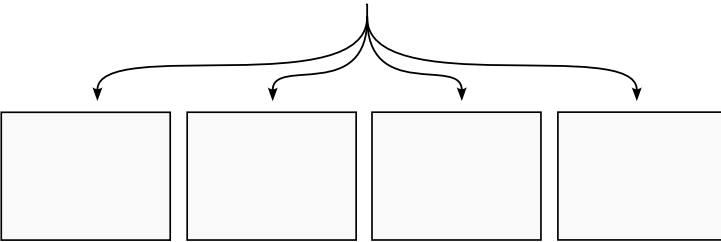
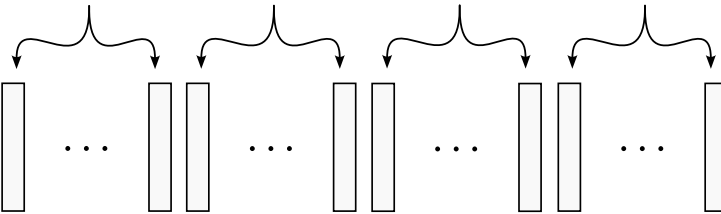


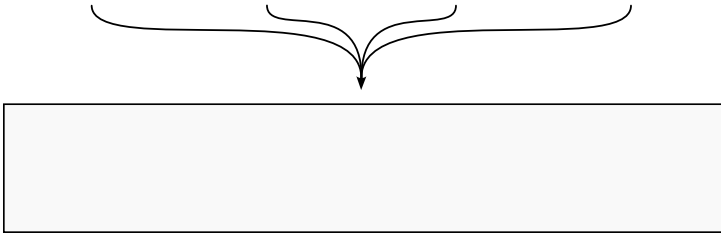
generated .stl
geometry



splitting into submeshes
**optional, in the case
of parallel processing**



voxelizing individual
slices using Trimesh



recombining voxelized slices
into final result