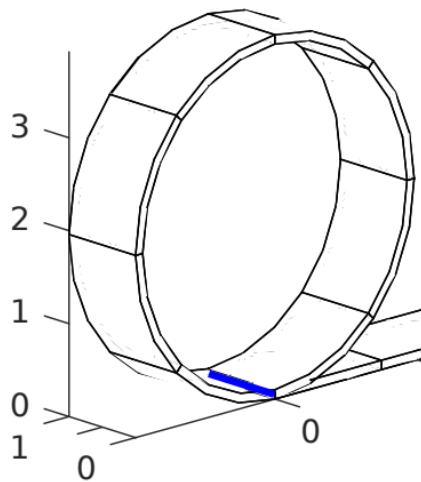


Final Mesh



Initial Mesh

