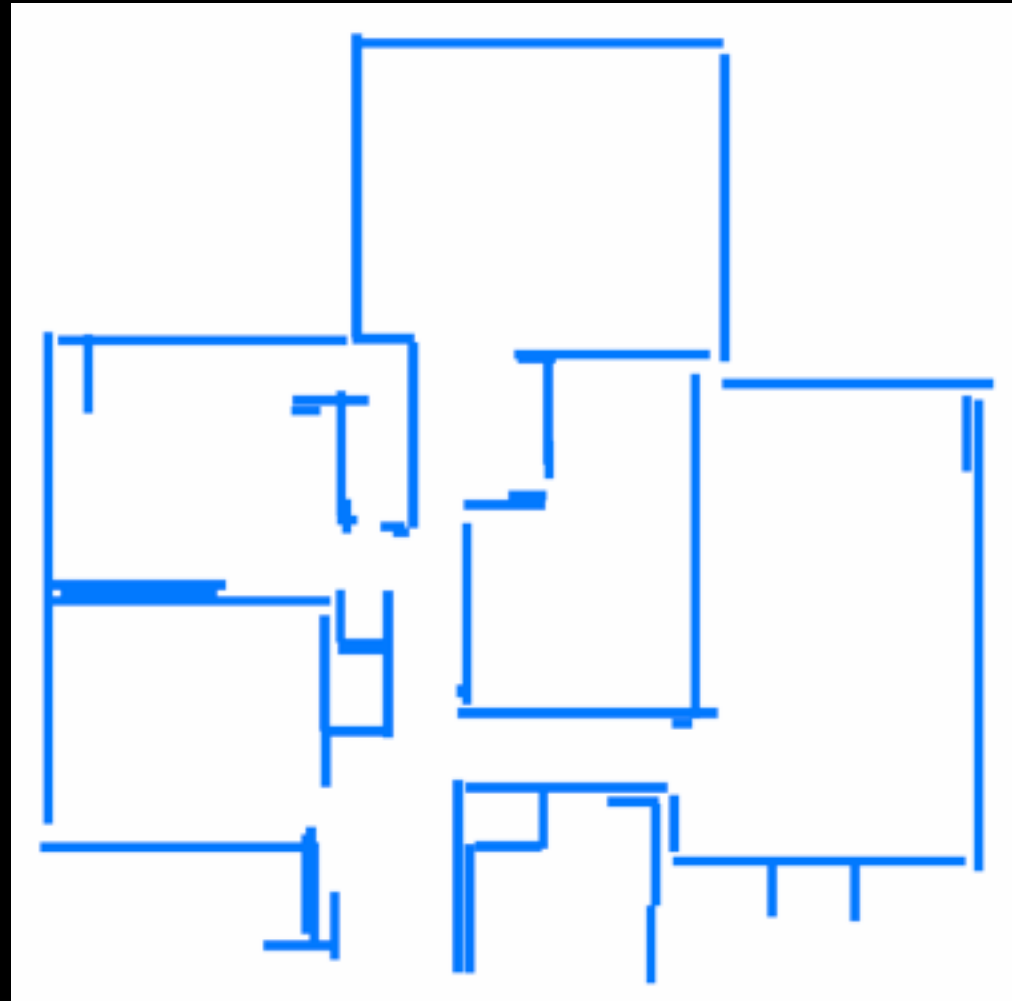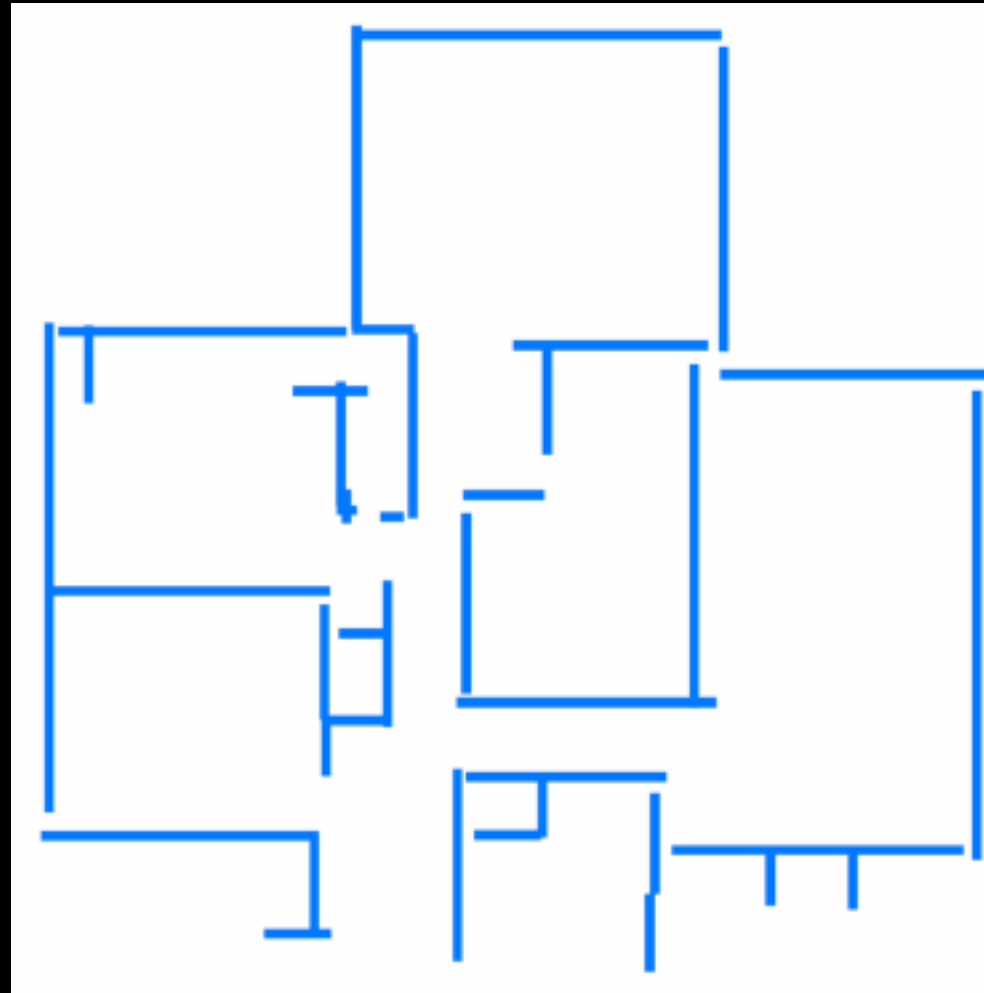# 1: Filtering

Only take the planes that ARKit classifies as walls.
(ignore windows, doors, etc.)

2: Duplicate Removal

Remove planes that look like duplicates.
(parallel to and within a certain distance of another
larger wall)