TextureExtractor

+ ~TextureExtractor()
+ prepareViews()
+ calculateDataCosts()
+ selectViews()
+ setMesh()
+ generateTexture()
+ generateTextureForObject()
+ numberOfViews()
+ readLabelsFromFile()
+ readDataCostsFromFile()
+ postprocessDataCosts()
+ checkCameraInfo()
+ checkCameraInfo()
+ renderView()
+ renderViewAndDepth()