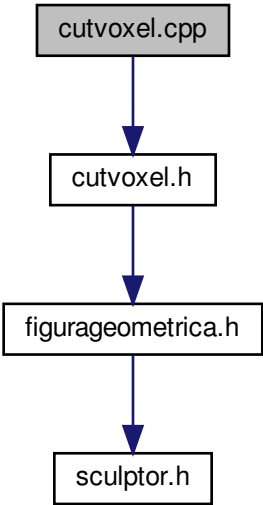


cutvoxel.cpp



```
graph TD; A[cutvoxel.cpp] --> B[cutvoxel.h]; B --> C[figurageometrica.h]; C --> D[sculptor.h];
```

cutvoxel.h

figurageometrica.h

sculptor.h