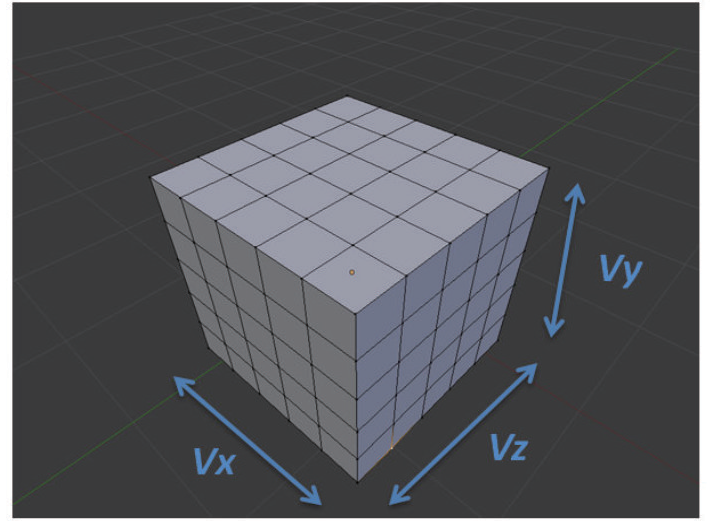
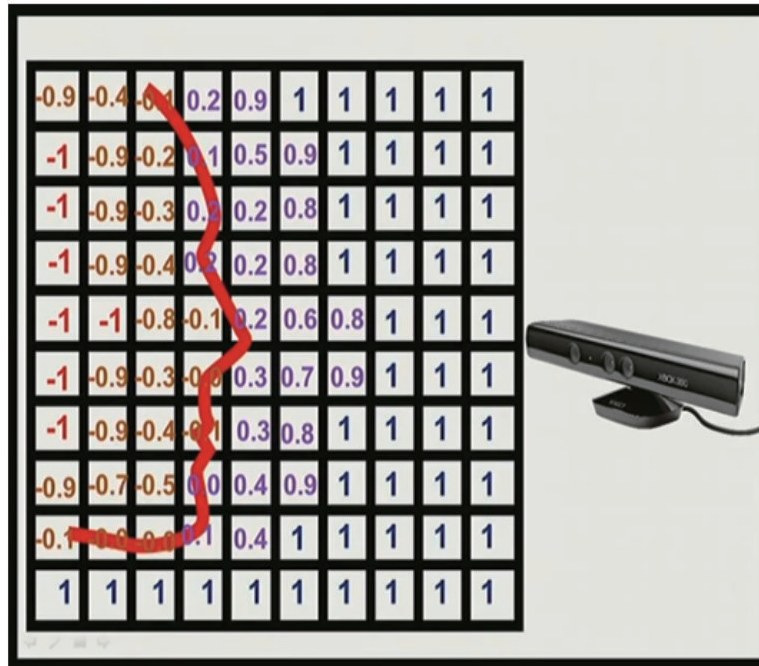


$$dx = dy = dz = 3 \text{ [meters]}$$



$$Vx = Vy = Vz = \{32, 64, 128, 256, 512\} \text{ [voxels]}$$



The truncated distance value formed when the camera observes the surface of the object