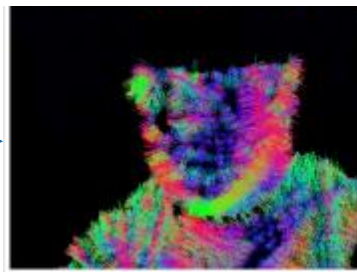




Convert RGBD Image to Colored Point Cloud



Estimate Normals for Point Cloud



Triangulate point cloud



Render Finished Mesh

