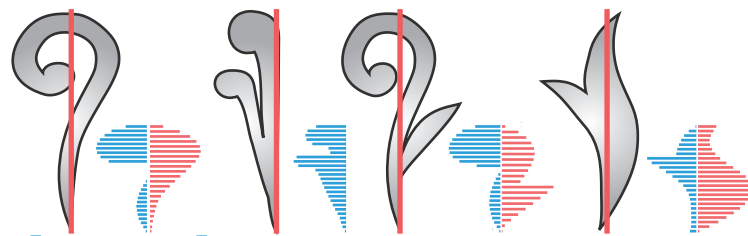
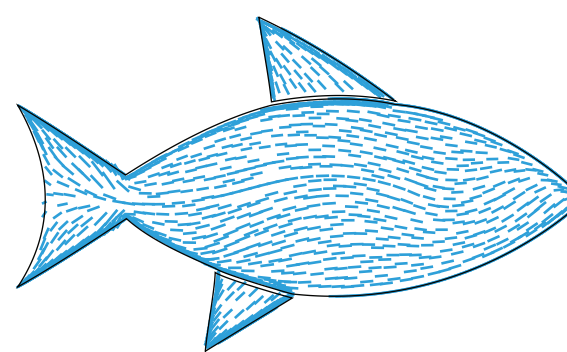


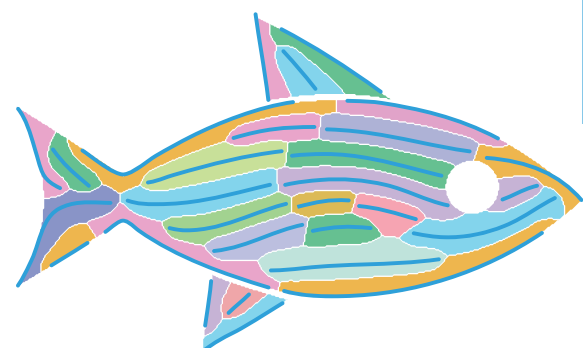
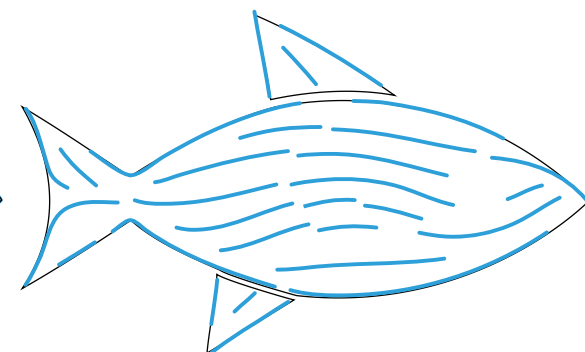
(1) Target containers



(2) Ornamental elements
and LR functions

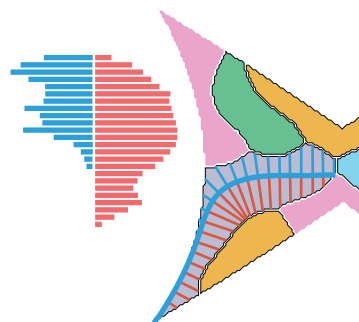


(3) Creating vector fields and
tracing streamlines

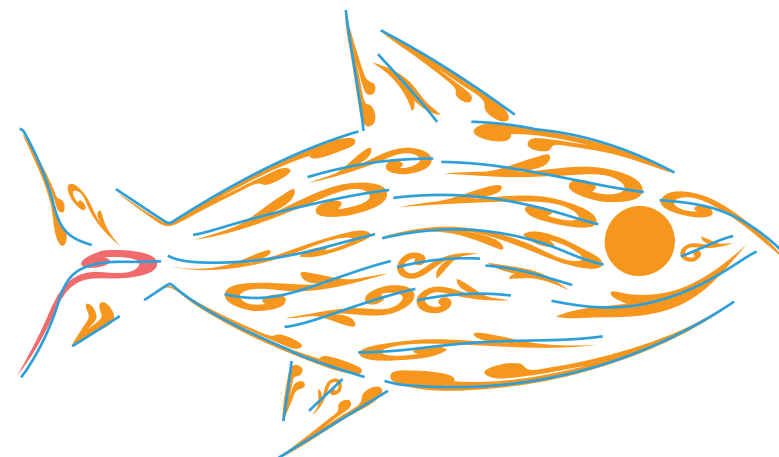


(4) Sub-region blobs

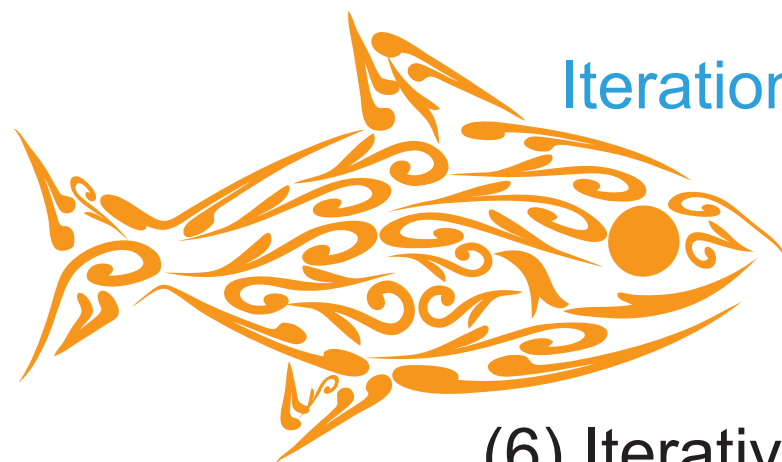
Best
match



Deform



(5) Shape matching and deformation



Iteration 5



Iteration 15

(6) Iterative refinement