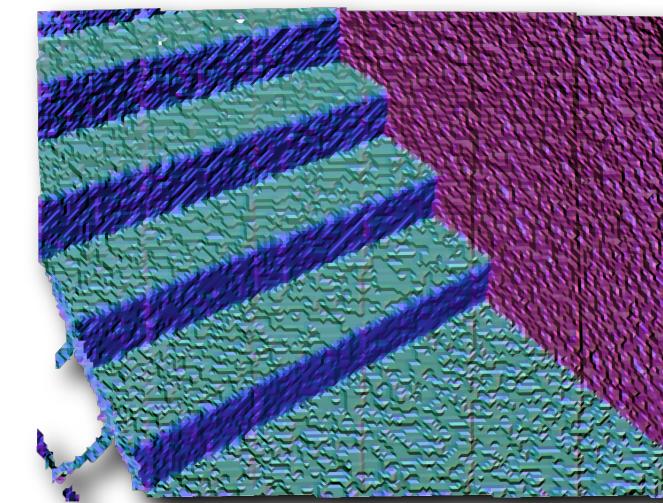
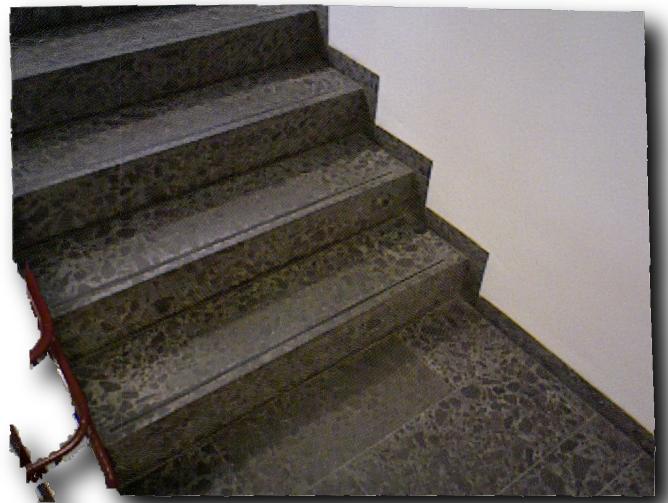
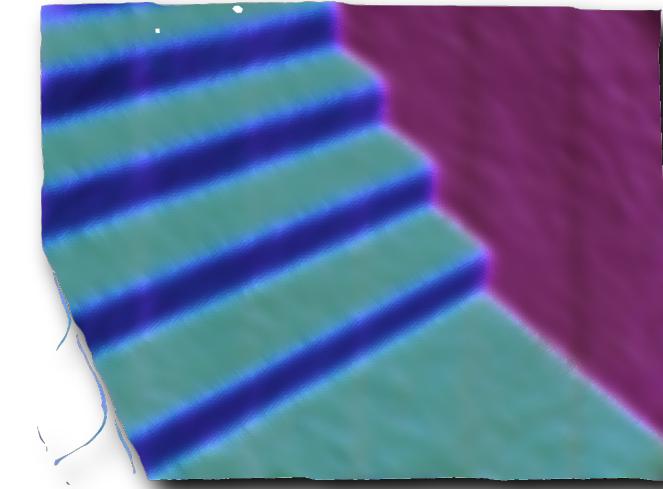
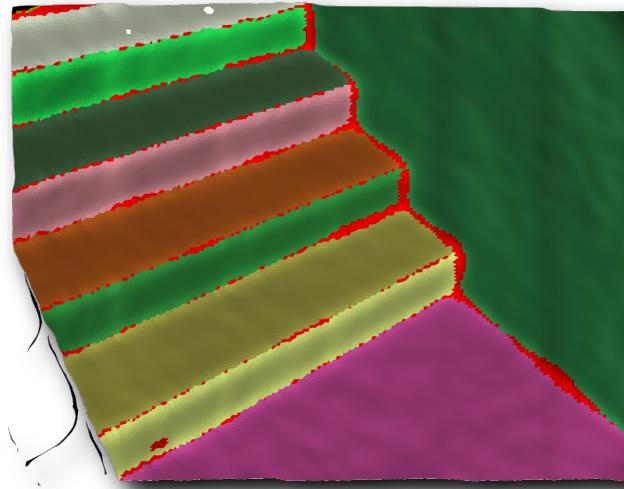
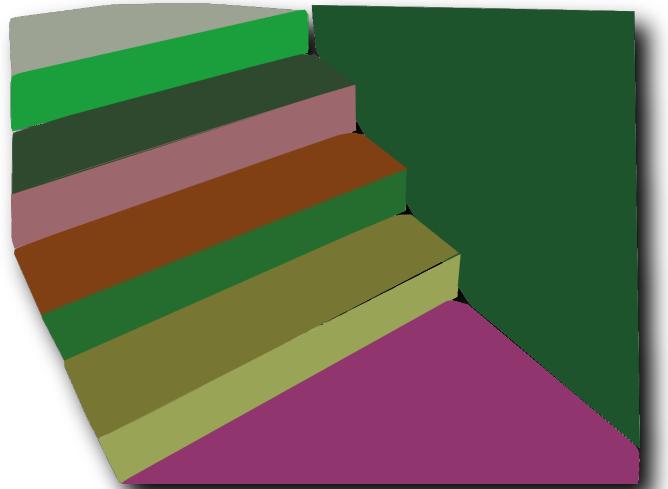


Approx. meshing

Compute normals



Filtering



Compute Hulls

Region Segmentation