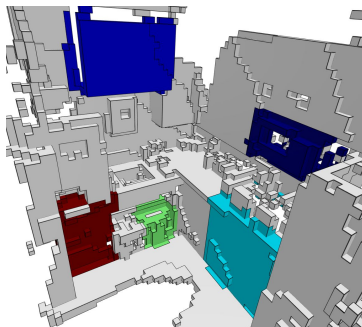
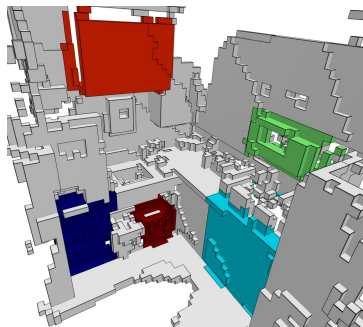


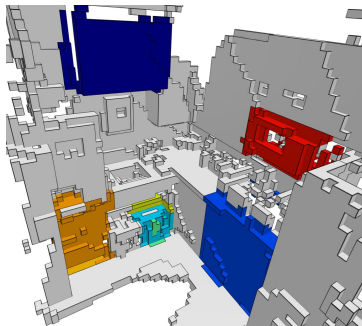
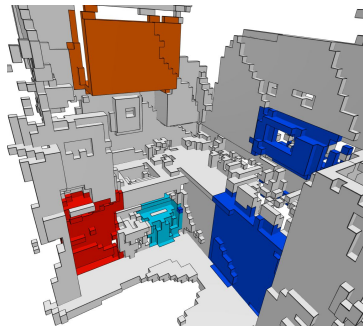
Scan2Part (Ours)

Ground-truth

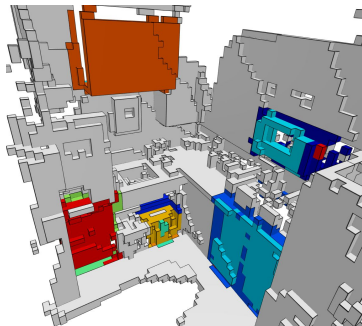
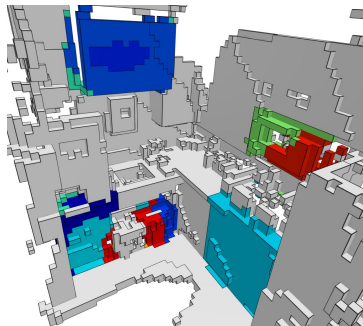
LoD = 1



LoD = 2



LoD = 3



3D scene mesh

