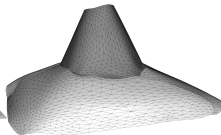
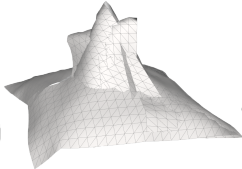
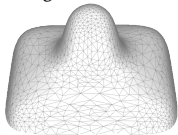
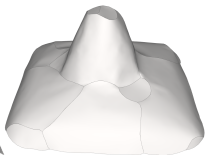
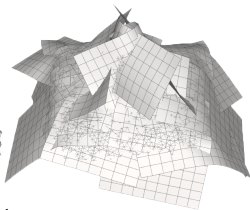
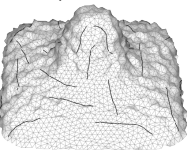


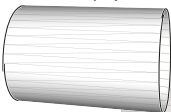
a irregular mesh



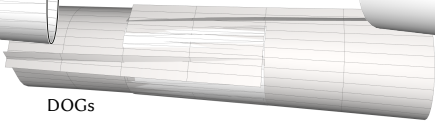
b noisy mesh



c extremely sparse mesh



input



DOGs



result