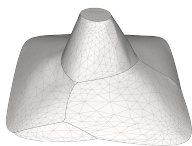
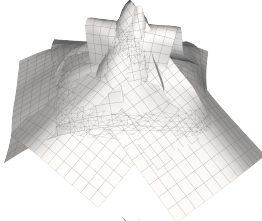
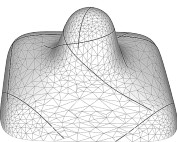
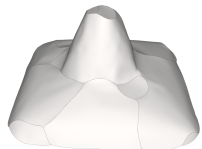
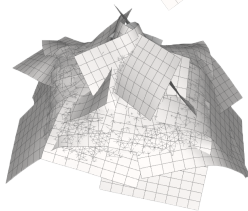
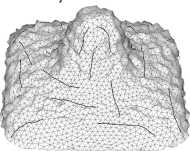


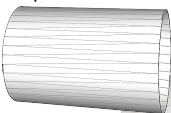
a irregular mesh



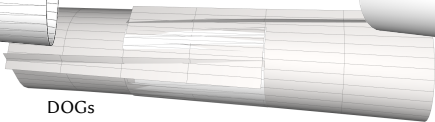
b noisy mesh



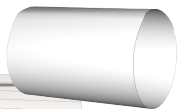
c sparse mesh



input

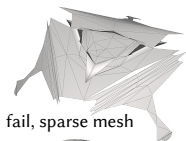
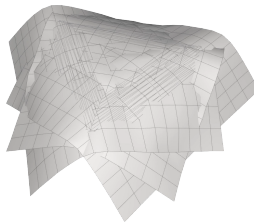
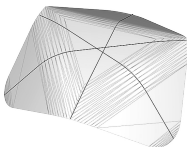


DOGs

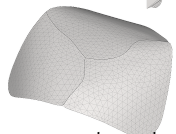


result

d failure case: projecting a sparse mesh



fail, sparse mesh



success, regular mesh