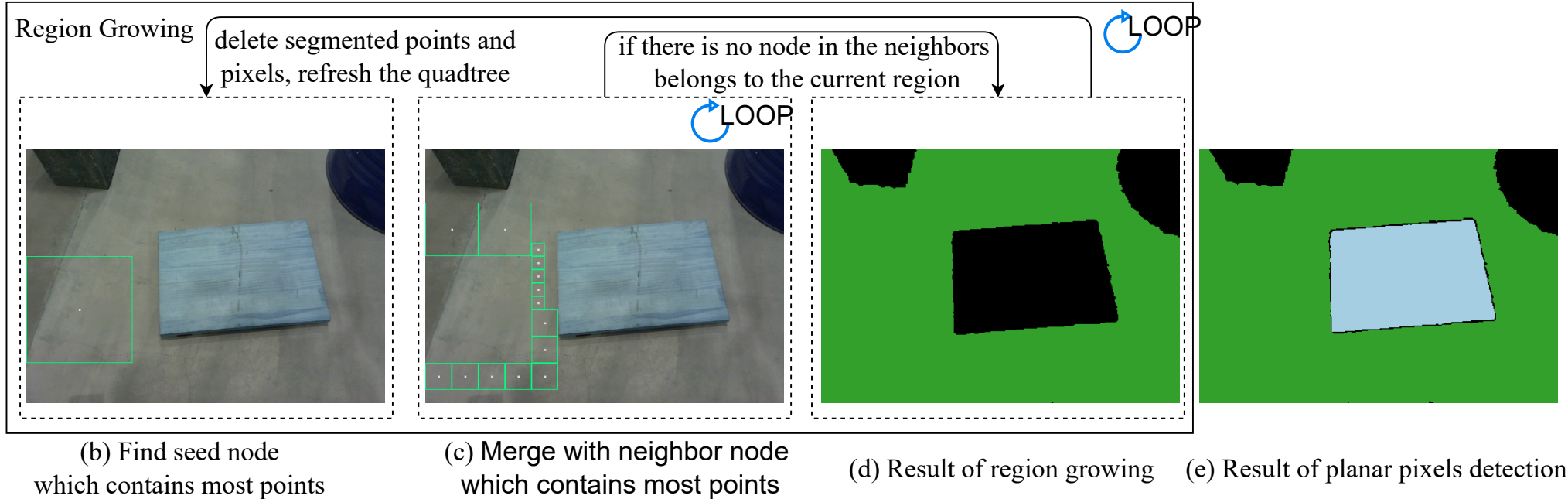


(a) Quadtree construction



(b) Find seed node
which contains most points

(c) Merge with neighbor node
which contains most points

(d) Result of region growing

(e) Result of planar pixels detection