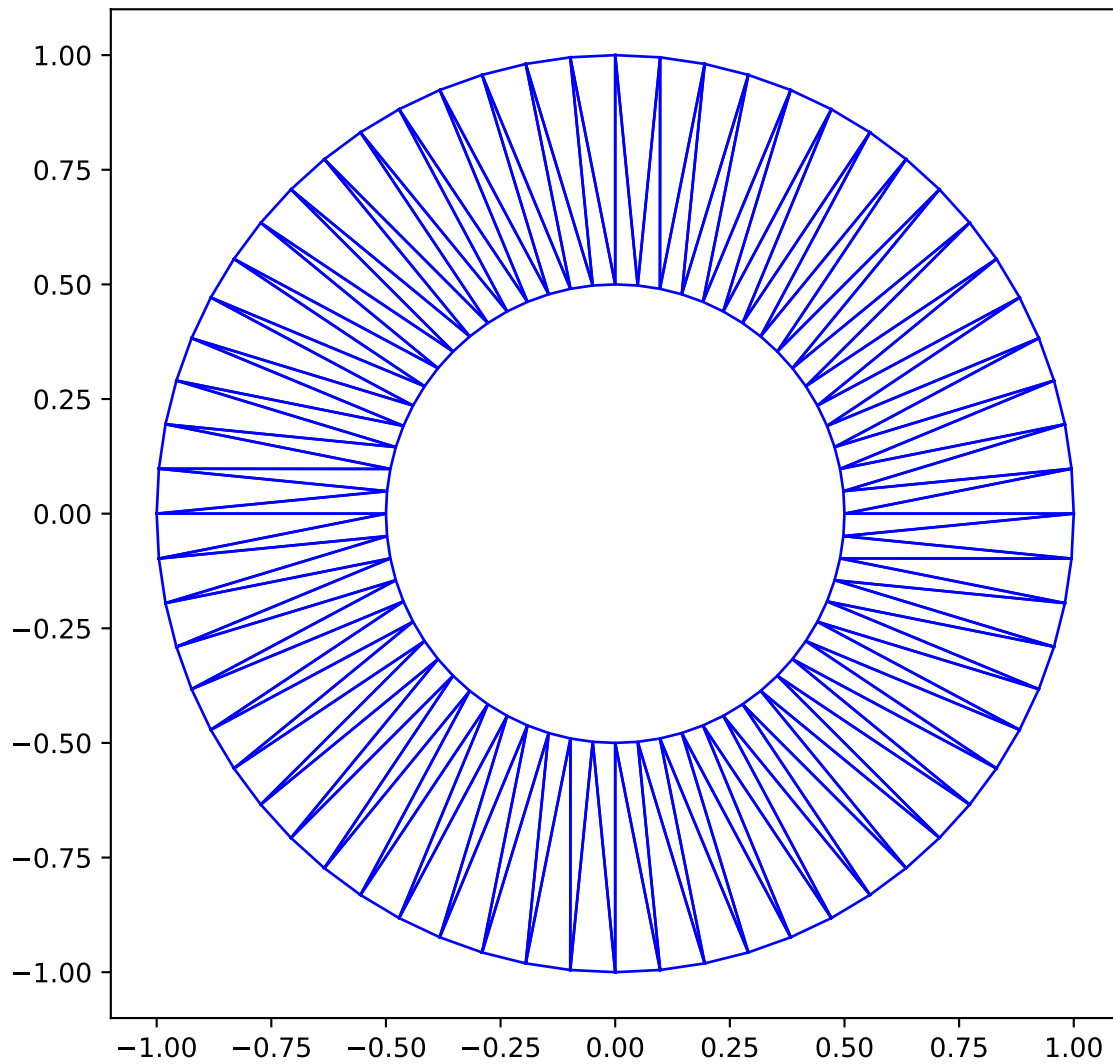


Original Mesh - #Faces: 128



Reconstructed Mesh - #Faces: 1096

