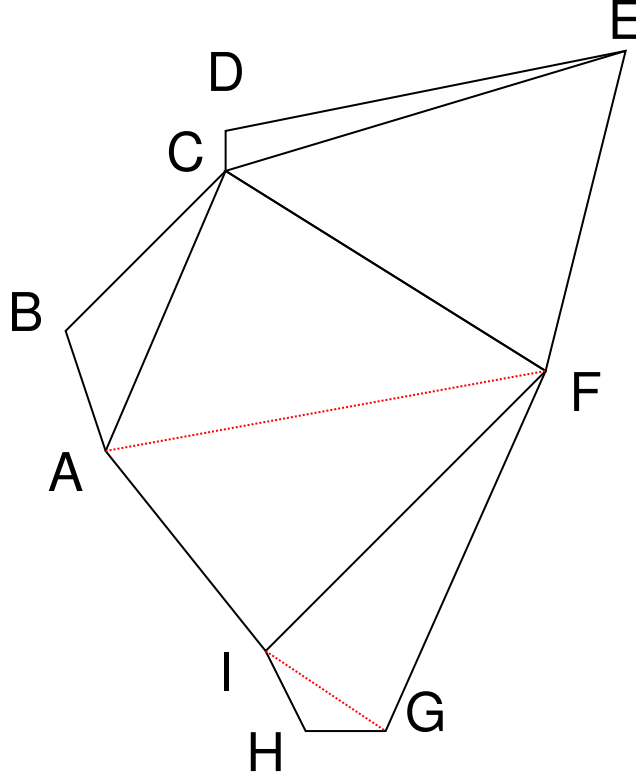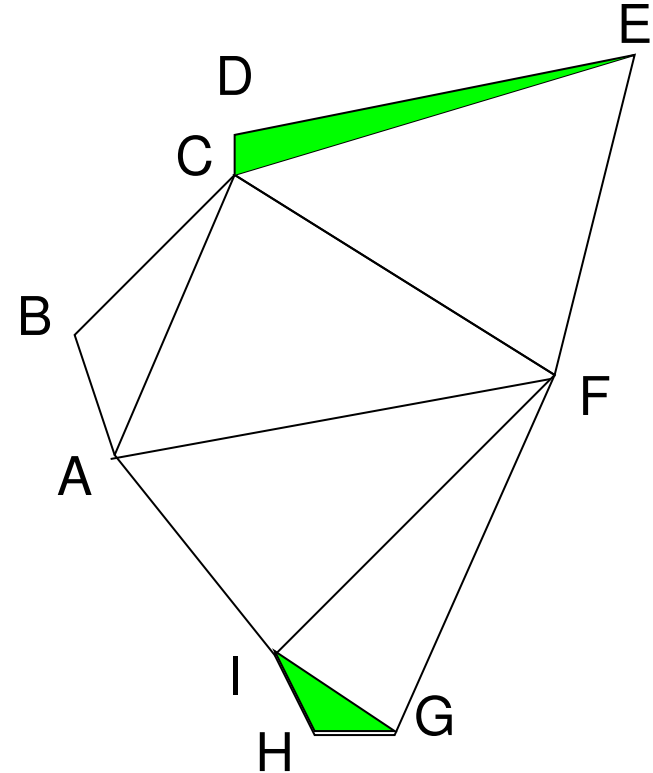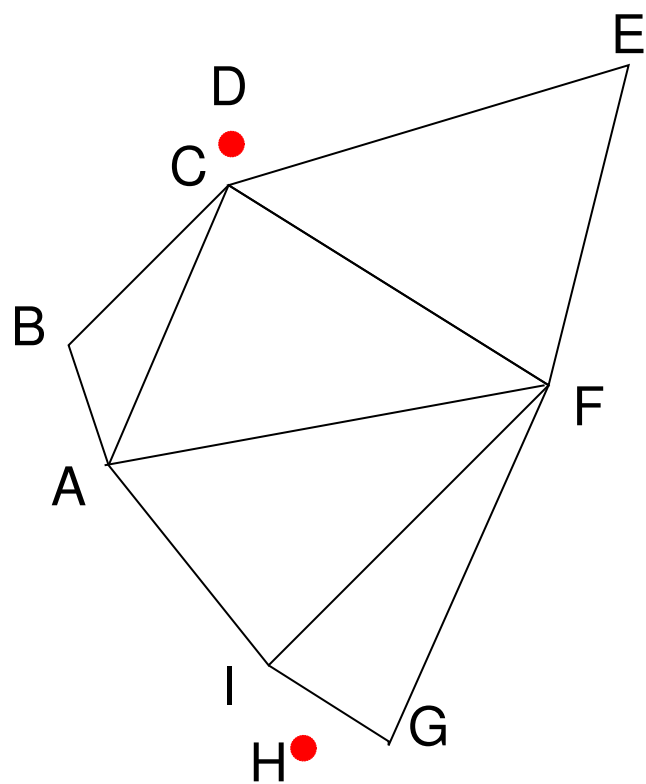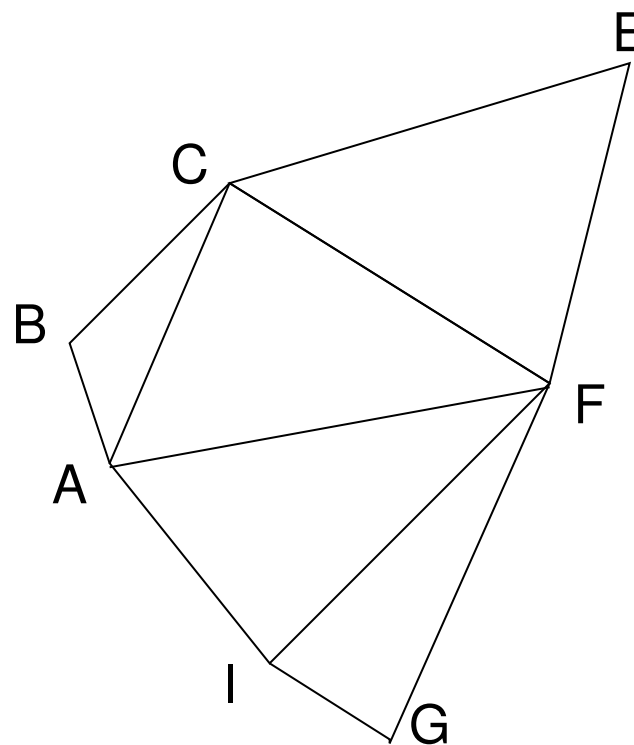Original Mesh

Subdivision

Sorting and Identification of
a Few Small-Areal Faces to Remove

Face Pruning

Vertex Pruning and Final Mesh