

# 1 Results

## 1.1 Sparse scenes

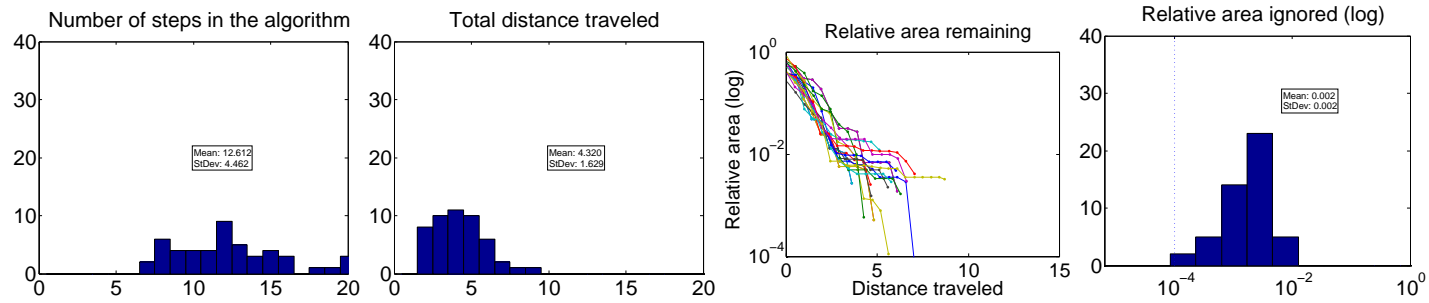


Figure 1: Old Algorithm

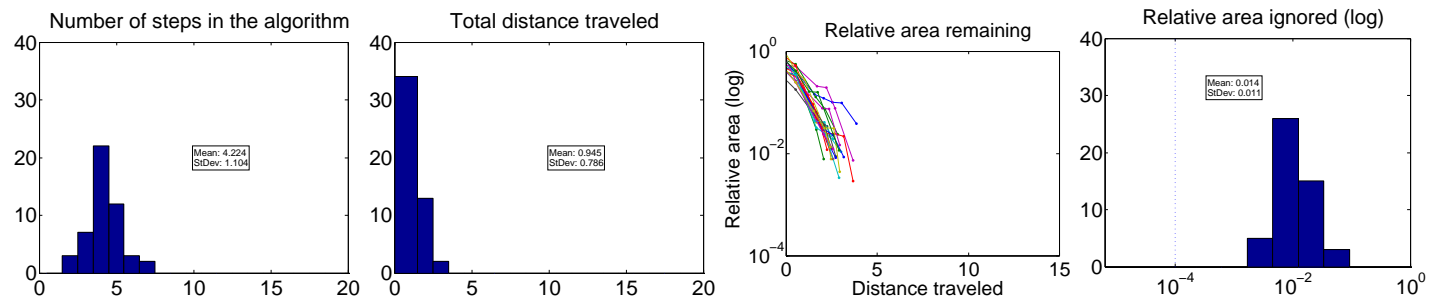


Figure 2: New Algorithm (thresh=20)

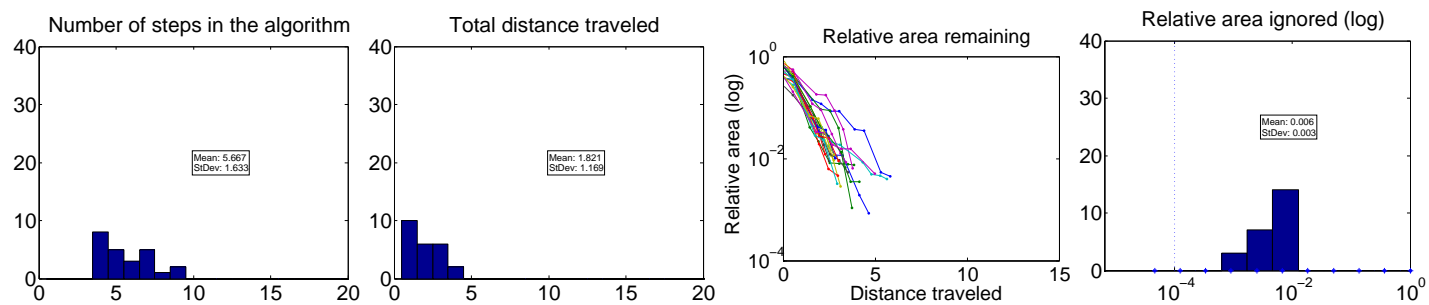


Figure 3: New Algorithm (thresh=15)

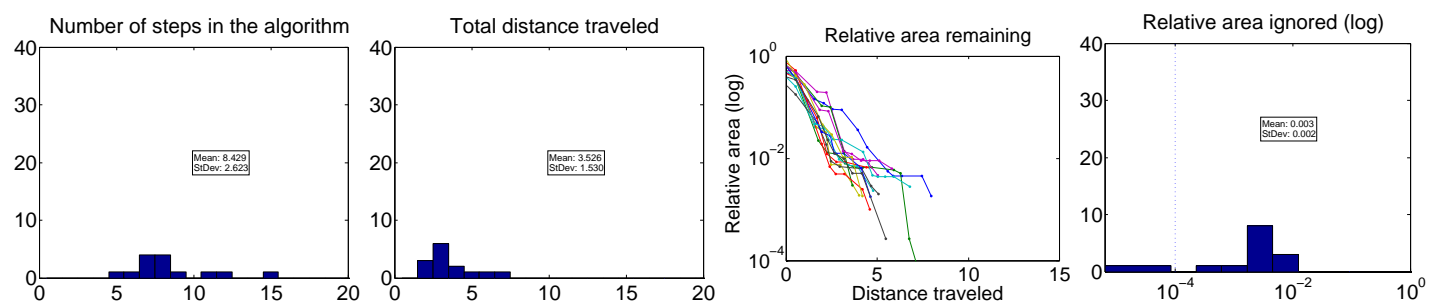


Figure 4: New Algorithm (thresh=10)

## 1.2 Labyrinths

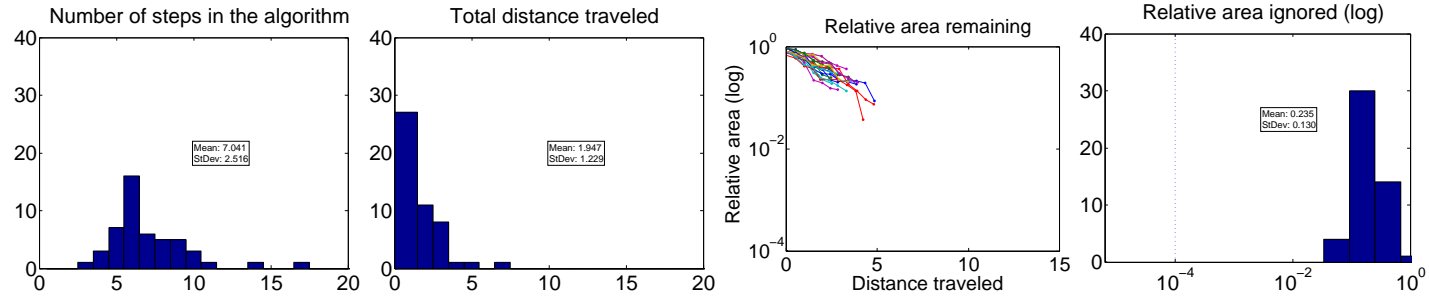


Figure 5: Old Algorithm

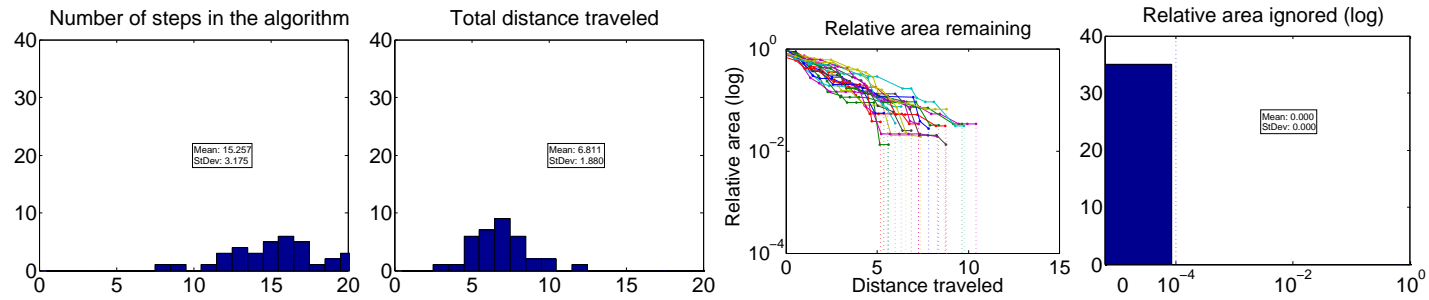


Figure 6: New Algorithm