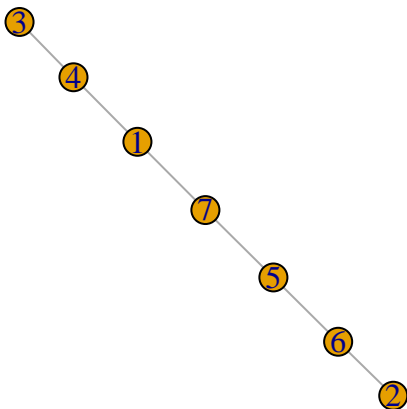
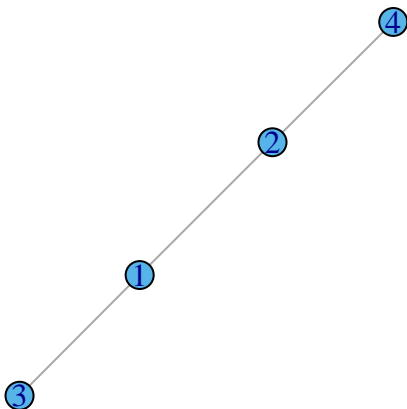


**g1 : more complex skeleton**



**g2 : skeleton used as a template**



Edge Constraint

