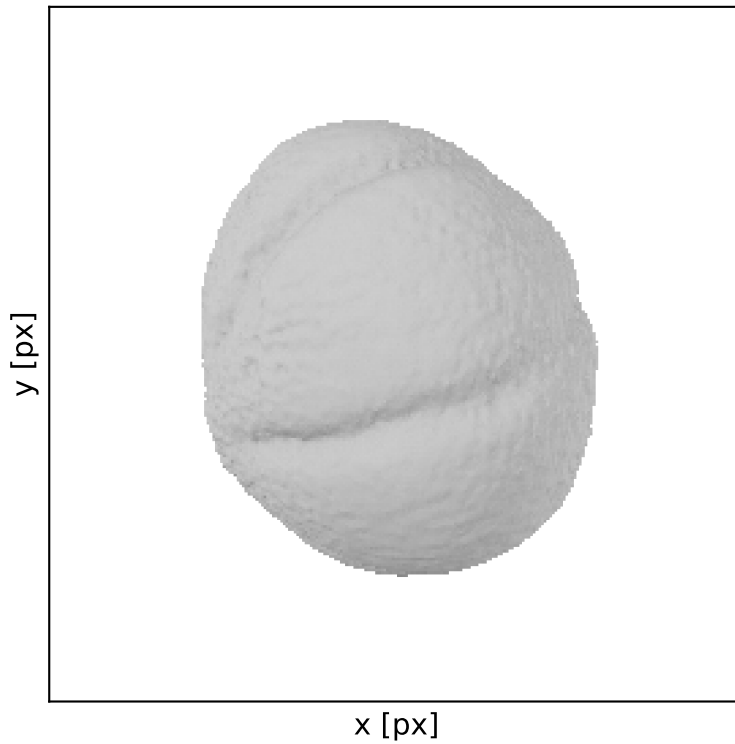
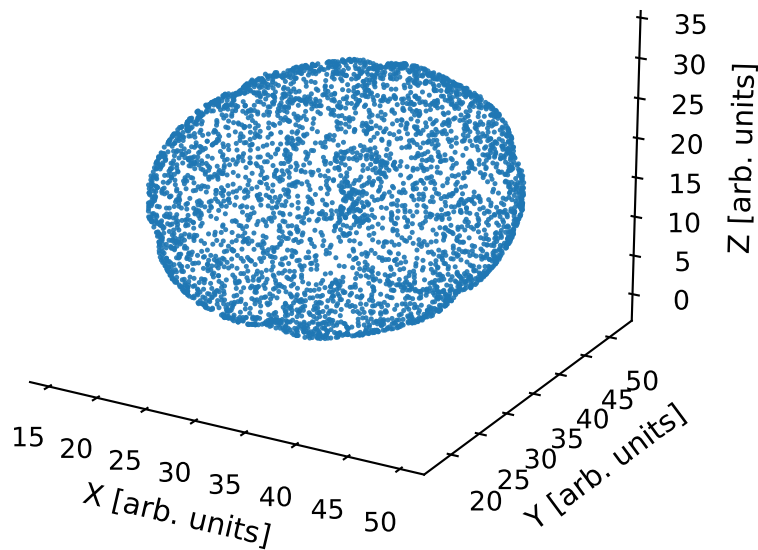


3D Objekt-Repraesentationen: Bild, Voxels, Punktwolke, Mesh

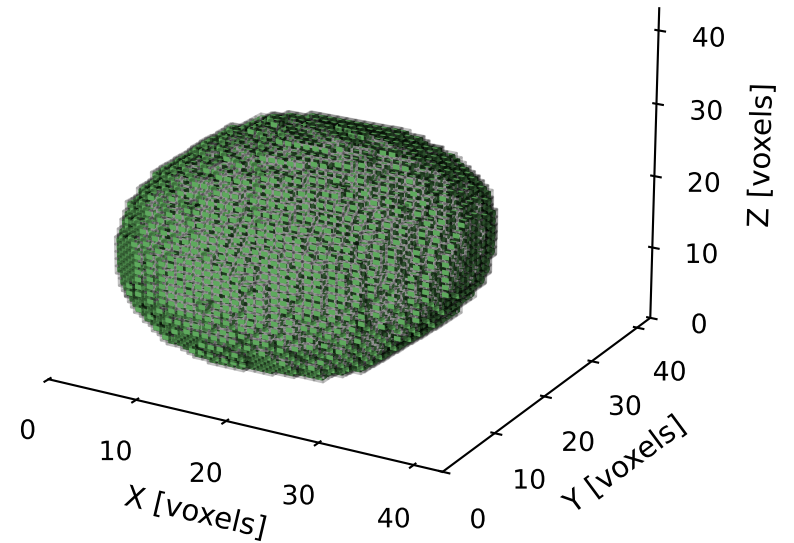
2D Bild (RGB)



Punktwolke (Oberflaechenpunkte)



Voxel-Repraesentation (binaere Belegung)



Mesh (Dreiecks-Flaechen)

