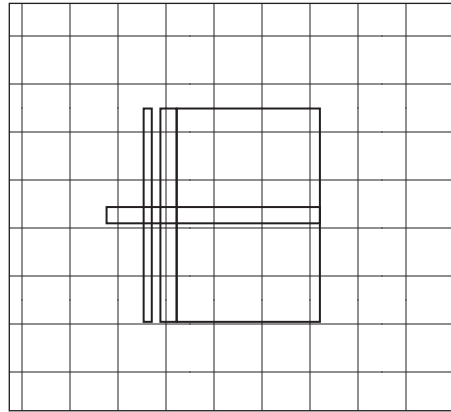
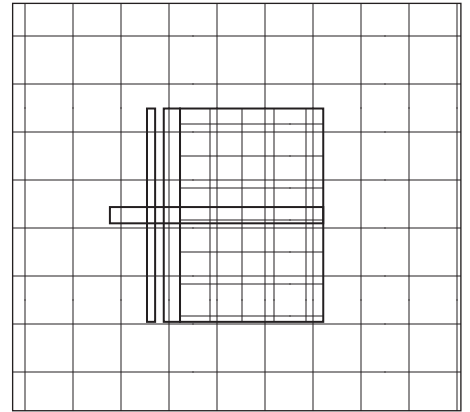


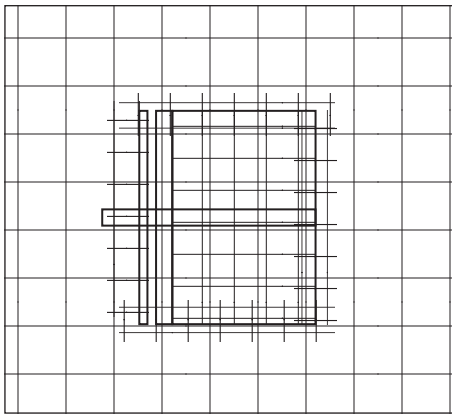
1. STL surface filled with white



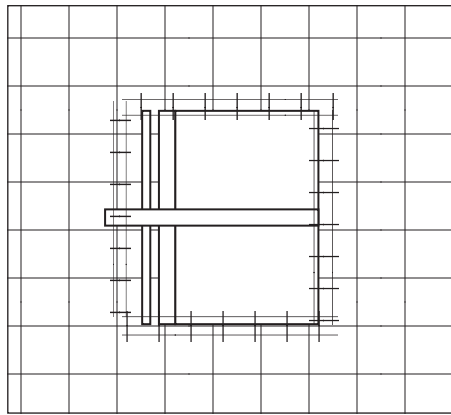
2. Initial mesh generation



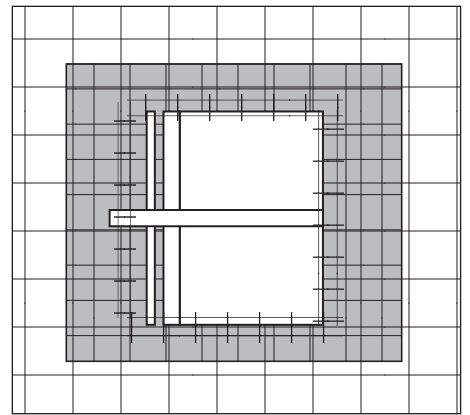
3. Cell splitting by *edgeFeatureExtract*



4. Cell splitting by *surfaceFeatureExtract*



5. Cell removal



6. Cell splitting by region to create the zones using *splitMeshRegions*