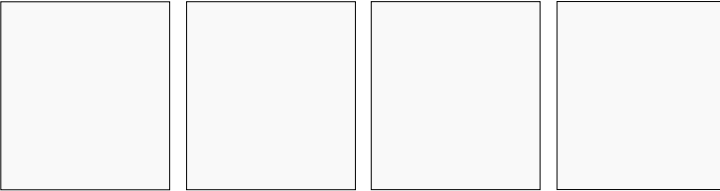
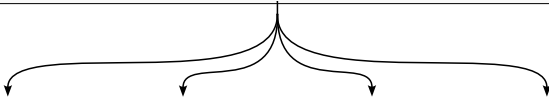
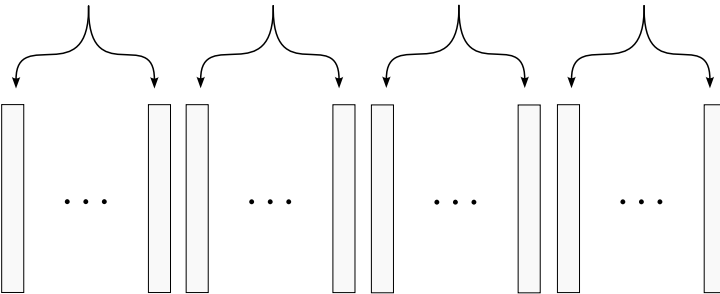




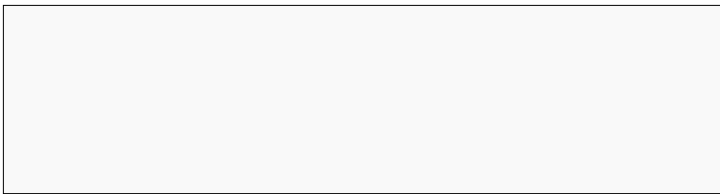
generated .stl
geometry



optional, in the case
if parallel processing



voxelizing individual
slices using Trimesh



recombining voxelized slices
into final result