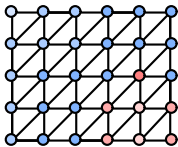
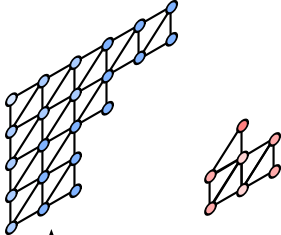


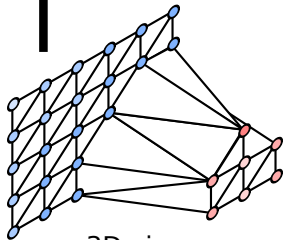
Meshing in 2D  
space, one node  
per pixel



2D view



Removing  
elongated faces



3D view