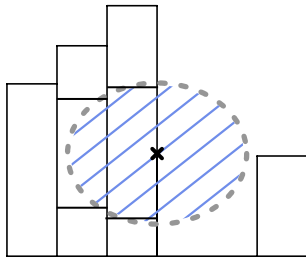
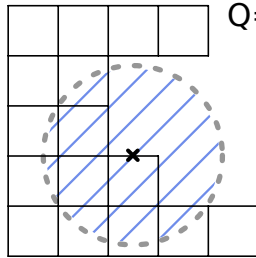


Height field

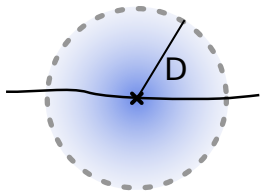


Layered materials



Voxel grid

$$Q = q_{\text{deposit}} - q_{\text{detachment}}$$



Implicit surface