## hull abstraction::Reconstructor - greedy\_projection triangulation poisson - mesh - surface data - surface parameters curve data curve parameters + Reconstructor() + ~Reconstructor() + greedyTriangulation() + poissonReconstruction() + marchingCubesReconstruction() + bsplineSurfaceFitting() + Reconstructor() + ~Reconstructor() + greedyTriangulation() + poissonReconstruction() + marchingCubesReconstruction() + bsplineSurfaceFitting() pointCloud2Vector3d() pointCloud2Vector3d() -rc bspline surface\_fitting node::BsplineSurfaceFitting - nh - pub - sub - output msg mesh + BsplineSurfaceFitting() + run() processing()