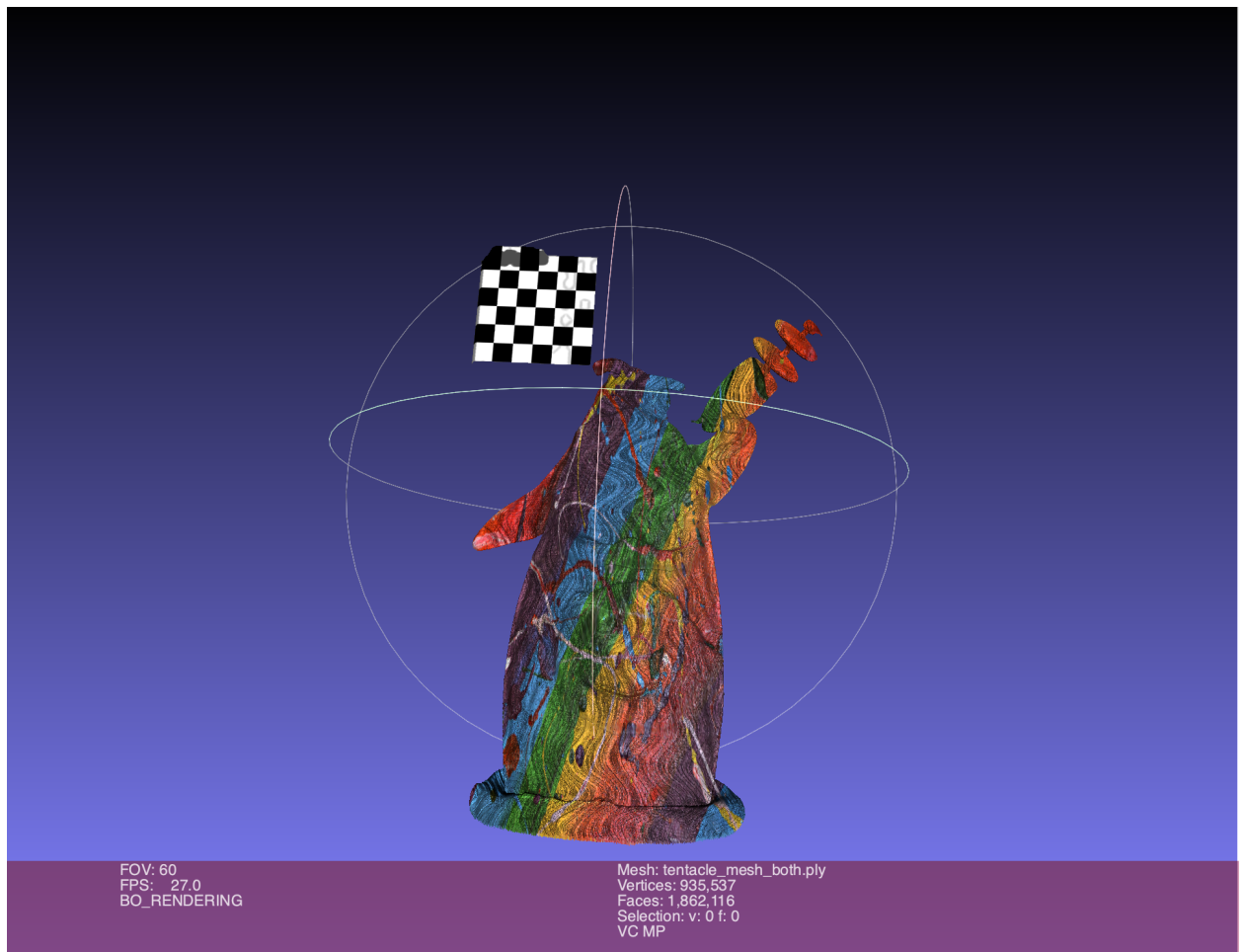
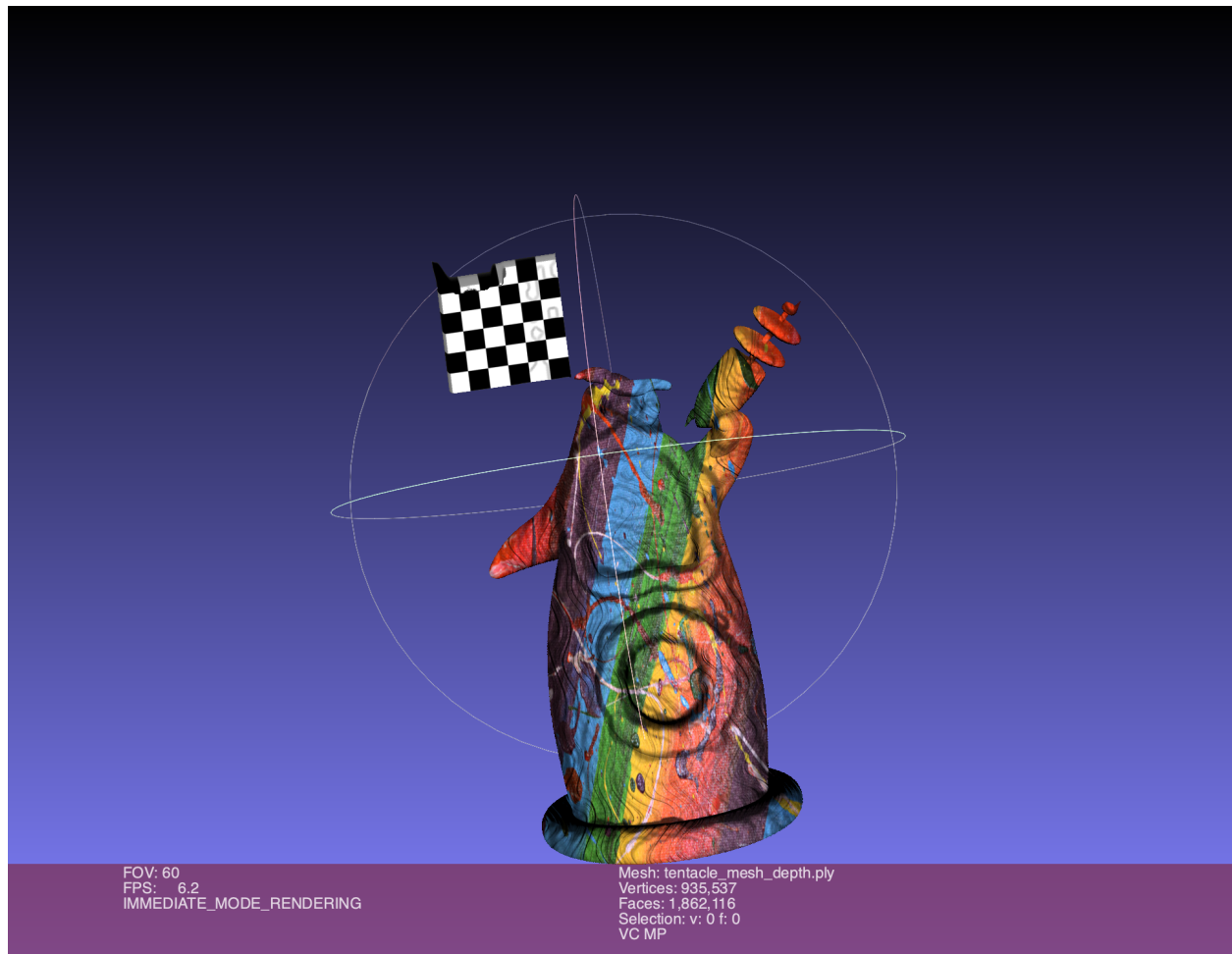


1) *tentacle* dataset with mode set to *both*



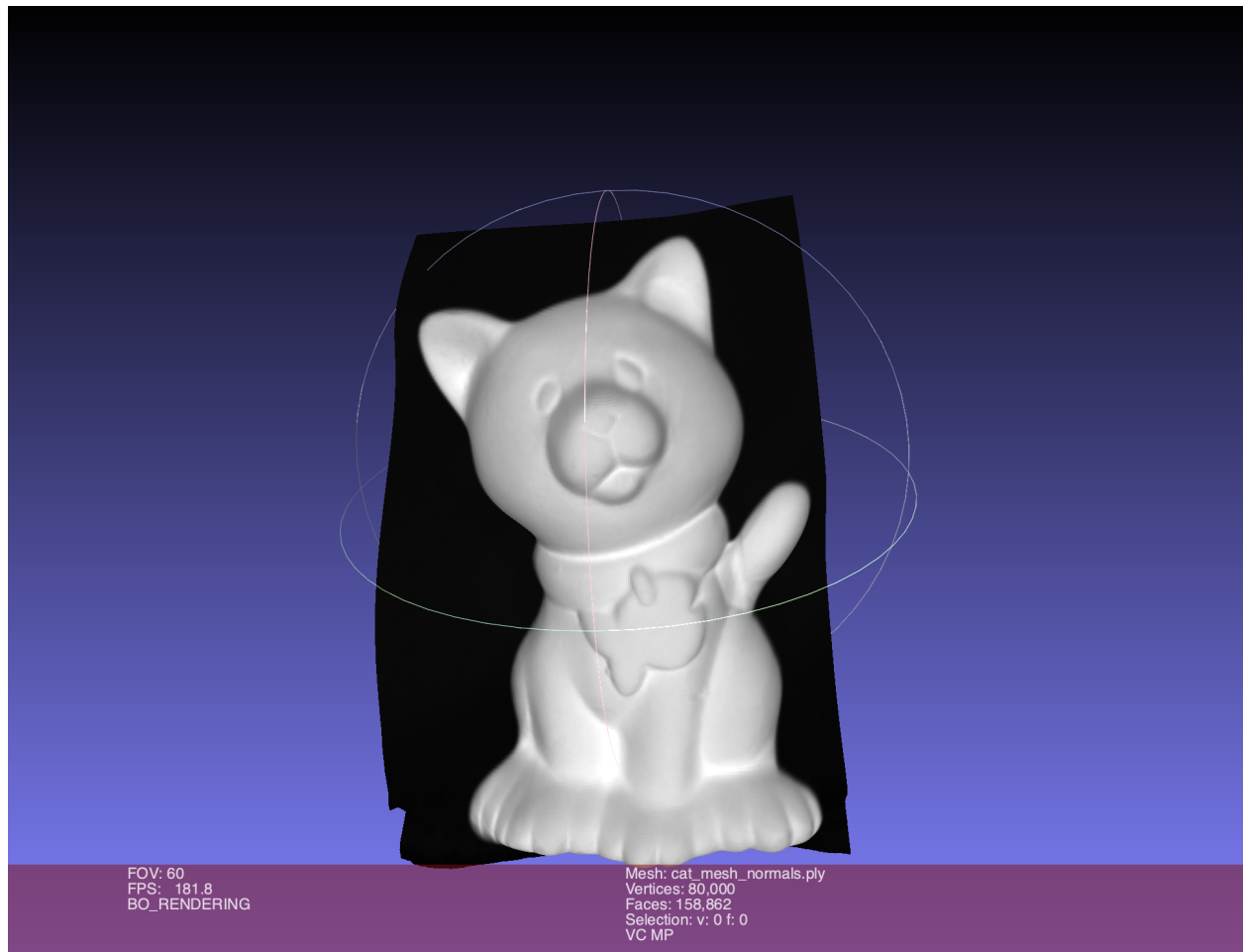
The parts of the mesh that look good are the front view (and a little bit of the side view). However, the moment you rotate towards the side of the mesh and the back, you see that there are clear deformities. We also see that the circular tube-like structure of the tentacle that protrudes out is not as defined as it should be.

2) *tentacle* dataset with mode set to *depth*



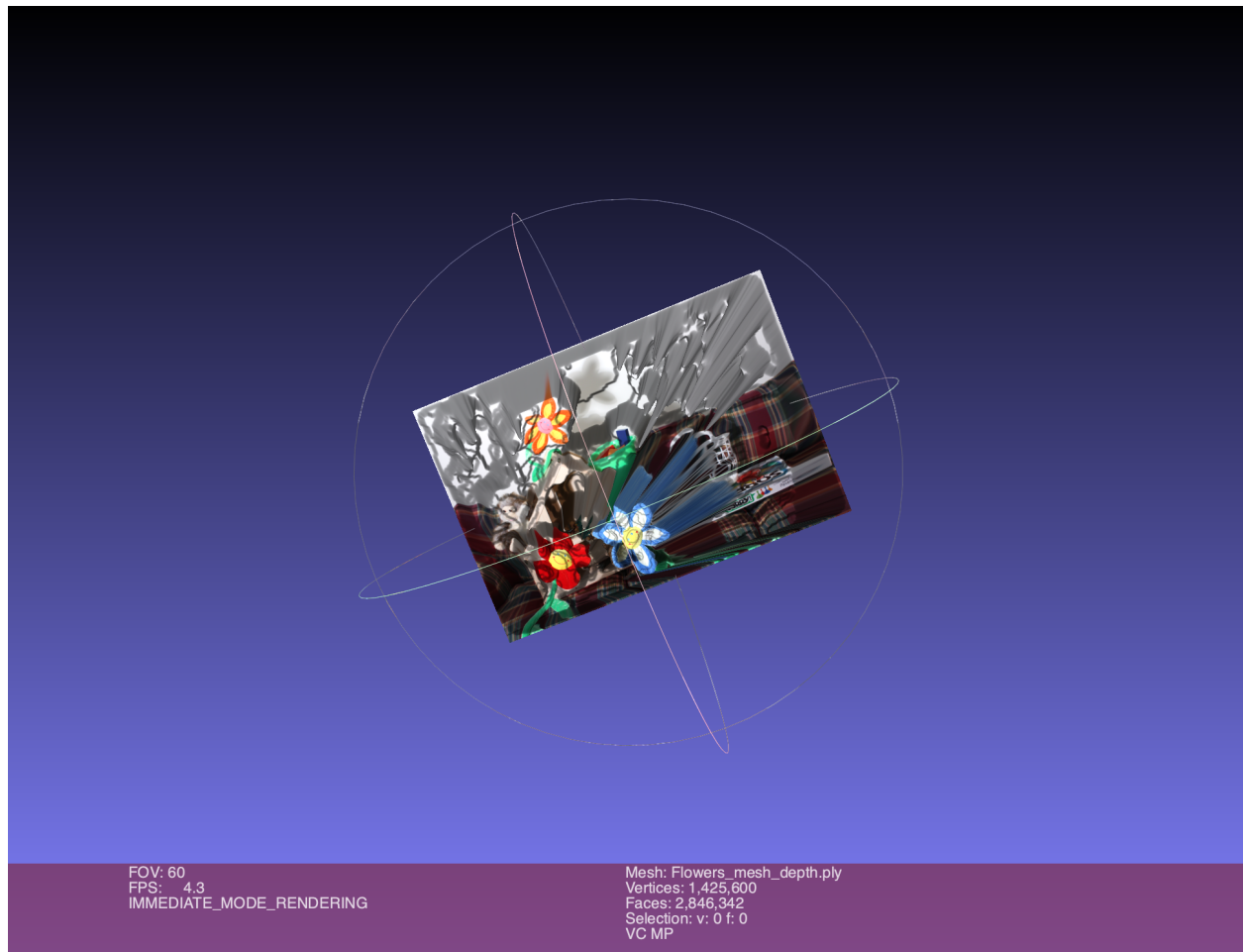
Once again, we see that the parts of the mesh that look good are the front view, while the side and back views are clearly deformed. One difference to the last setting is the circular tube-like structure of the tentacle being much more defined and truly capturing its protruding nature (though there are still deformities in its shape, not as smooth as the actual).

3) *cat* dataset with mode set to *normals*



The front view of the mesh looks really good (bar small deformities like the right eye being bigger than the left), while the side and back view are deformed (as one might expect).

4) *Flowers* dataset with mode set to *depth*



The flowers look pretty good (especially the front two) while the couch, wall, and other items on the couch are clearly deformed. This mesh definitely has the most mistakes compared to the other ones we've observed.