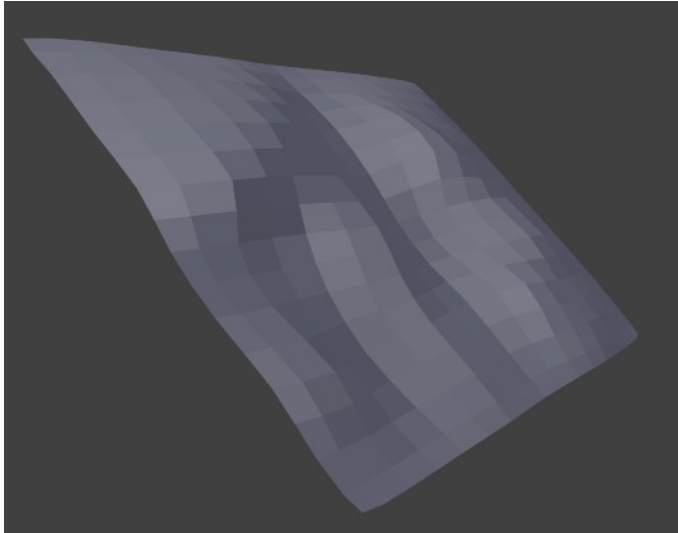
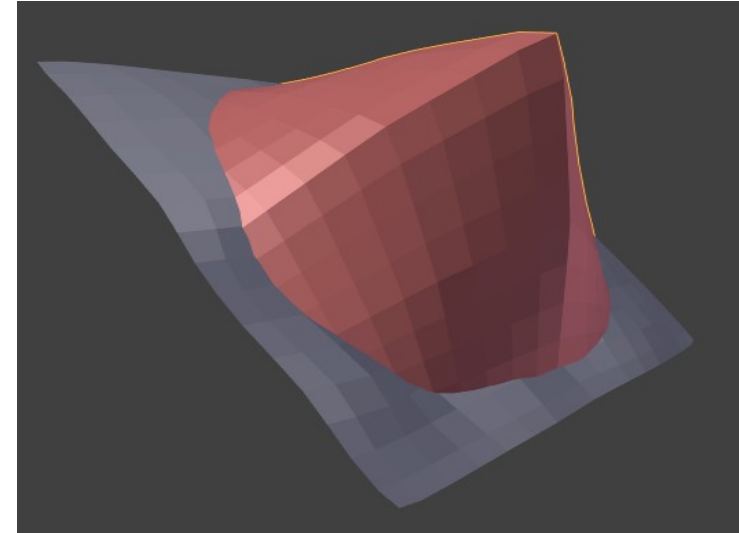


# Launch example



*oriented\_complicated\_mesh.ply*



*oriented\_complicated\_mesh\_default.ply*

## ■ Mesh folder :

`$(ros_workspace)/src/bezier/bezier_application/mesh`

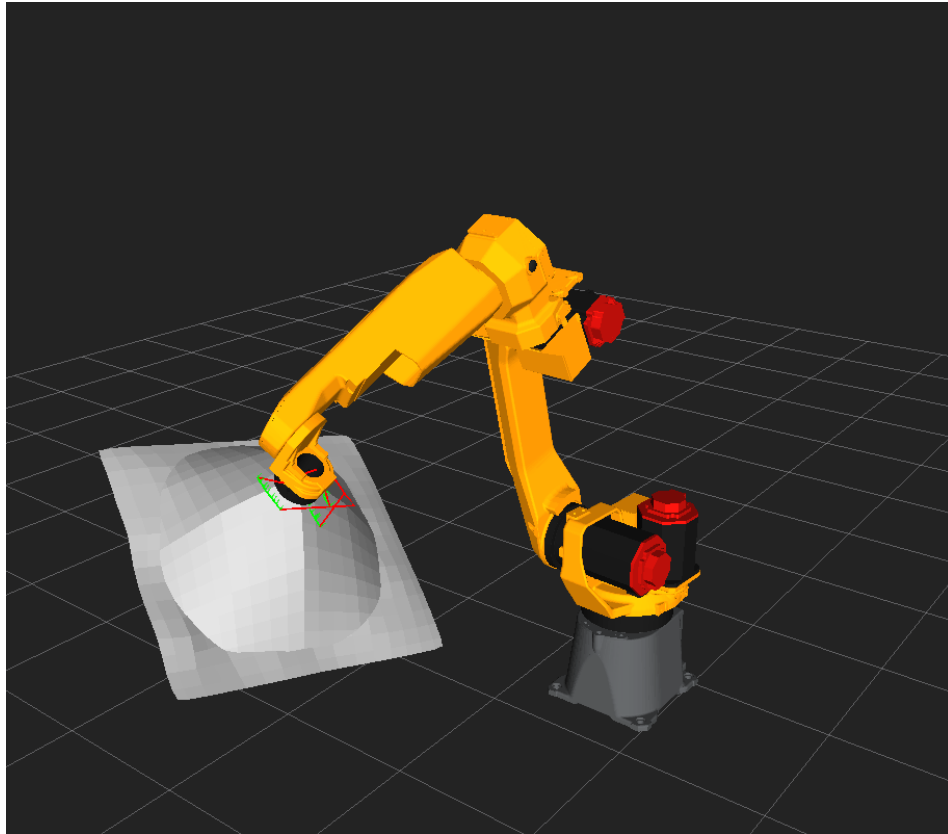
## ■ Build :

`cd $(ros_workspace)/build && make`

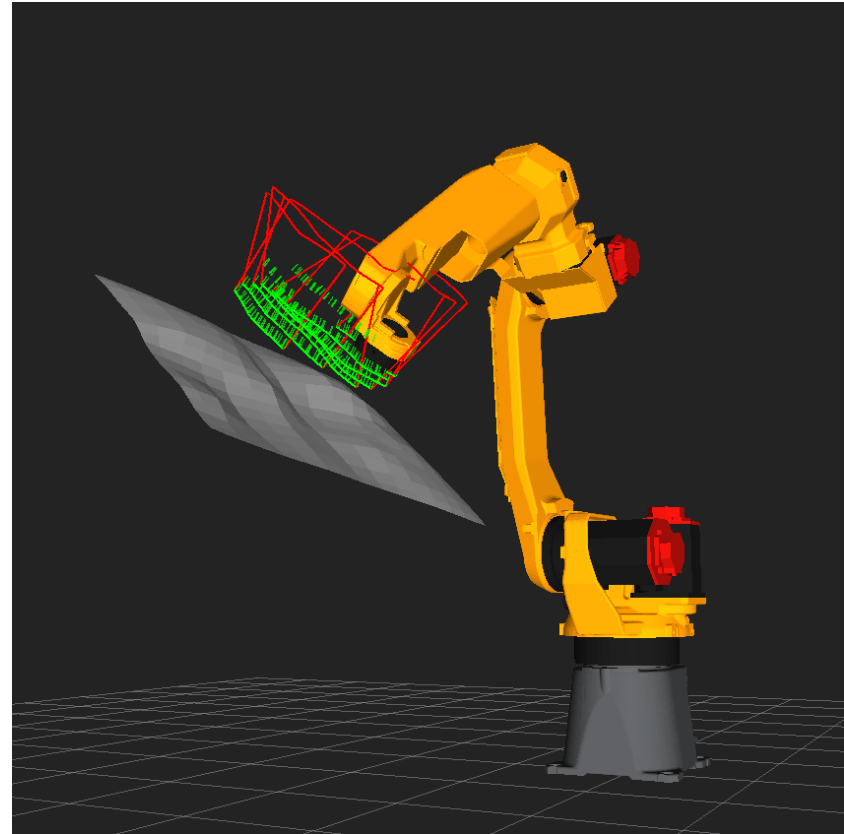
## ■ Launch :

`roslaunch bezier_application bezier_application.launch filename:=oriented_complicated_mesh.ply`

# Result in RVIZ



*With my\_default\_mesh\_marker*



*Without my\_default\_mesh\_marker*