

3-D Drawing, 2-D Templates

- Uses endpoints of segments & arcs and center of circles
- Heuristic used to find plane of drawn symbol (THREE.js doesn't have general matrix math library)
- Center & size of drawn symbol found
- Each template positioned, rotated & scaled to match for comparison

Root-Mean-Square Diff

- difference between drawn endpoints & template endpoints

- $$\sqrt{\frac{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}{3}}$$

- one point way off worse than many points a little off