



Image (used here)

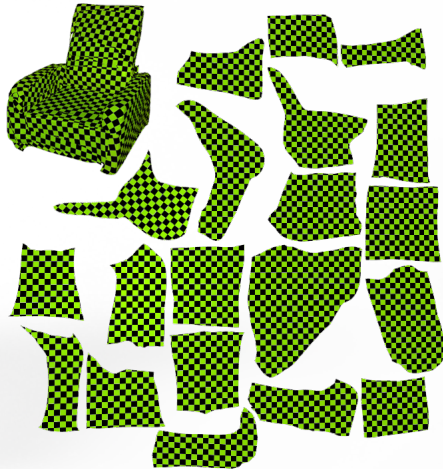


Point Cloud (not used)

(a) Possible Inputs



(b) Output Mesh



(c) Output Atlas (optimized)



(d) Textured Output