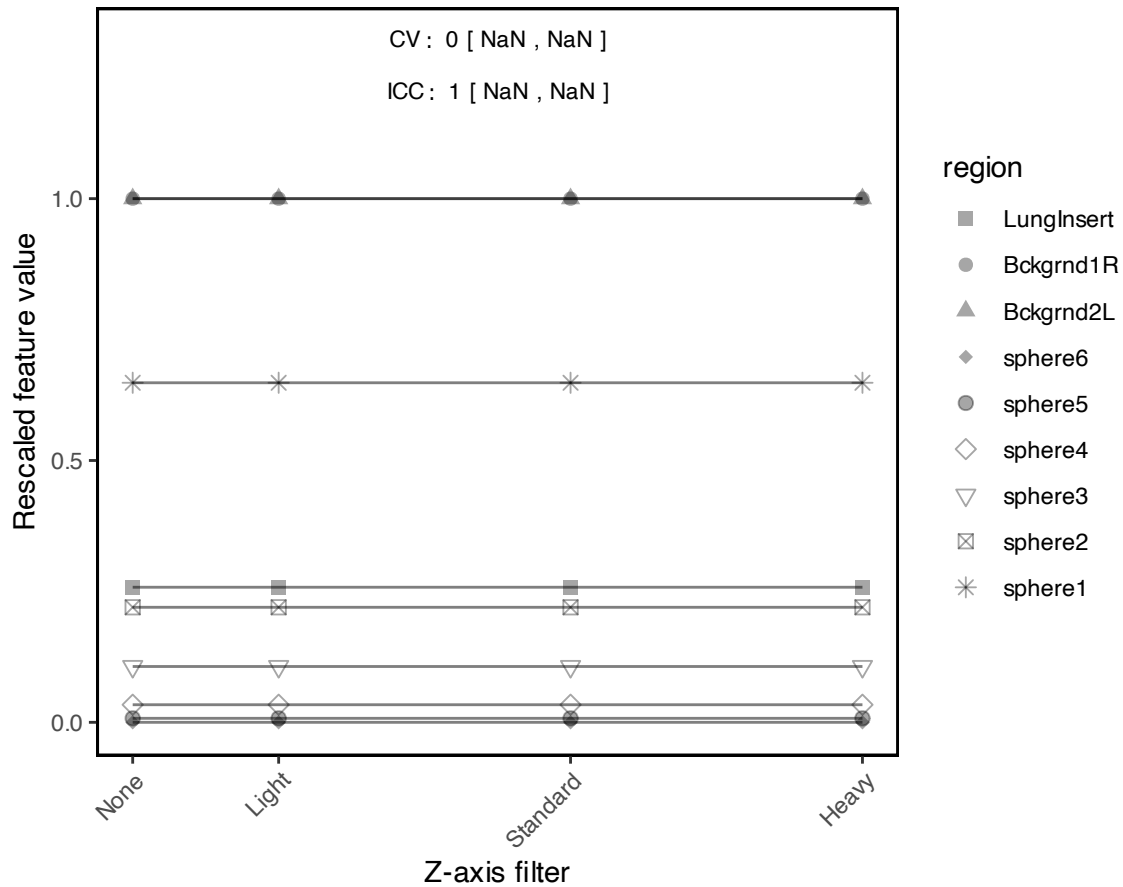


shape VoxelVolume



Robust