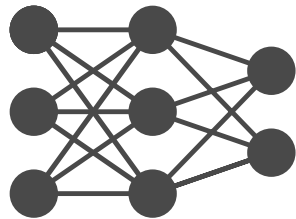


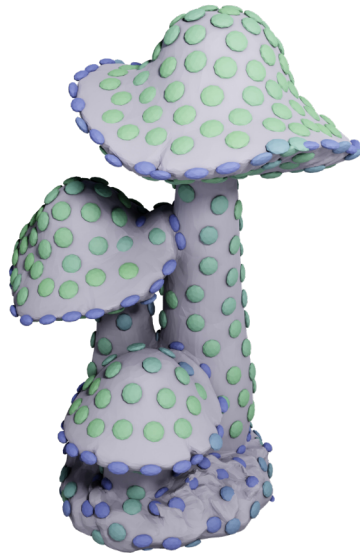


Ground Truth Shape
(Optimization-based)

Or



Neural Features
(Learning-based)



Points, Normals, Quadrics



PoNQ Mesh