## hull abstraction::Reconstructor greedy projection triangulation - poisson mesh + Reconstructor() + ~Reconstructor() + greedyTriangulation() + poissonReconstruction() + marchingCubesReconstruction() + bsplineSurfaceFitting() + Reconstructor() + ~Reconstructor() + greedyTriangulation() + poissonReconstruction() + marchingCubes() + bsplineSurfaceFitting() pointCloud2Vector3d() - pointCloud2Vector3d() -rc bspline surface fitting node::BsplineSurfaceFitting - nh - pub - sub - output\_msg - mesh + BsplineSurfaceFitting() + run()

processing()