

1. Determine Surface ID for Current Pixel 2. Create Relation Between Different IDs START 2. Pixel 2. Pixel 1. Pixel IsNeighbor && IsNeighbor && Different ID? Legend: HasID? HasID? False Create Relation 3. Pixel Pixel\_ID 3. Pixel IsNeighbor && with HasID? Different ID? range.update(x,y) Pixel ID Current Pixel **Current Pixel** True Create new ID 4. Pixel for this Pixel 4 Pixel IsNeighbor && Different ID? HasID?