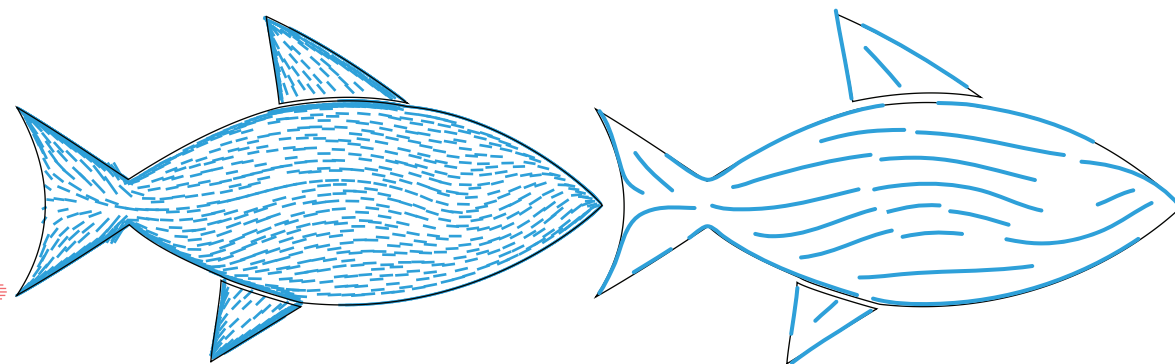


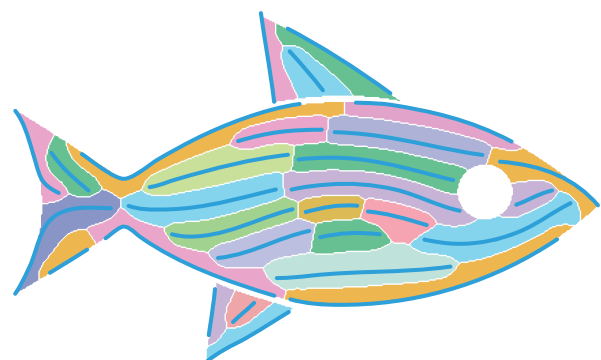
1) Target containers



2) Ornamental Elements
and LR functions

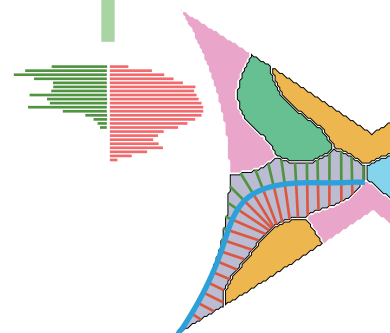


3) Creating vector fields and
tracing streamlines

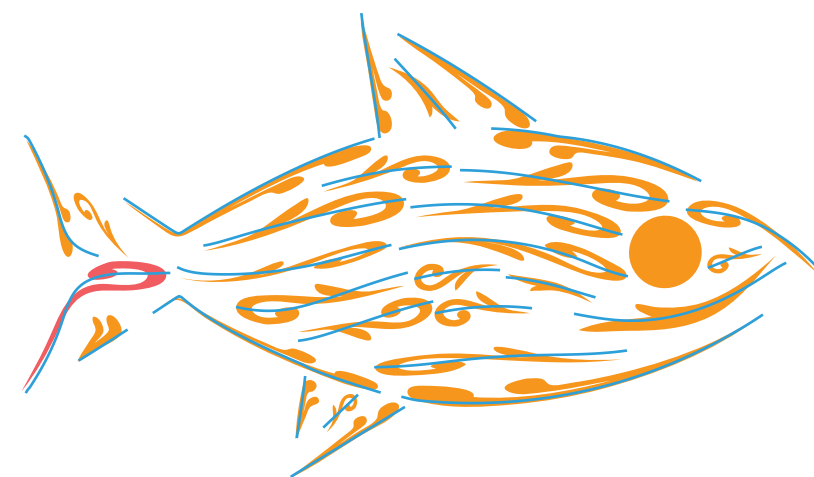


4) Sub-region blobs

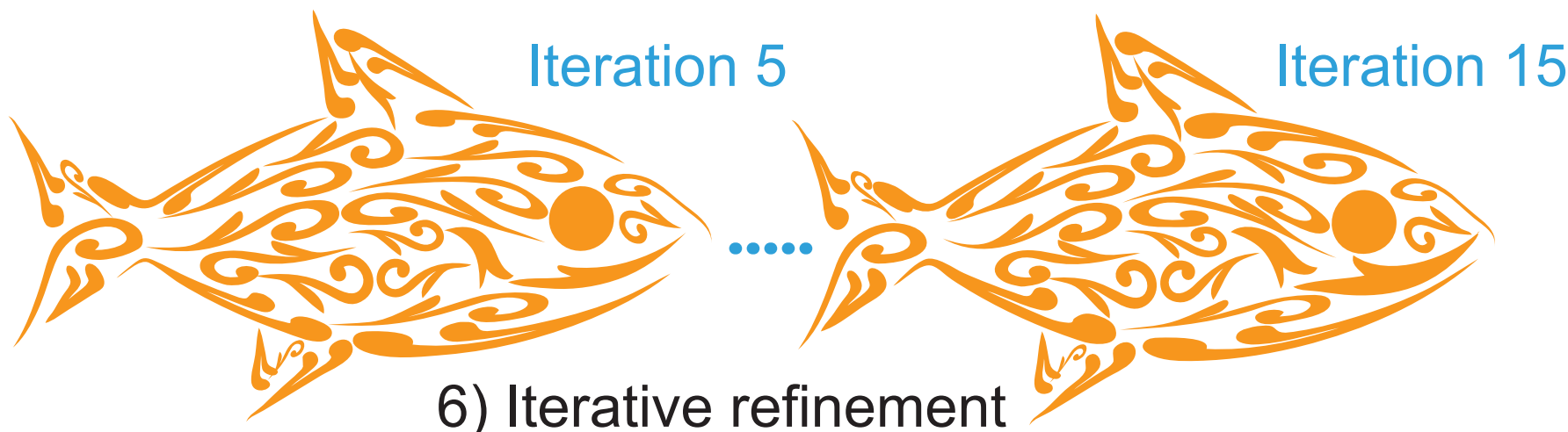
Best Match



Deform



5) Shape matching and deformation



6) Iterative refinement