## hull\_abstraction::Reconstructor - greedy\_projection\_triangulation - poisson - mesh

- + Reconstructor()+ ~Reconstructor()
- + greedyTriangulation()+ poissonReconstruction()
- + marchingCubes()
- + bsplineSurfaceFitting()
- + Reconstructor() + ~Reconstructor()
- + greedyTriangulation()
- + poissonReconstruction()+ marchingCubes()
- + bsplineSurfaceFitting()
- pointCloud2Vector3d()
- pointCloud2Vector3d()



## bspline\_surface\_fitting \_node::BsplineSurfaceFitting

- nh
- pub
- sub
- output\_msgmesh
- + BsplineSurfaceFitting()
- + run()
- processing()