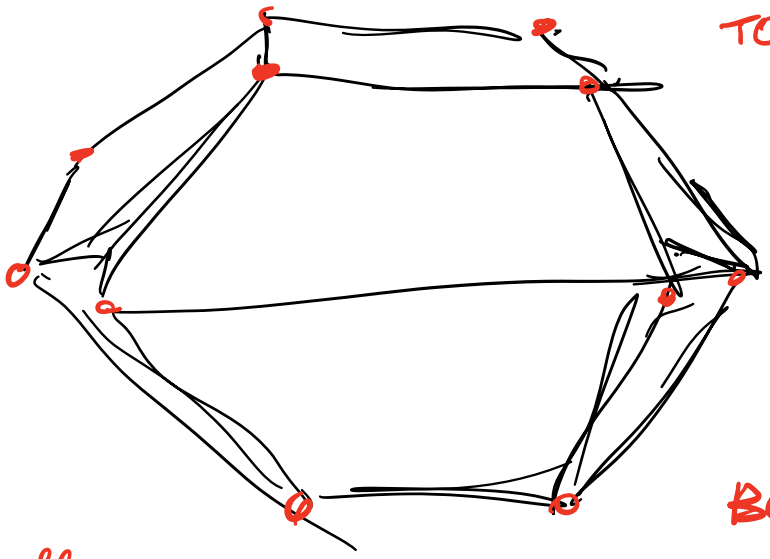
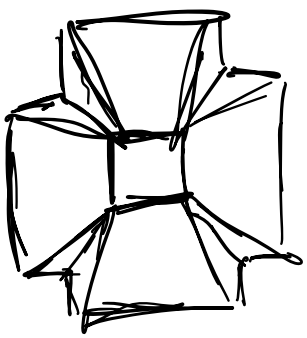
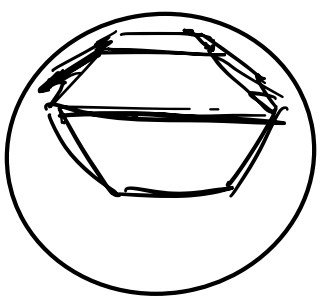


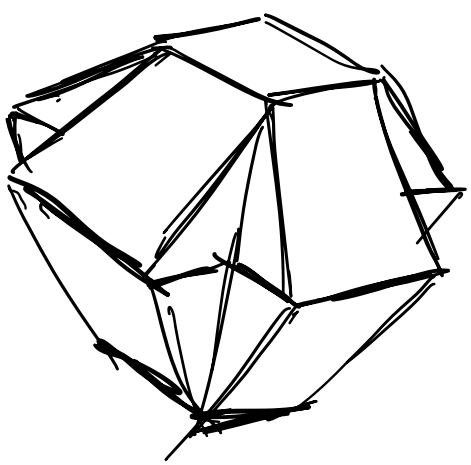

Boundary cells
(not all vert included)

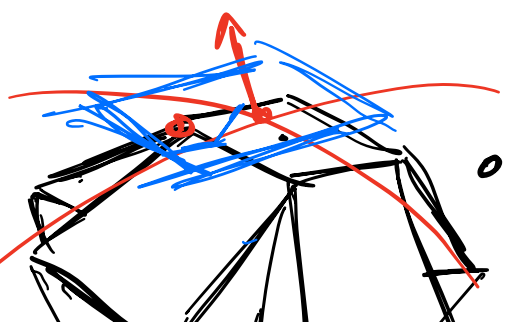
case 1

1-4 TOP are excluded.

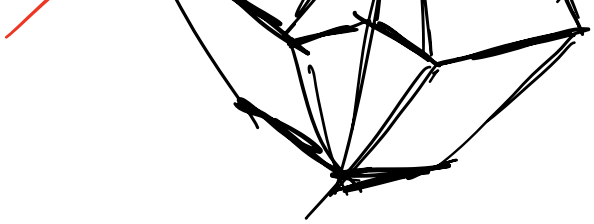




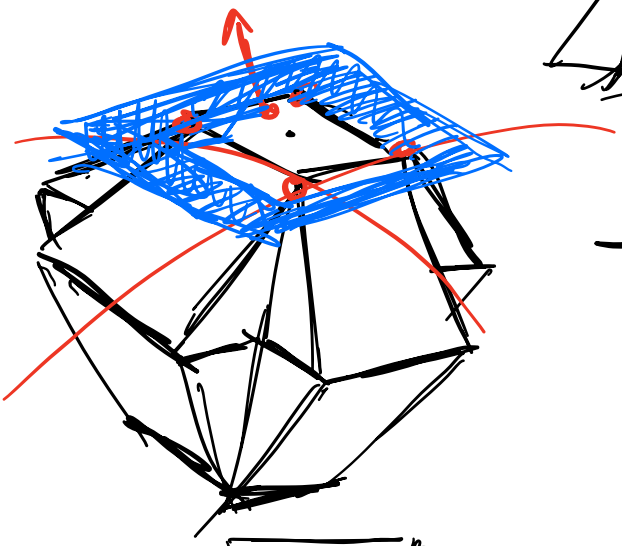




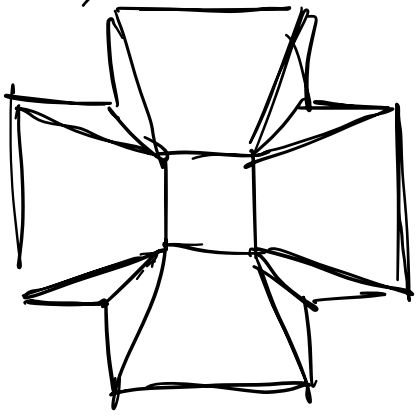
- use surface normal of top projection to define plane

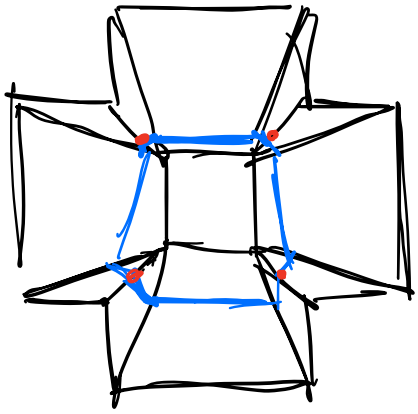


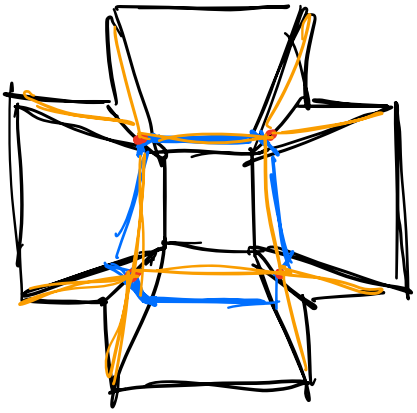
→ if shape is long and narrow ~ inaccurate



→ maybe shift down so that all new points are included.





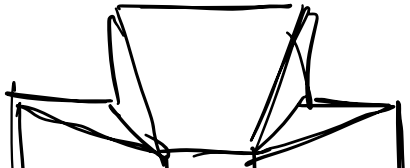


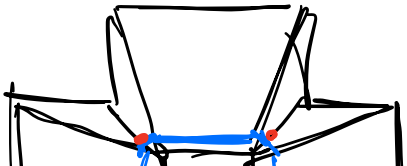
find intersection of plane + fold edge.

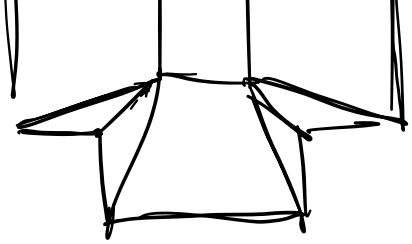
(if it doesn't completely redef to cap, move down until it does?)

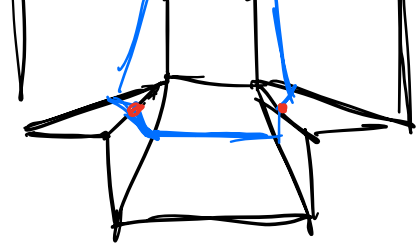
## Case 2

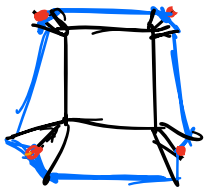
TOP4 + MID8



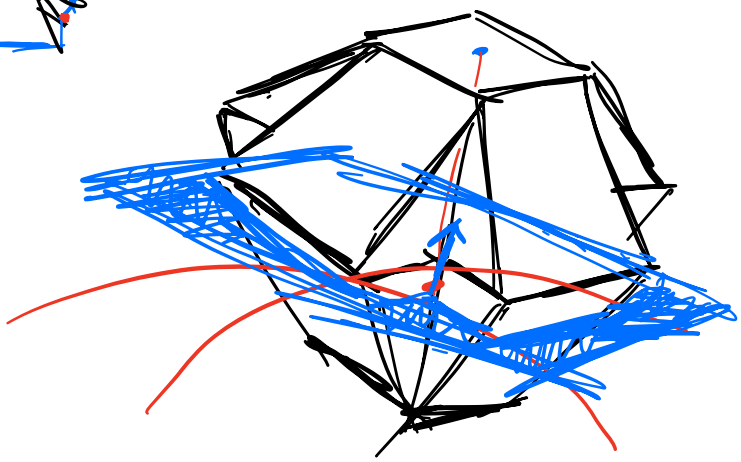






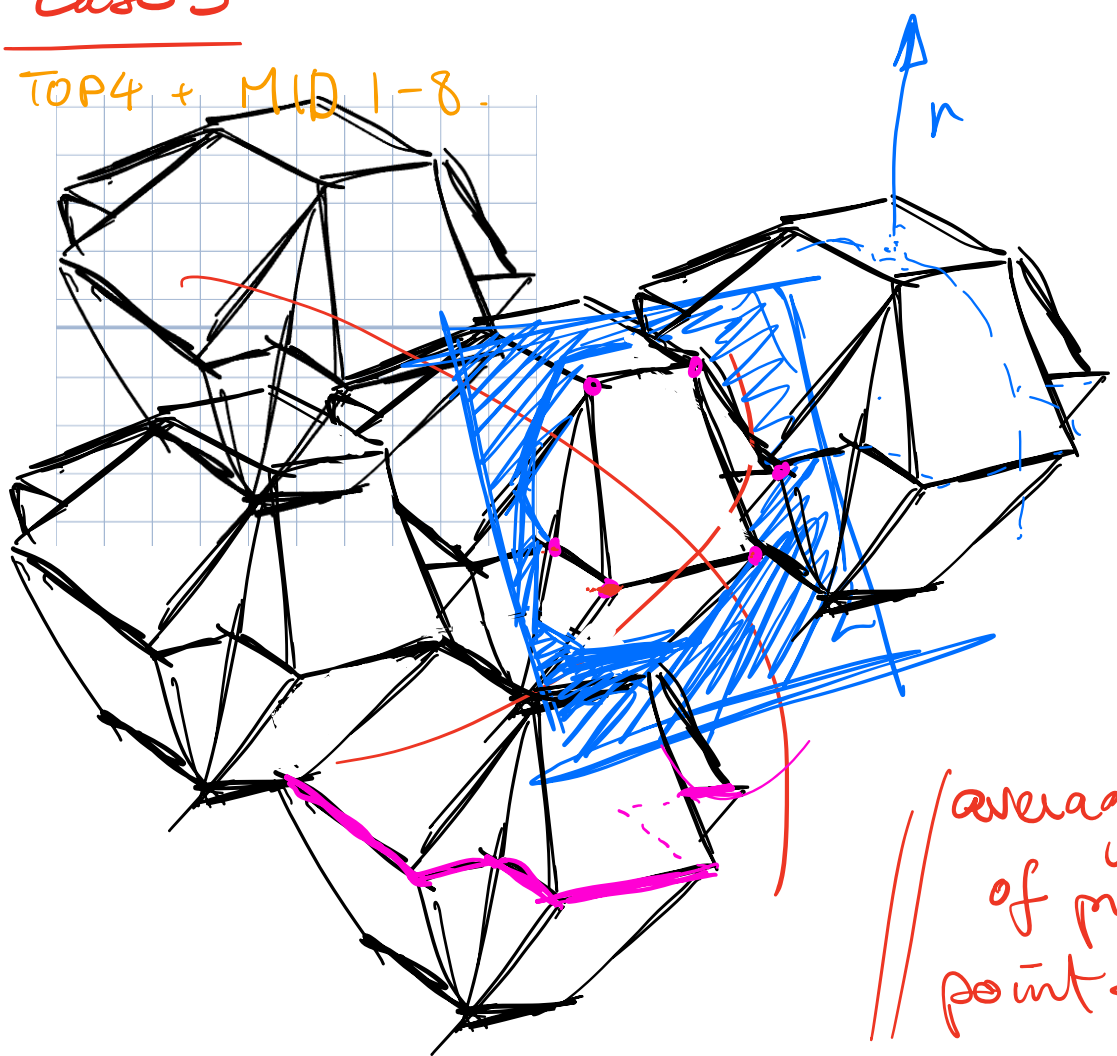


Do we care tho? IDK.



## Case 3

TOP4 + MID 1-8.




// average normals of projected fold points.