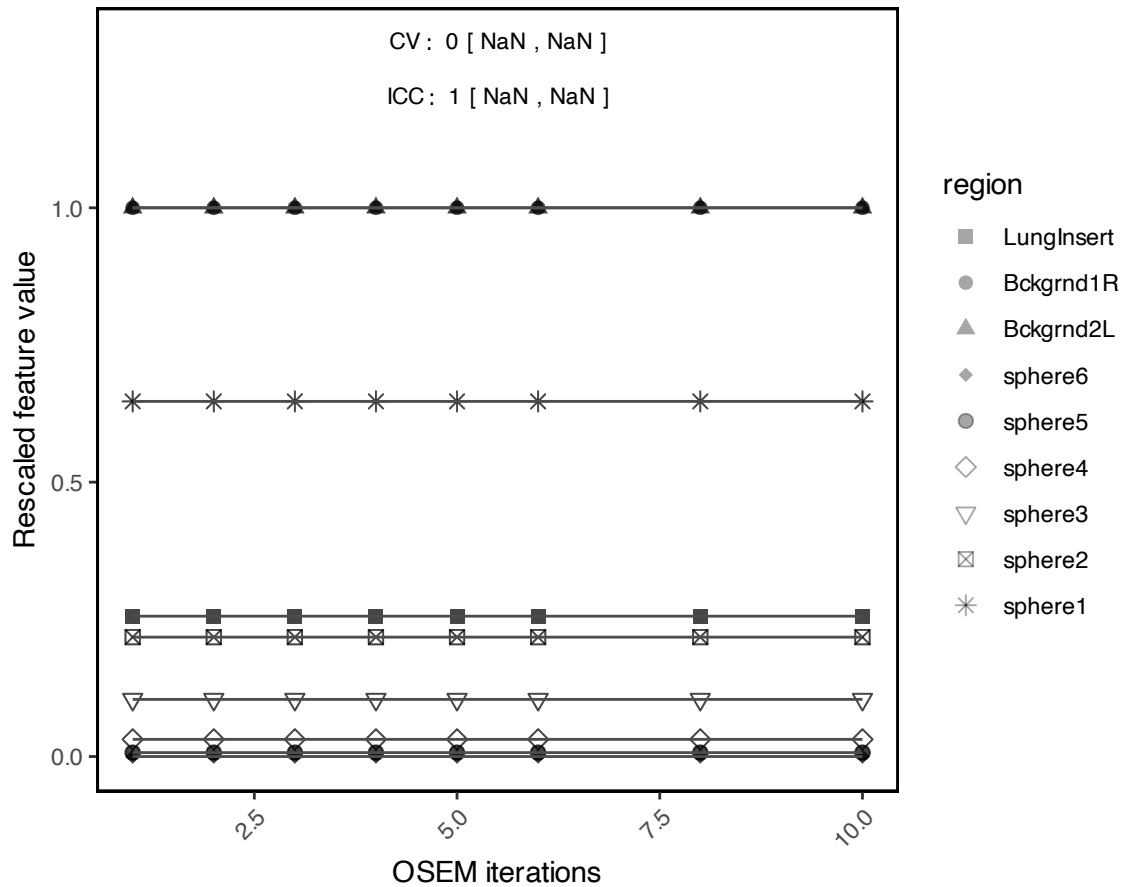


# shape MeshVolume



Robust