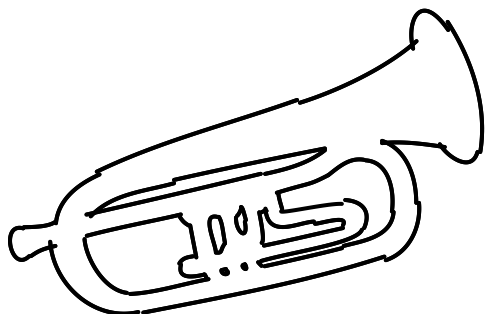
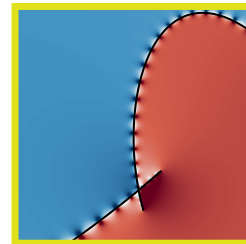
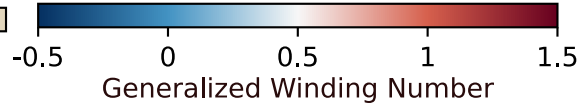
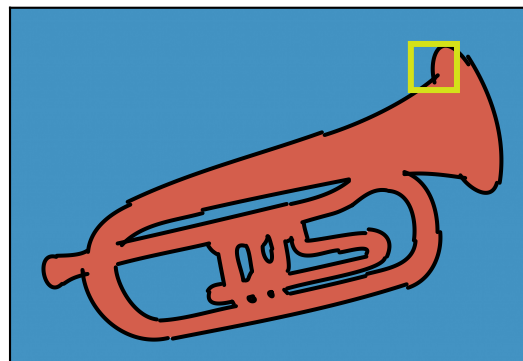
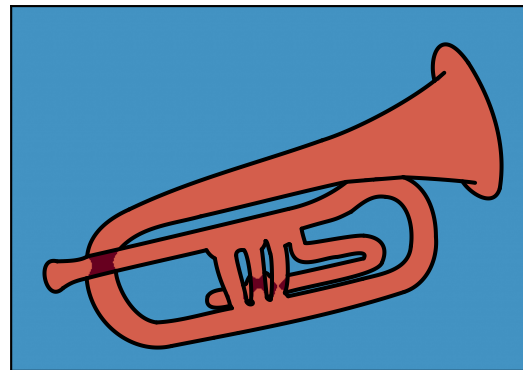
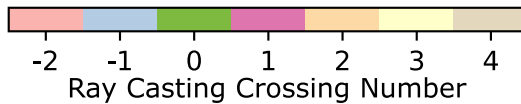
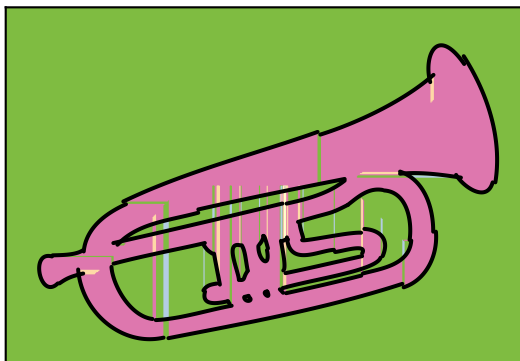
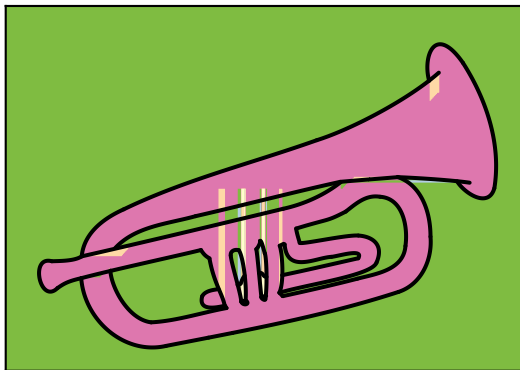


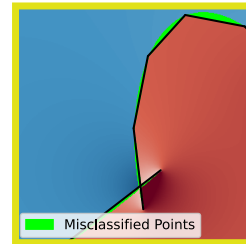
Closed, Non-manifold



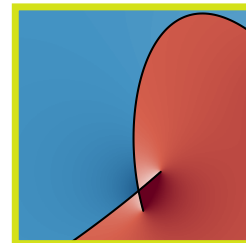
Open, Non-watertight



Quadrature



Linearization



**Proposed
Algorithm**