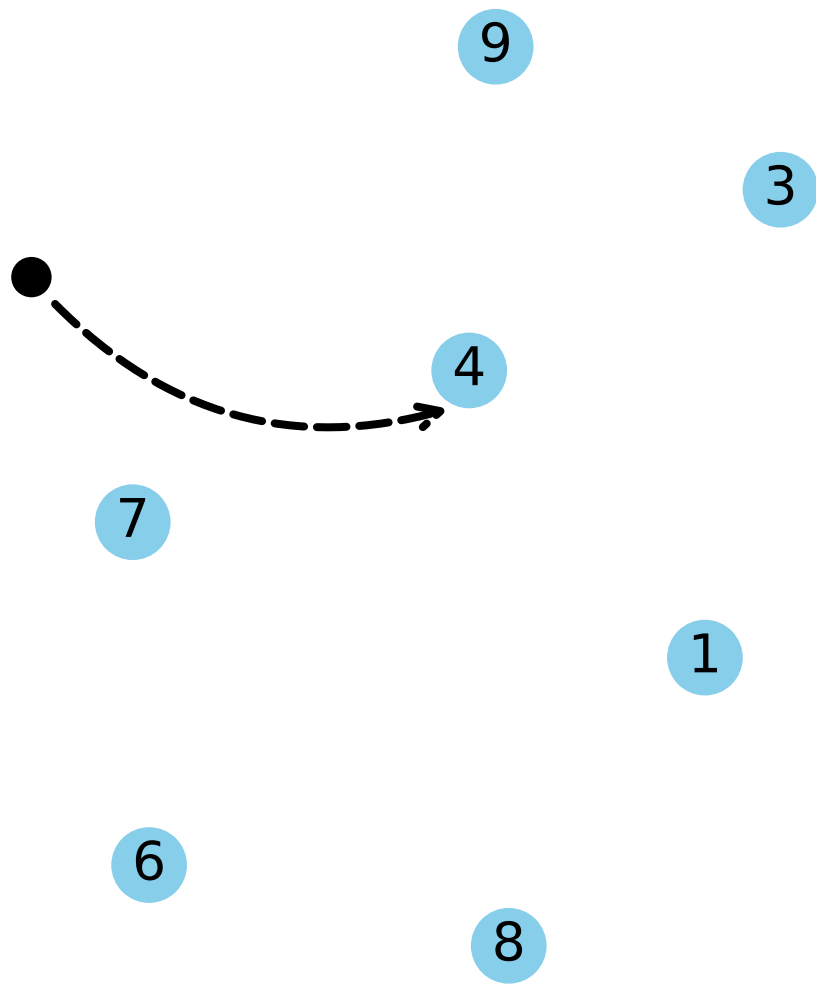
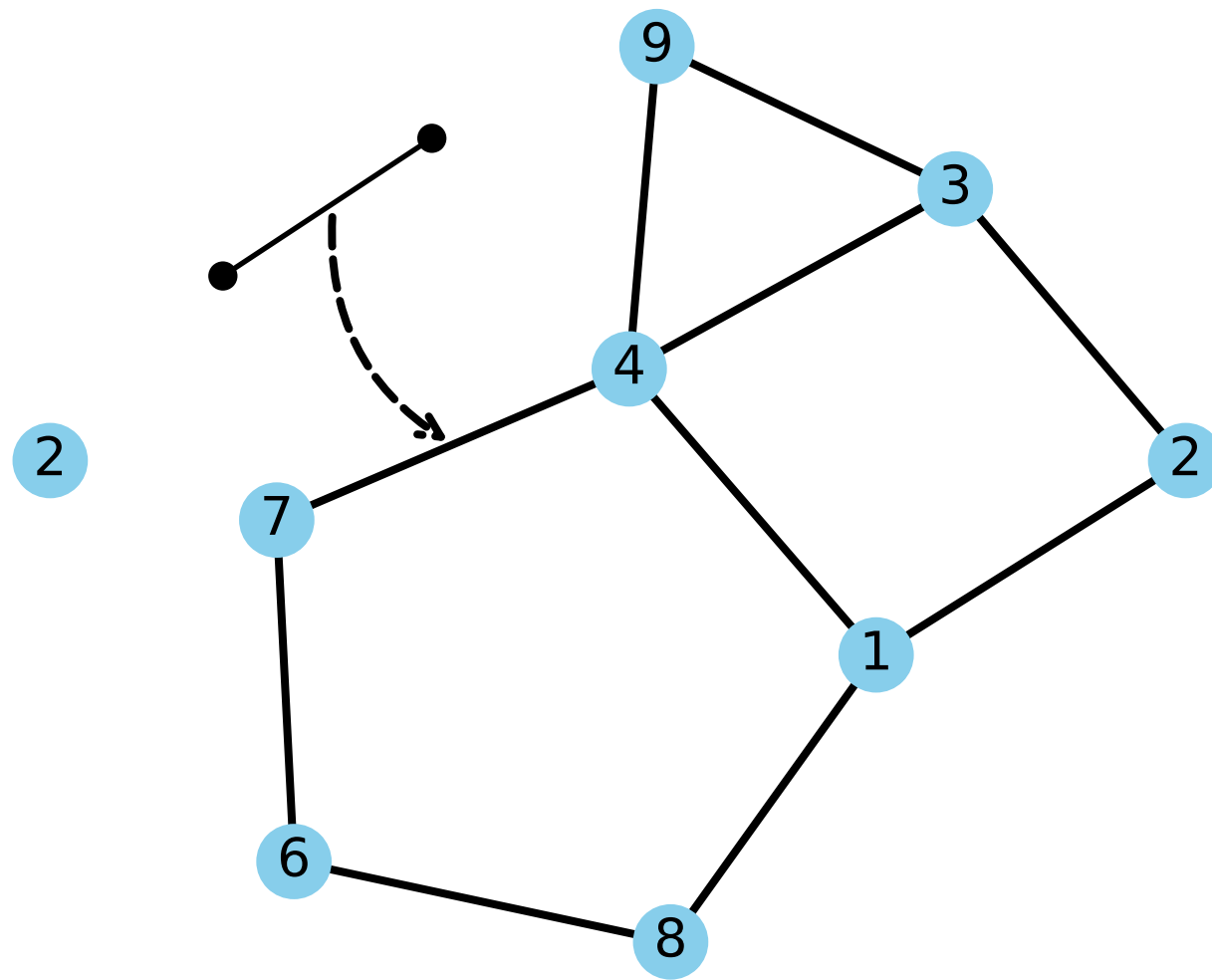


0-Skeleton
(Nodes \mathcal{V})



1-Skeleton
(Nodes \mathcal{V} , Edges \mathcal{E})



Complex \mathcal{X}_2
(Nodes \mathcal{V} , Edges \mathcal{E} , Polygons \mathcal{P})

