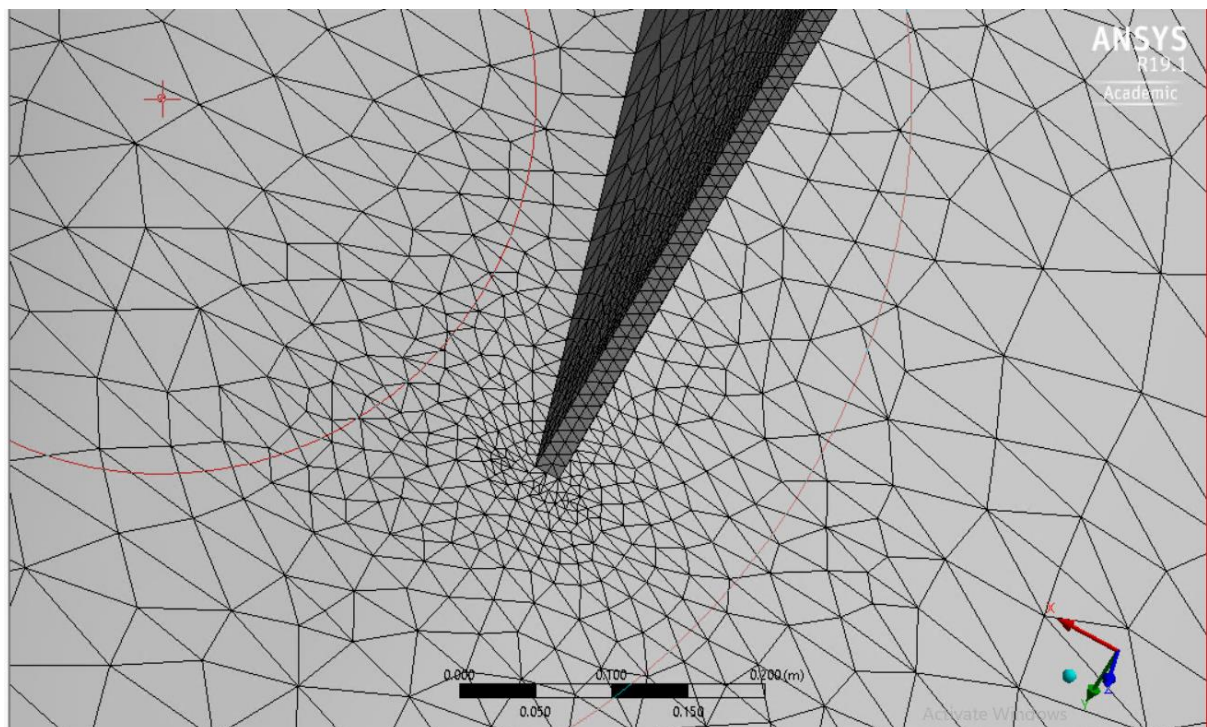
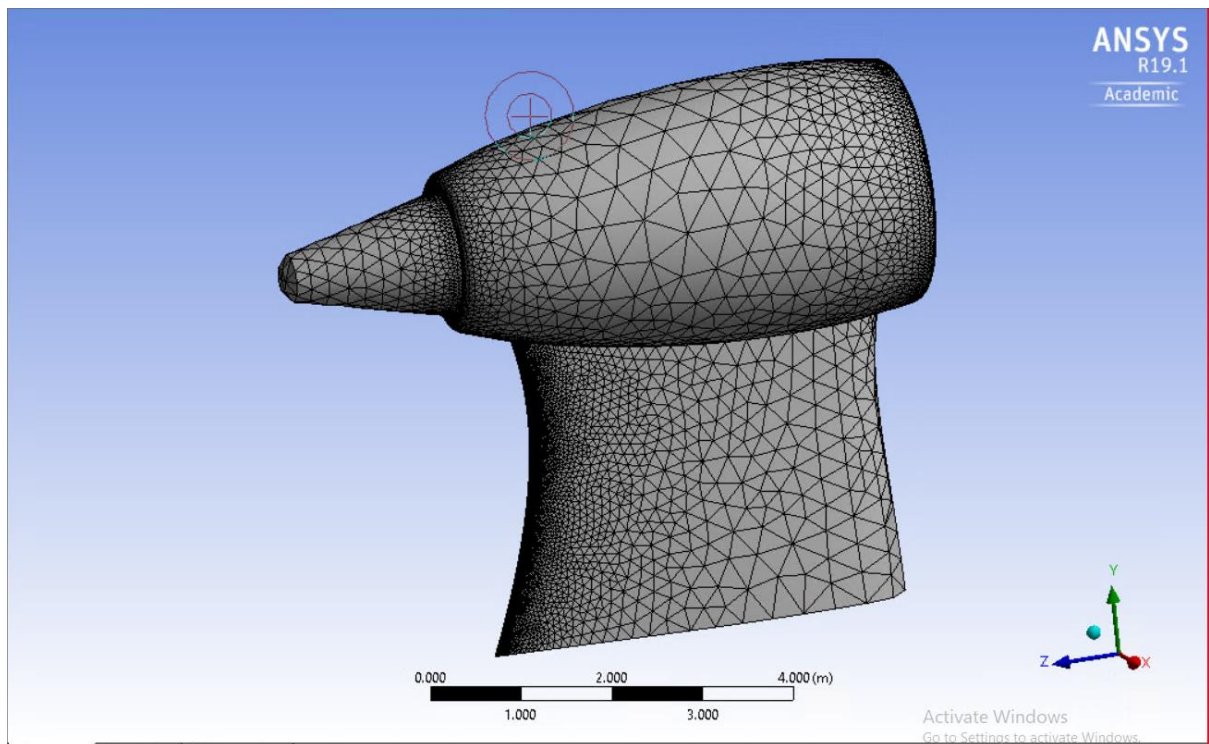


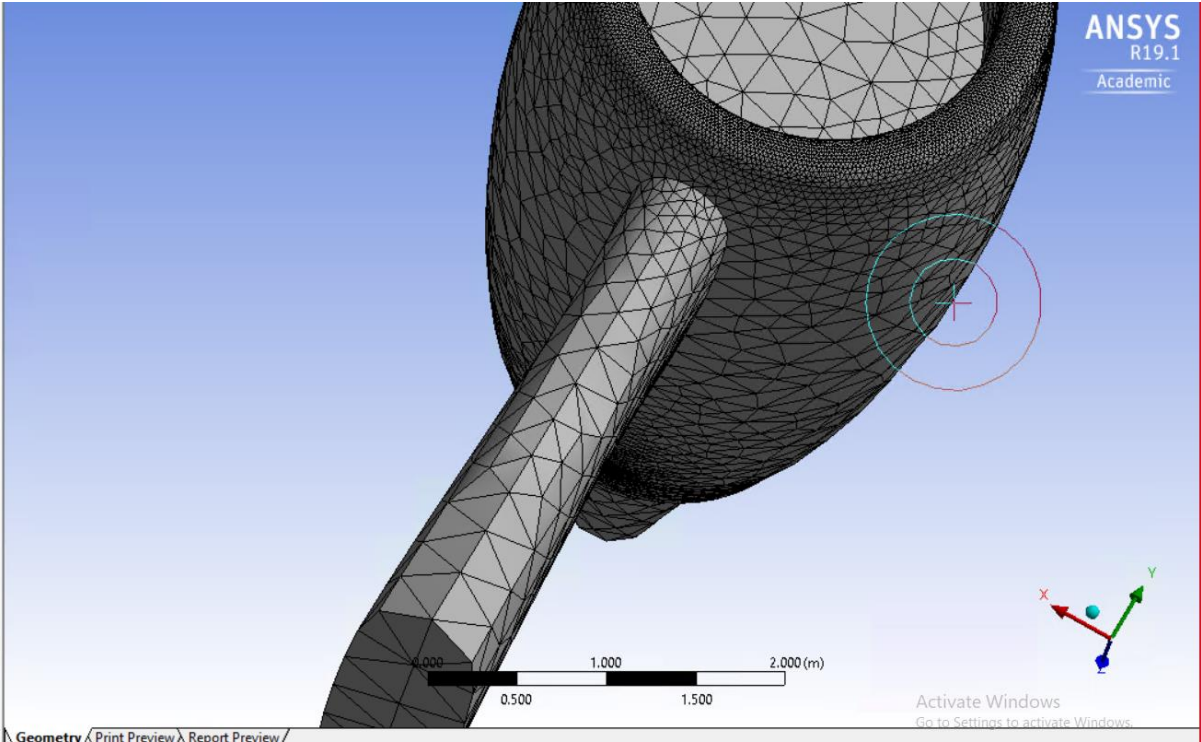
Using uniform method



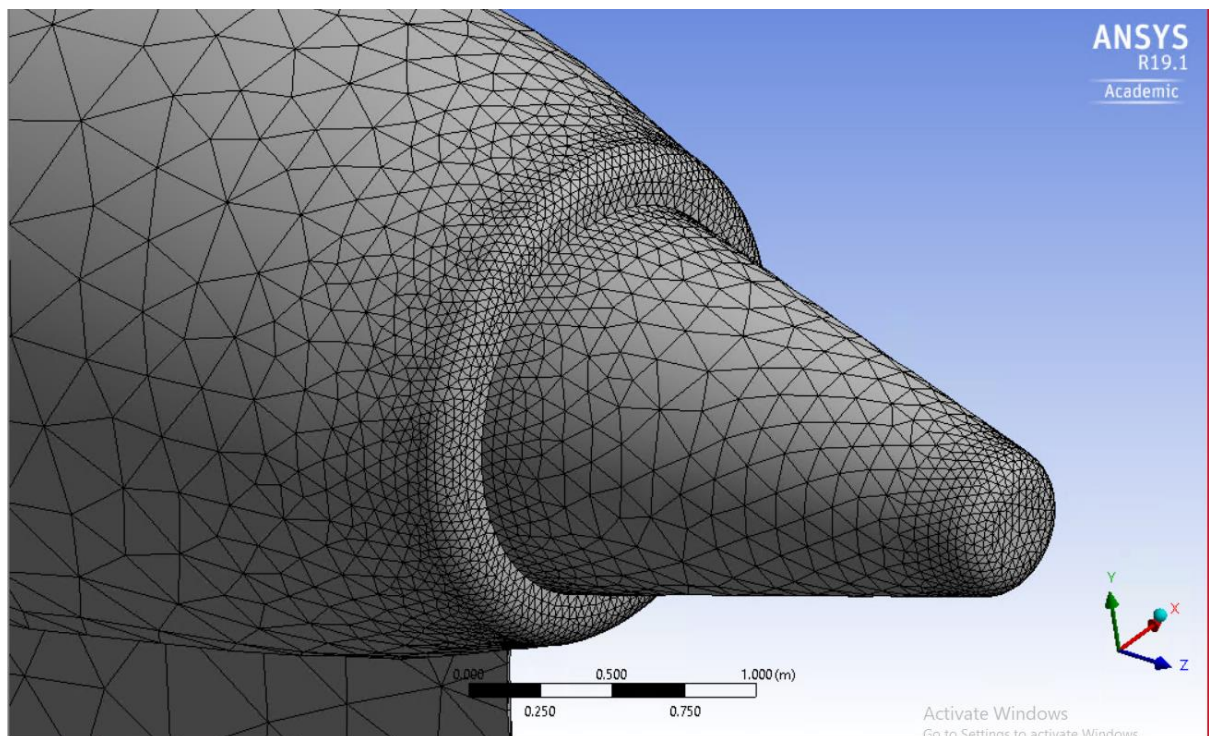
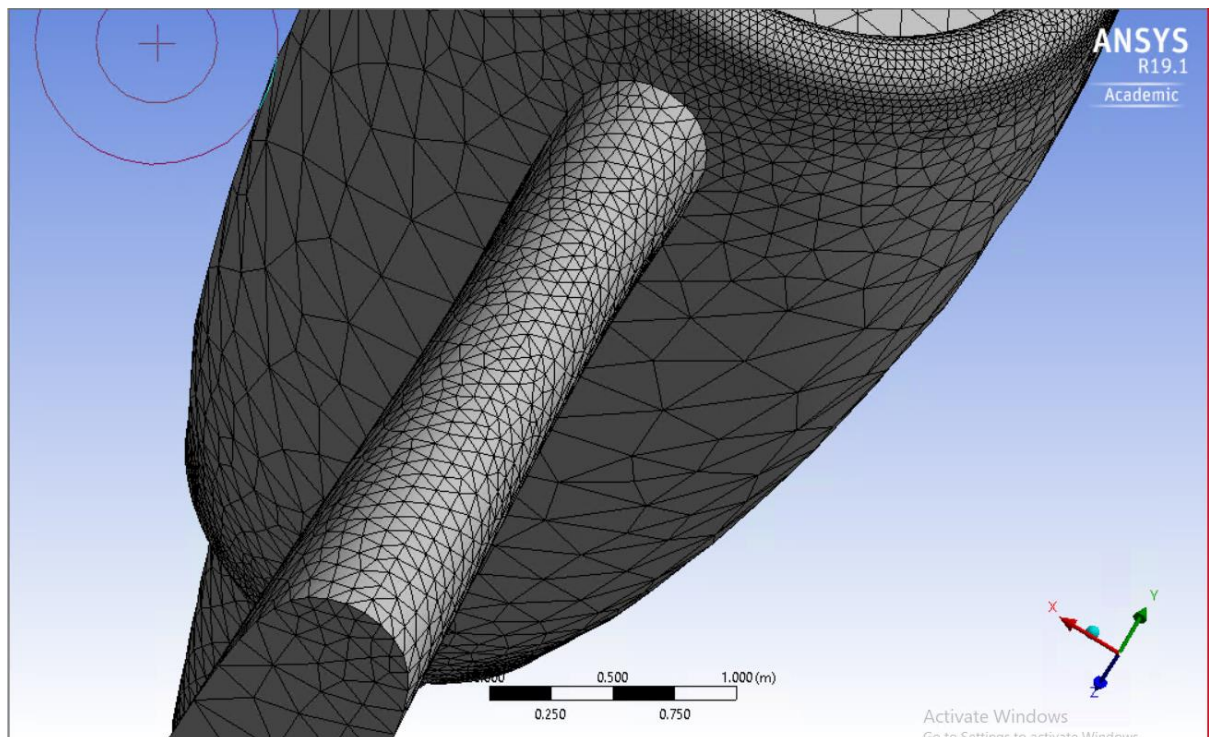


Using proximity based sizing





Using curvature based sizing



4 Using proximity and curvature based sizing

