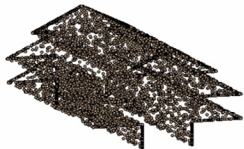
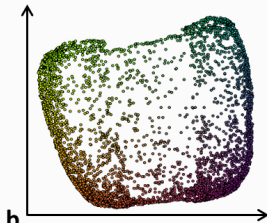


Input 3D points



a

Reconstructed 2D space



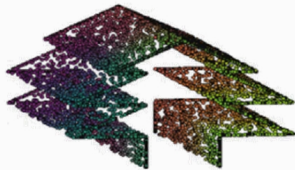
b

2D legend



c

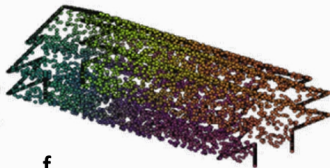
2D colour coding of 3D space



d



e



f