



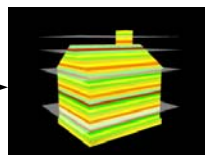
Input scene

Data
acquisition



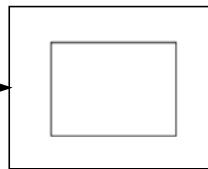
Point cloud

Slab
partitioning



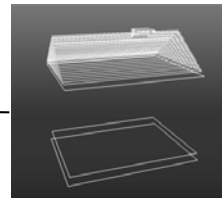
Volumetric slabs

Slab
projection



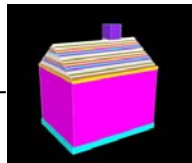
2D Slice

Keyslice detection /
Boundary vectorization



Keyslices

Extrusion



Extruded keyslices

Taper
detection



Tapered faces

Rendering



Output model