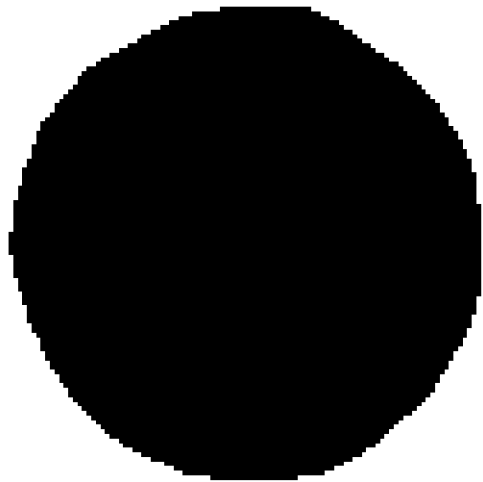
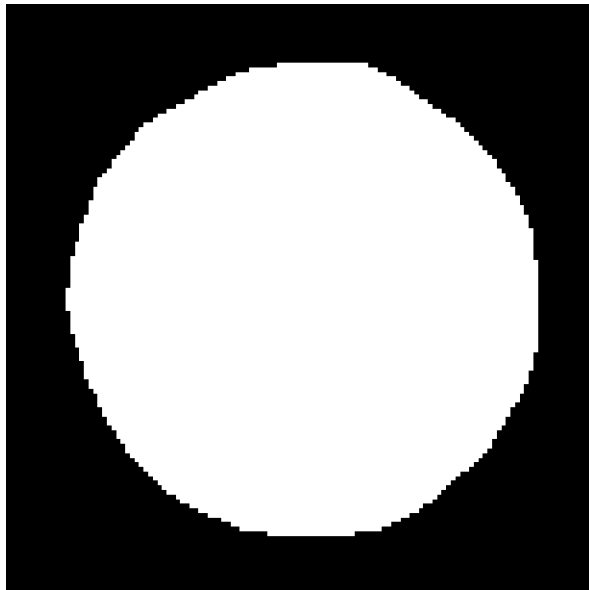


Raw mask (t=0)



Binary material mask



Signed Distance Field

