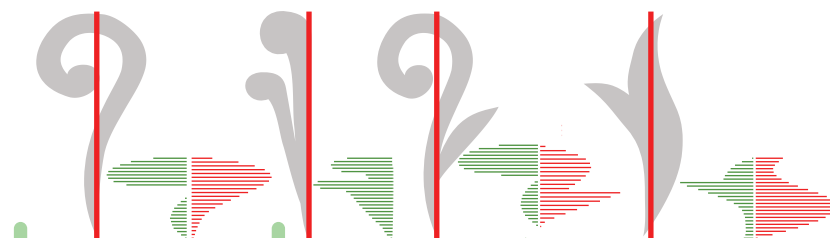
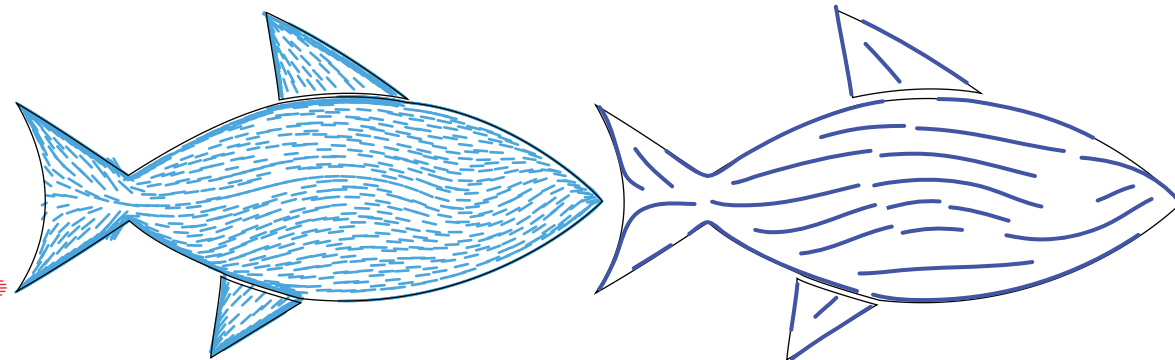


1) Target containers

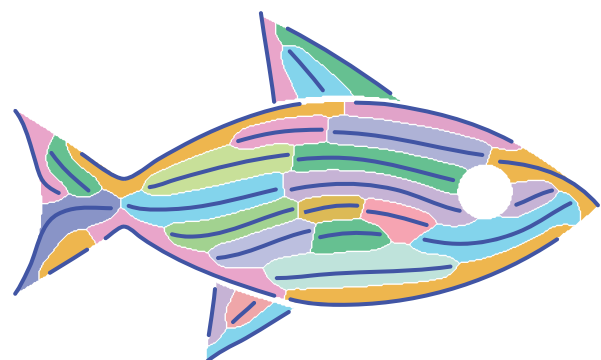


2) Ornamental Elements  
and LR functions

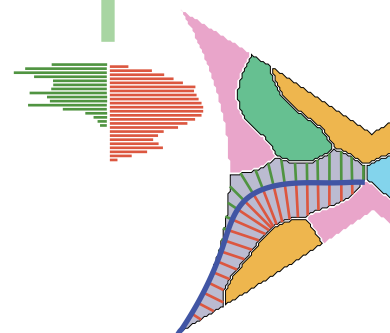


3) Creating vector fields and  
tracing streamlines

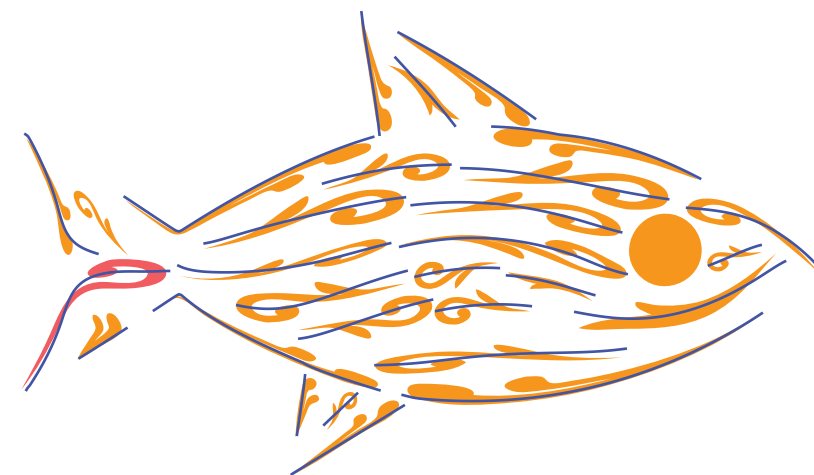
Best Match



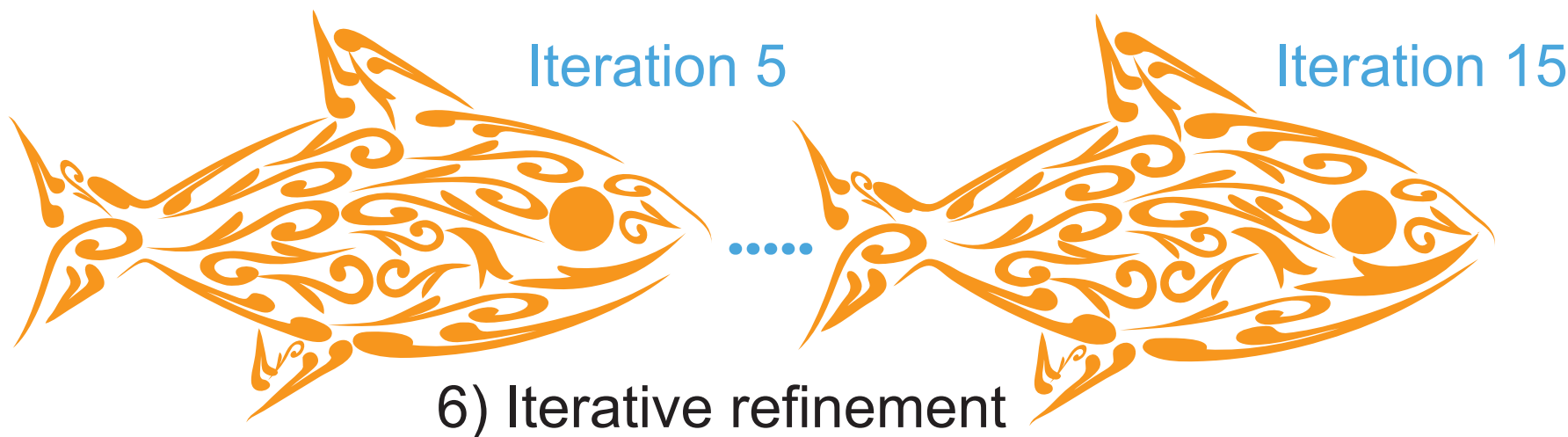
4) Sub-region blobs



Deform



5) Shape matching and deformation



6) Iterative refinement