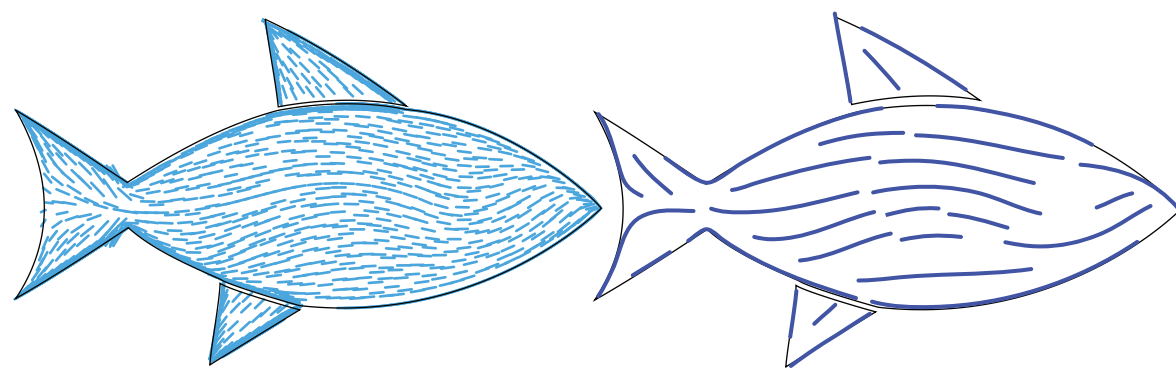


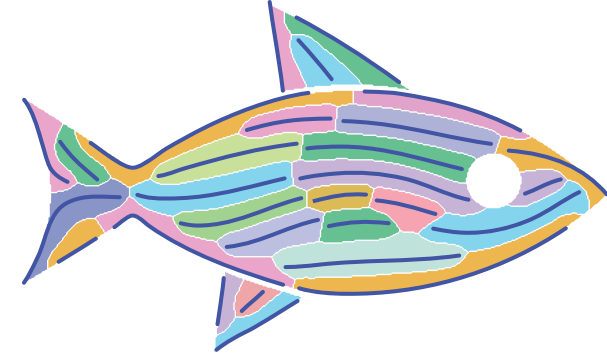
1) Target containers



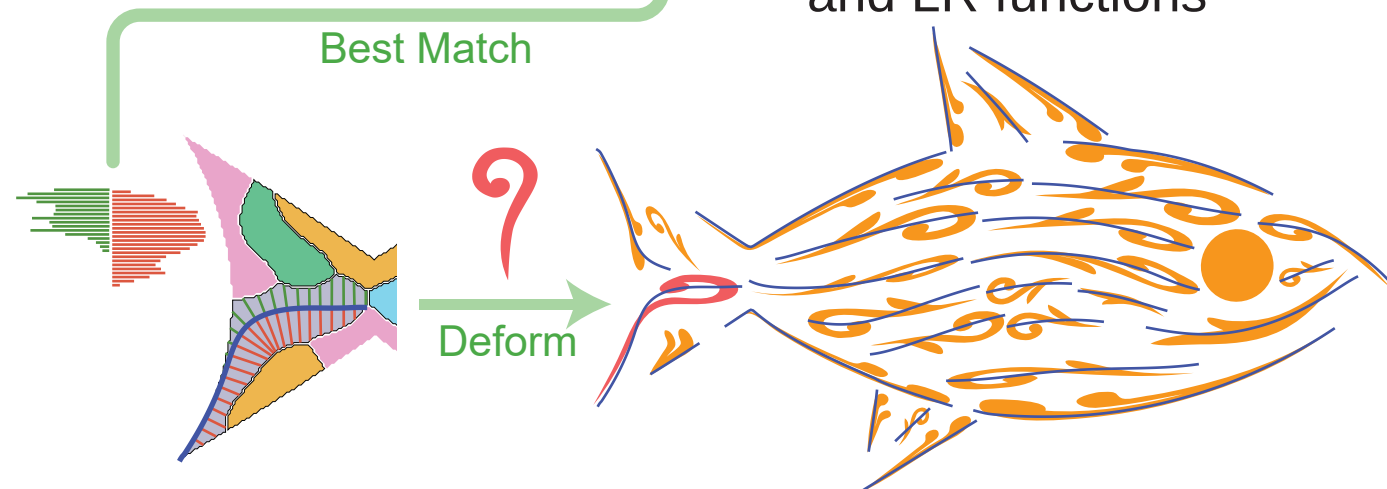
2) Ornamental Elements
and LR functions



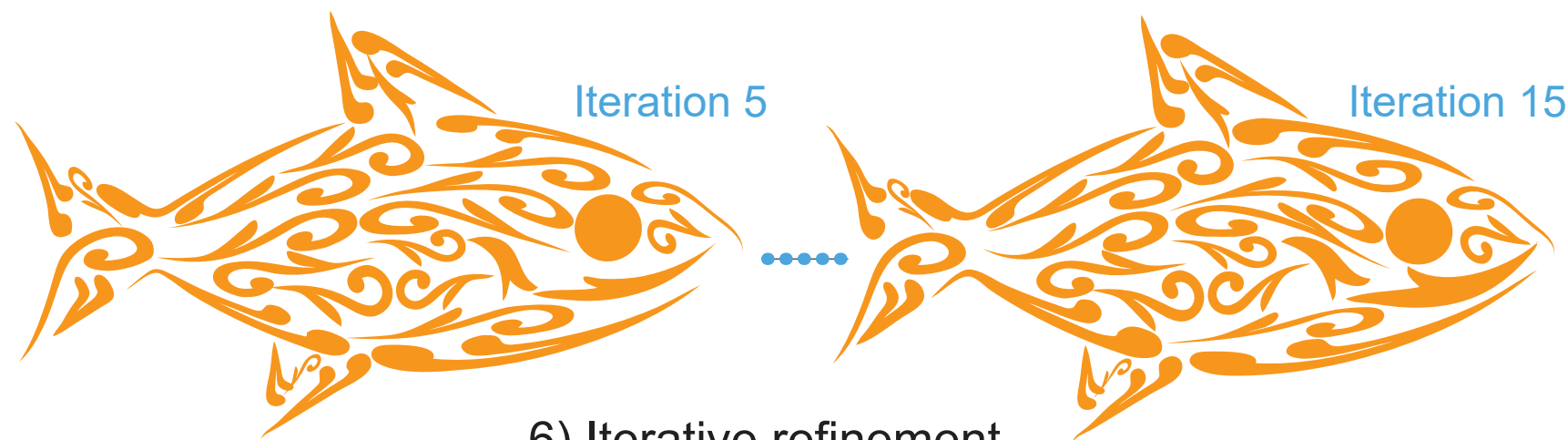
3) Creating vector fields and tracing streamlines



4) Sub-region blobs



5) Shape matching and deformation



6) Iterative refinement