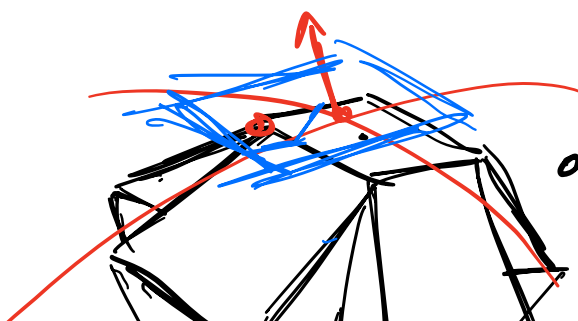
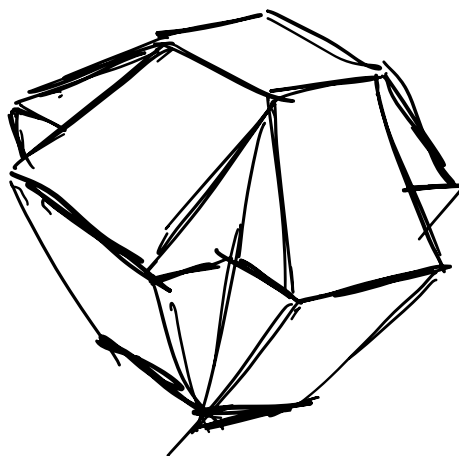
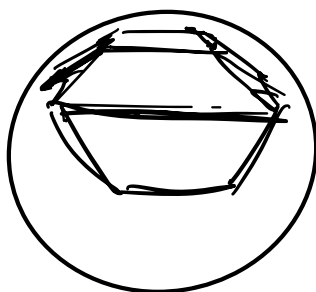
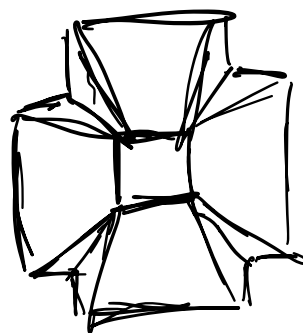


Boundary cells
(not all vert included)

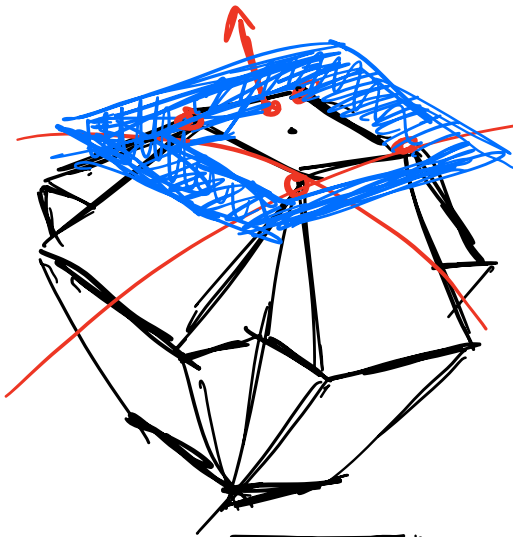
case 1

1-4 TOP are excluded

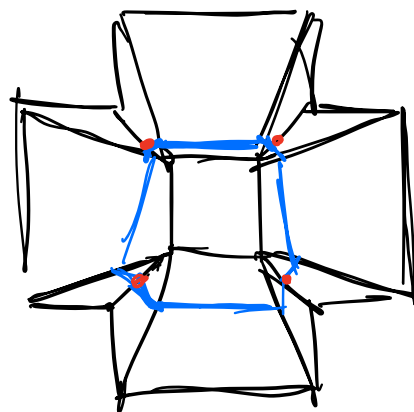
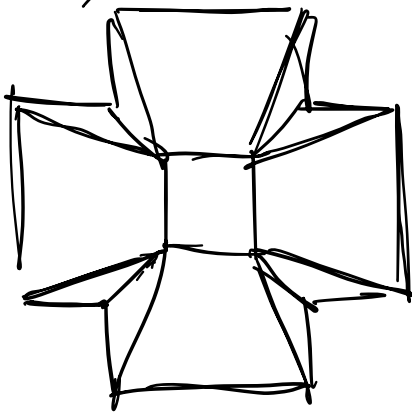


• use surface normal of top
projection to define plane

→ if shape is long and narrow ~ inaccurate

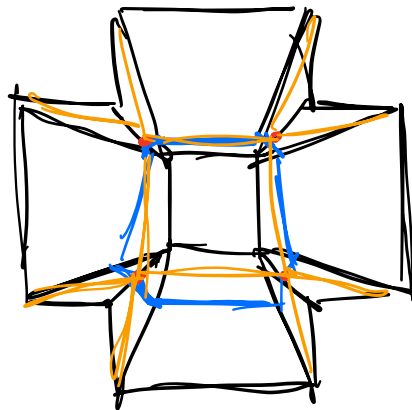


→ maybe shift down so that all new points are included -



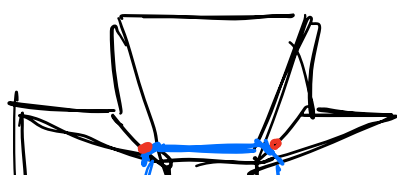
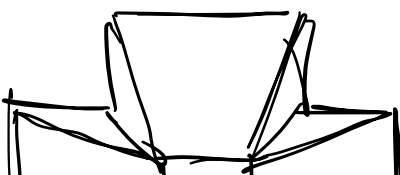
find intersection of plane + fold edge.

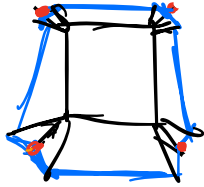
(if it doesn't completely reach to cap, move down until it does?)



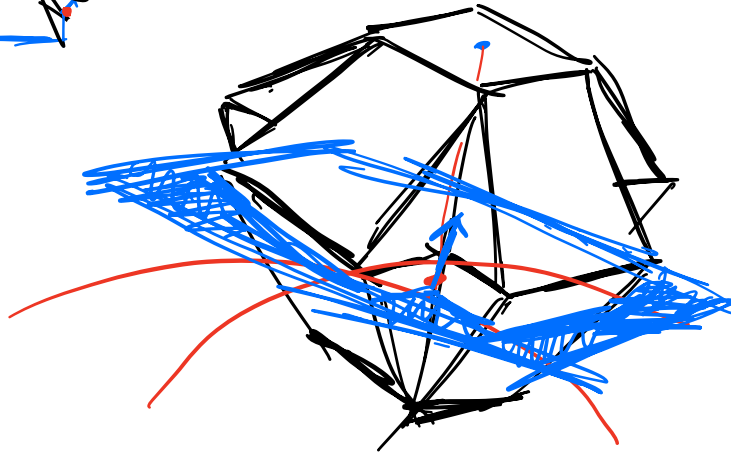
Case 2

TOP4 + MID8



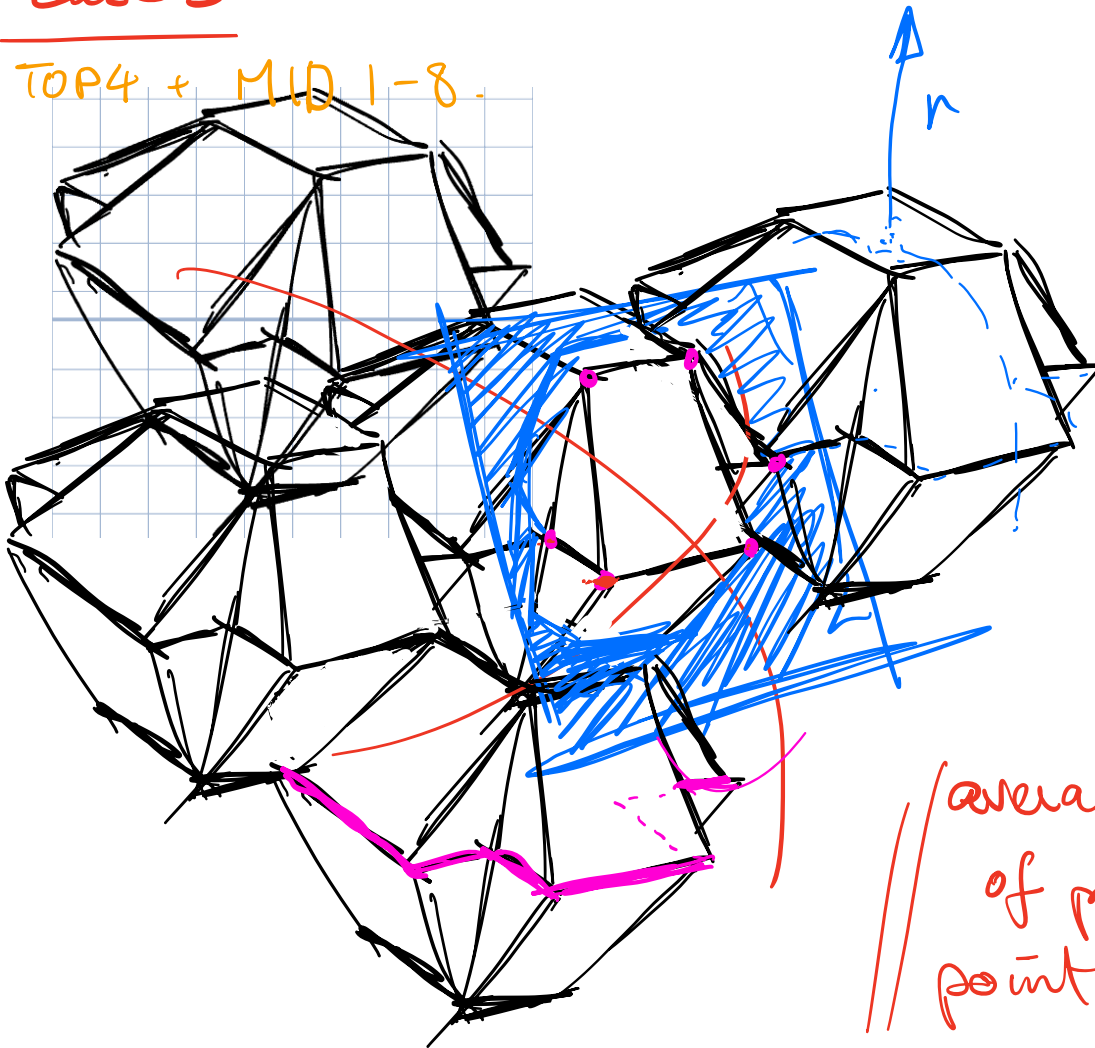


Do we care tho? IDK.

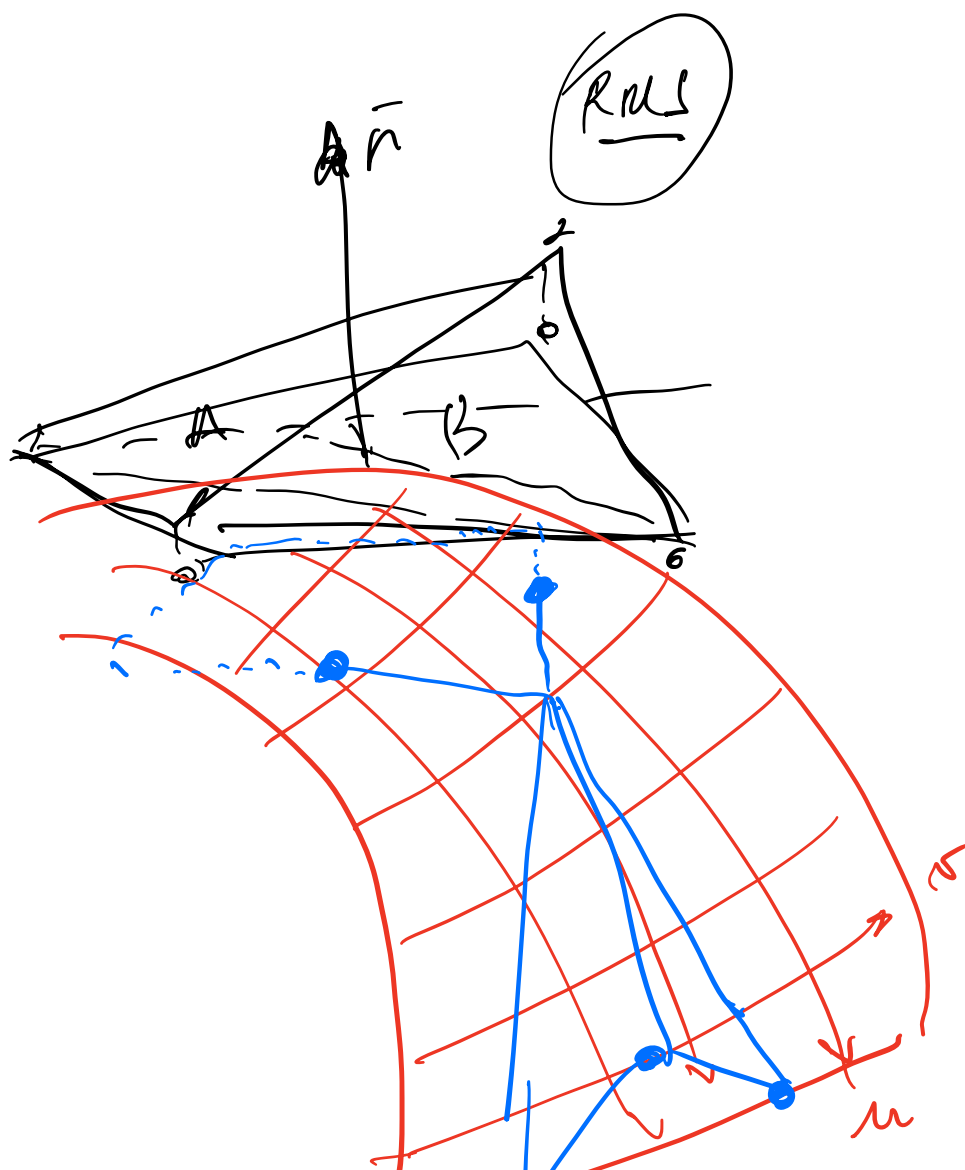
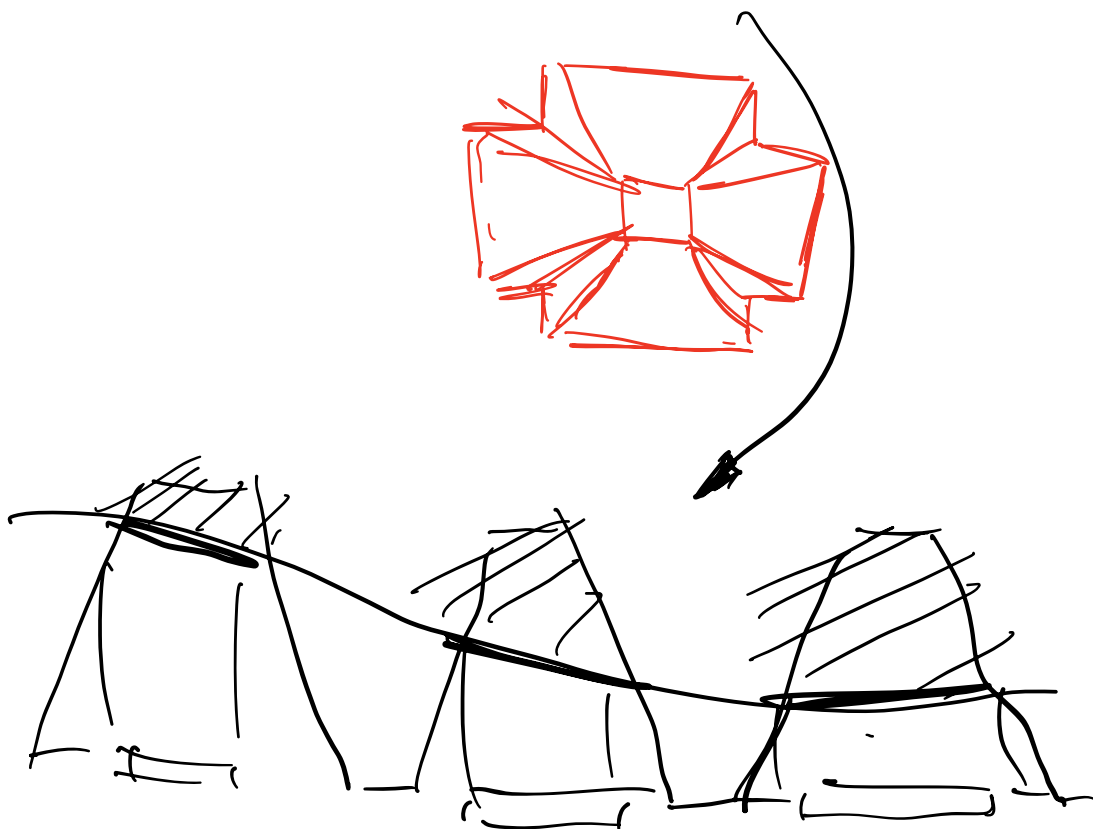


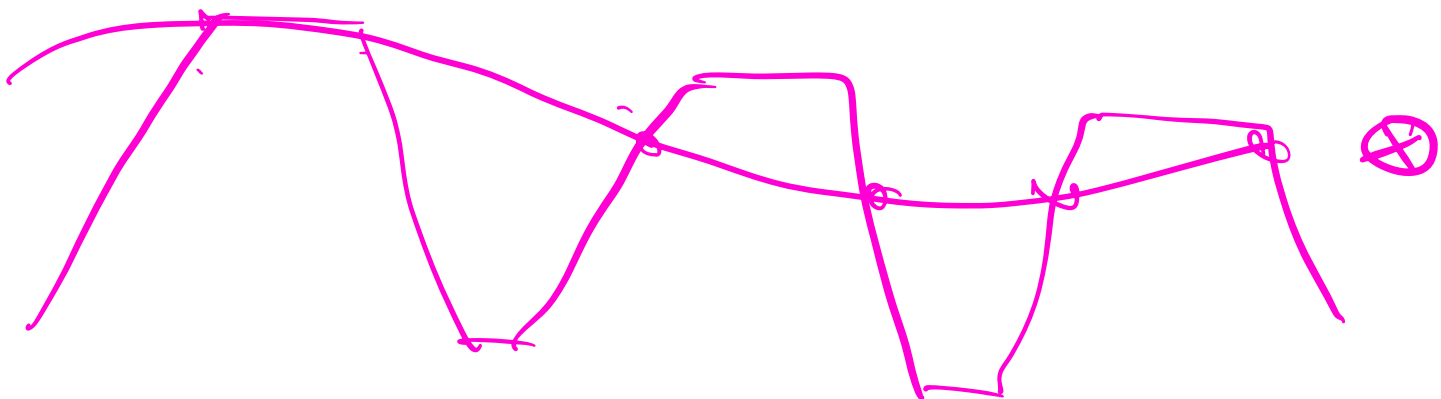
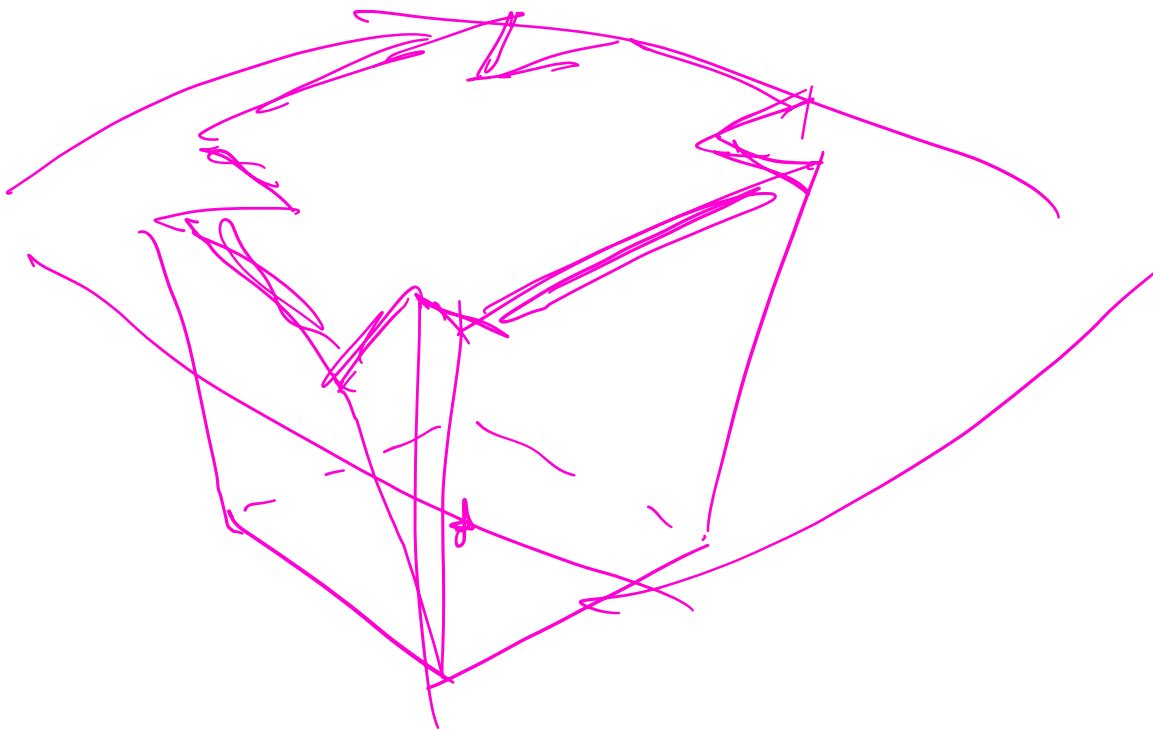
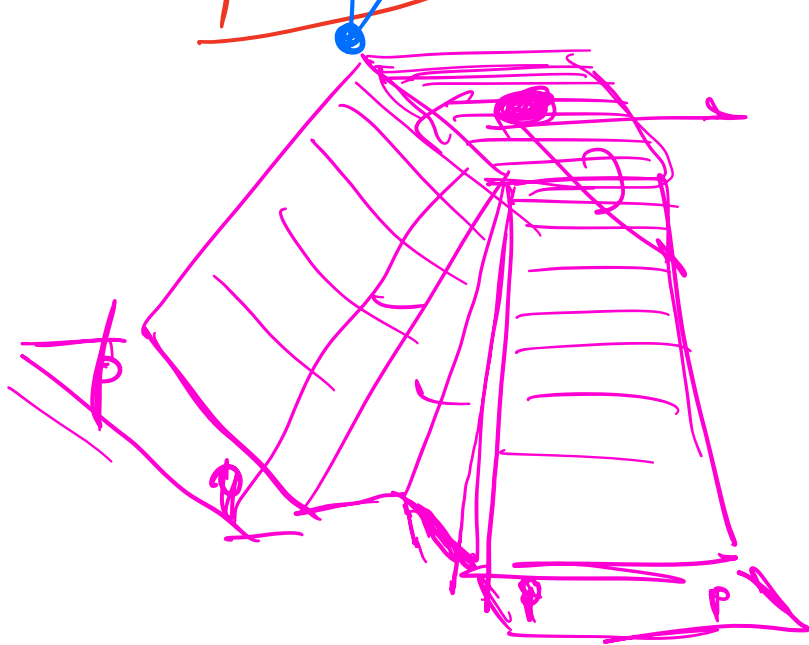
Case 3

TOP4 + MID 1-8.



average normals
of projected fold
points.





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