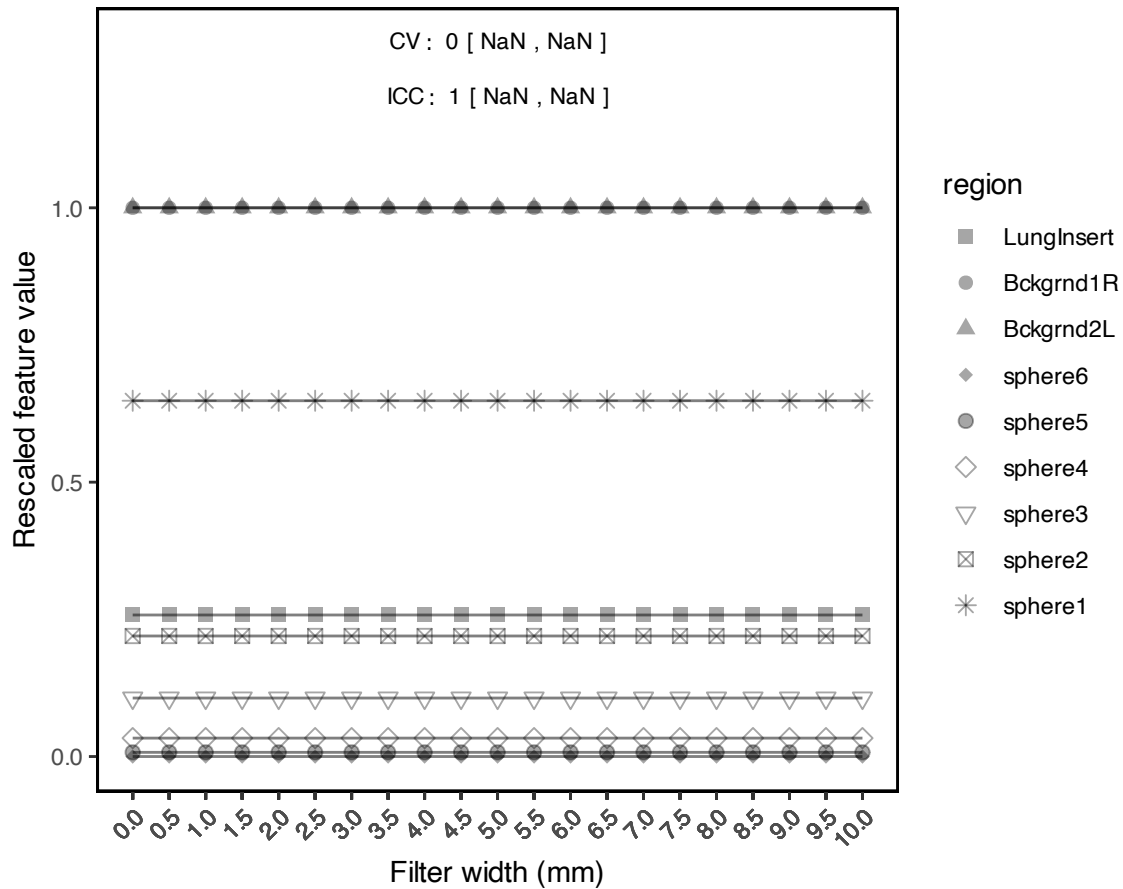


# shape VoxelVolume



Robust