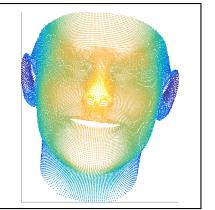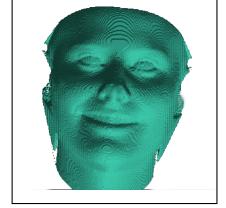Original Image and 3D Mesh

Rotated to Frontal

Voxelisation

Realigned Volumetric Representation