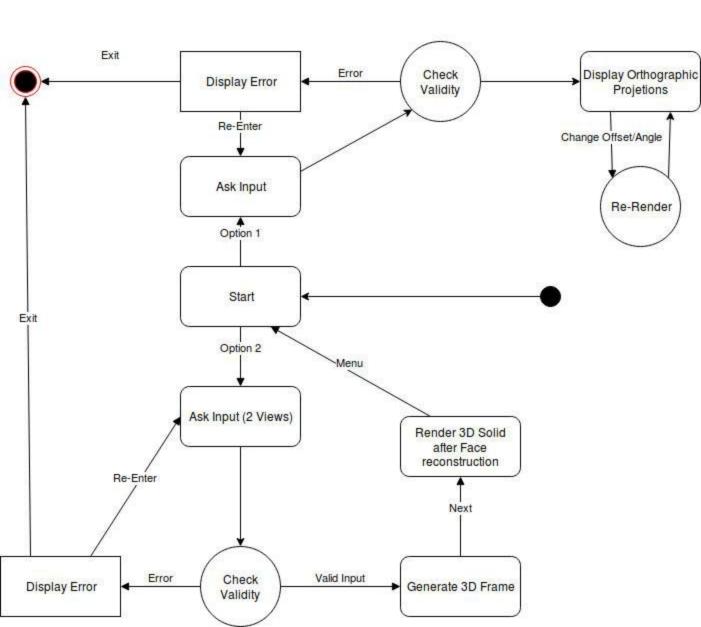
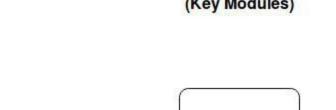
Program Flow (Each block represents function of that state)



3D object to 2D views (Key Modules)



Projected views on XY, YZ and XZ planes

3D object

(Modified)

3D Object

Offset/Angle

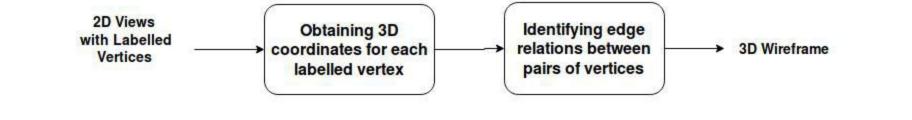
3D Object

Transform

Module

Render Module

3D Wireframe Generation Module



Face Reconstruction Module

