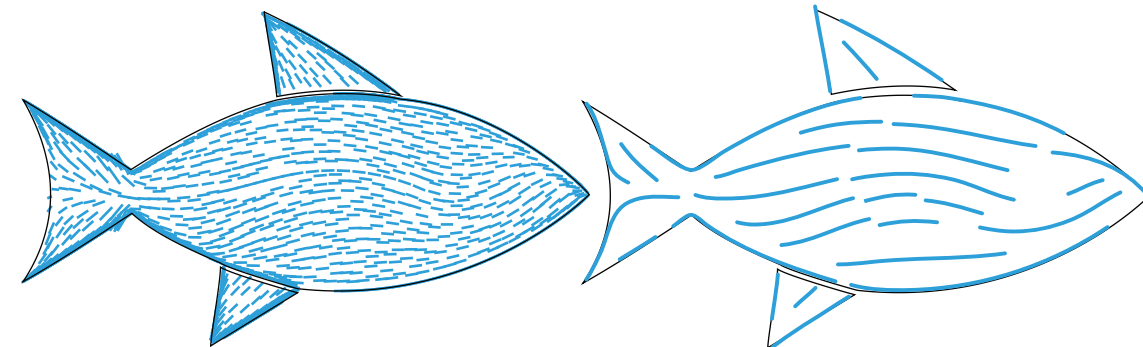


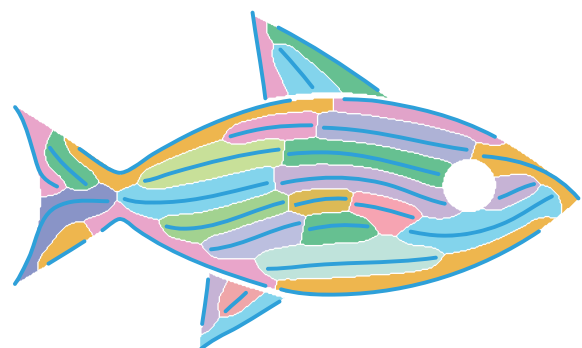
(1) Target containers



(2) Ornamental Elements
and LR functions

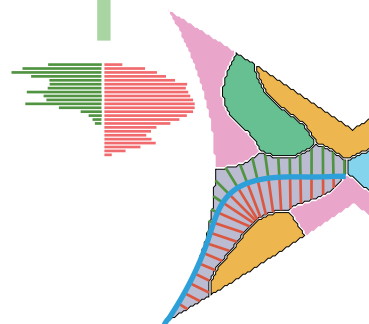


(3) Creating vector fields and
tracing streamlines

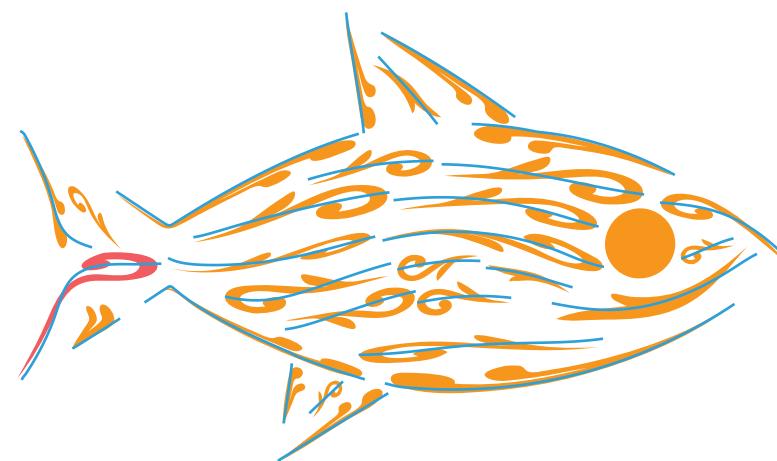


(4) Sub-region blobs

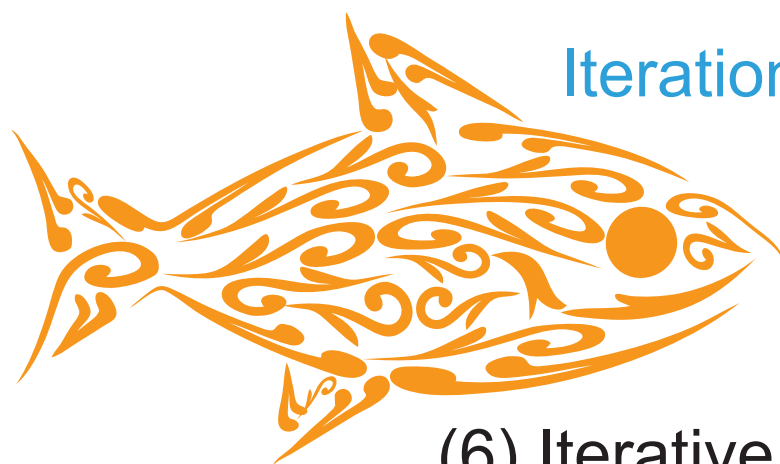
Best Match



Deform



(5) Shape matching and deformation



Iteration 5

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Iteration 15

(6) Iterative refinement