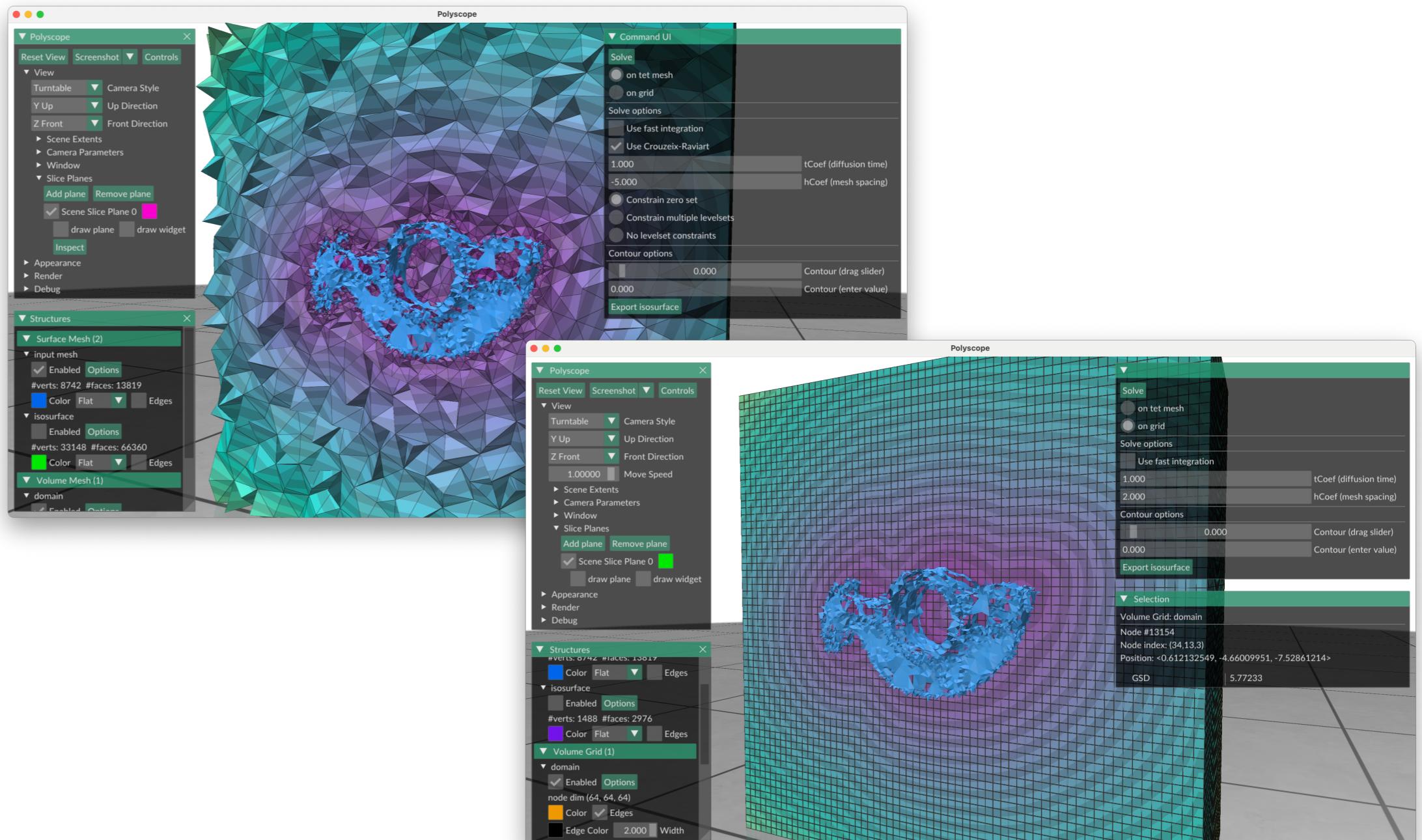
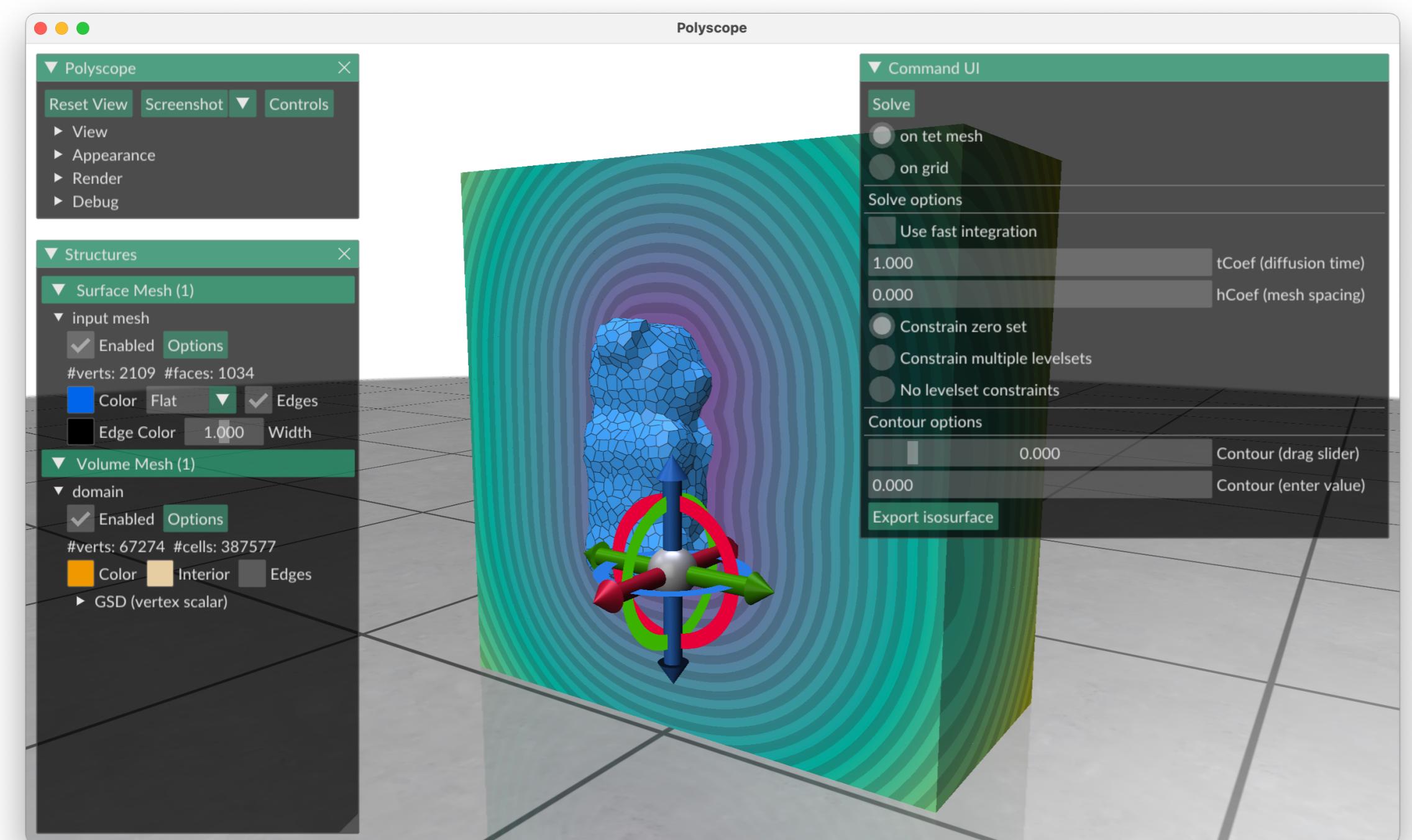


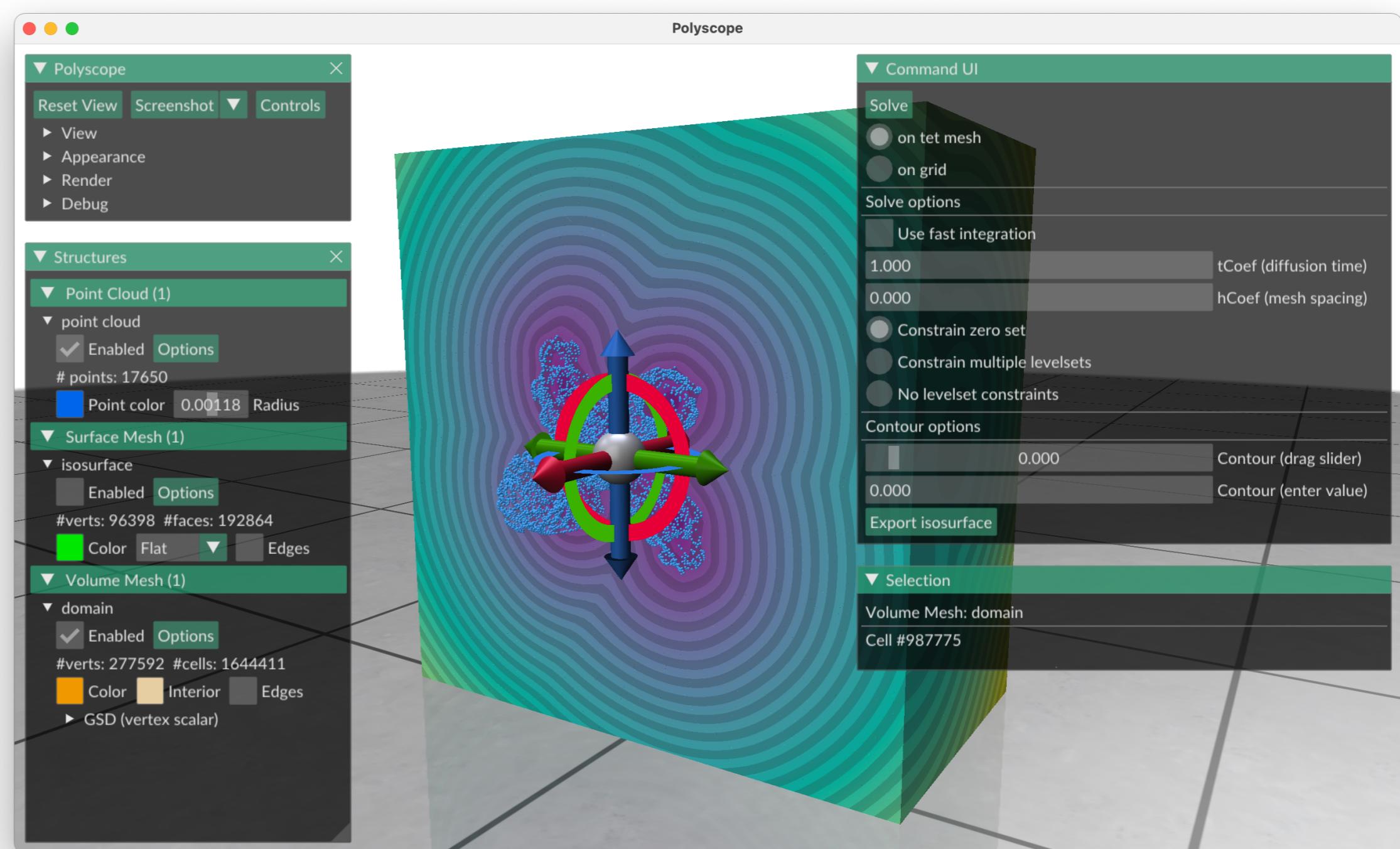
*triangle mesh*



*solve on a tet mesh or grid*



*polygon mesh*



*point cloud*