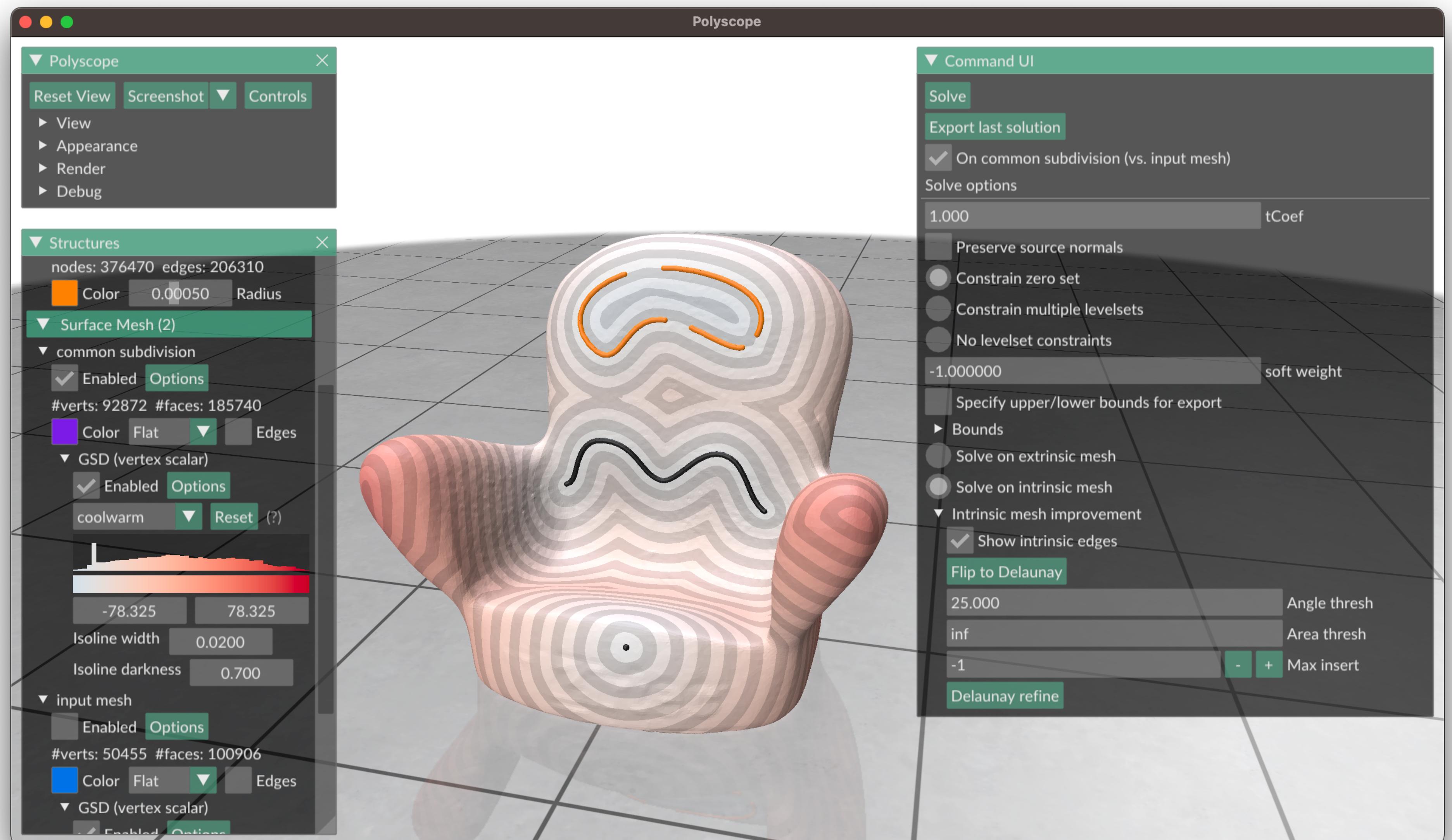
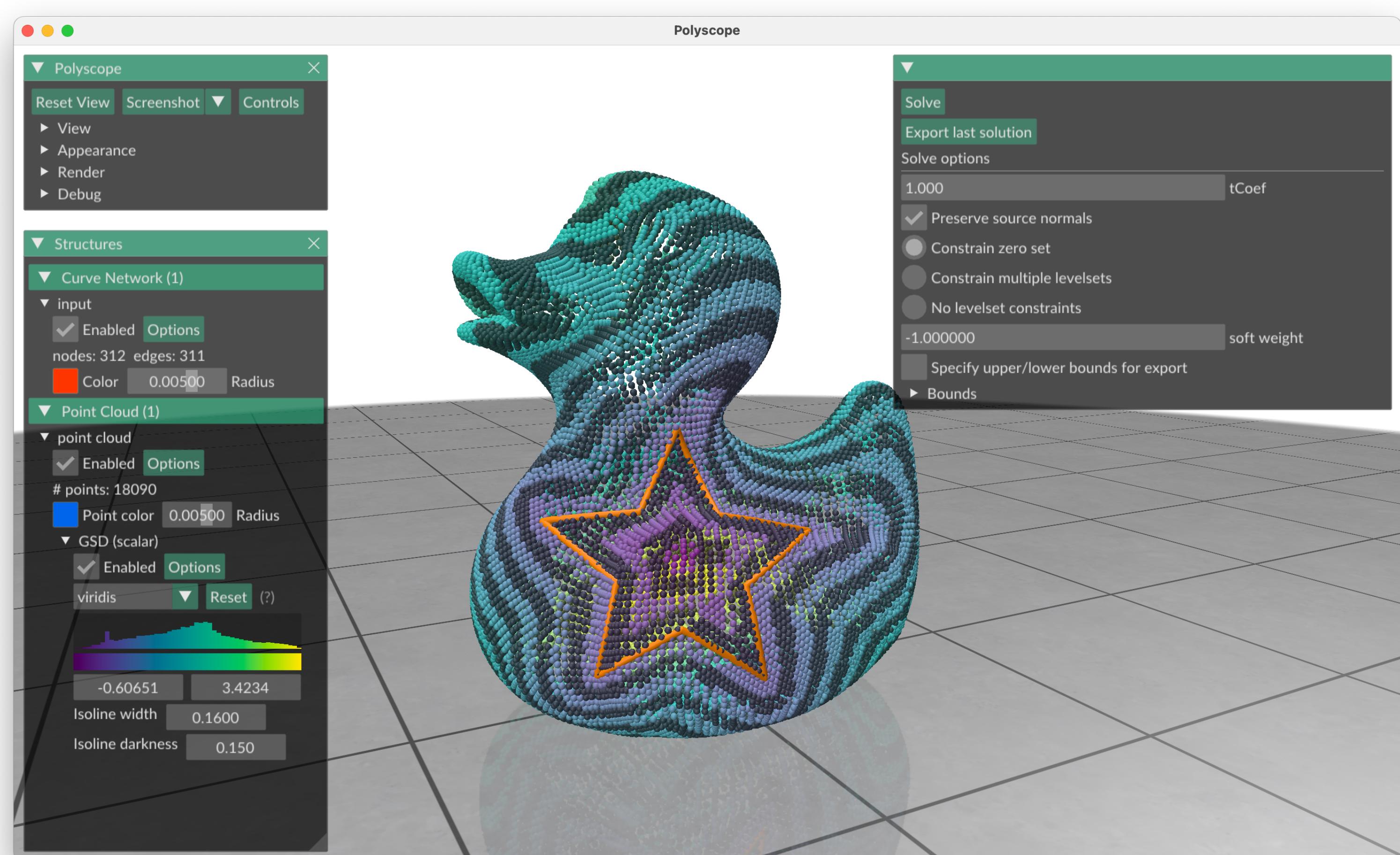
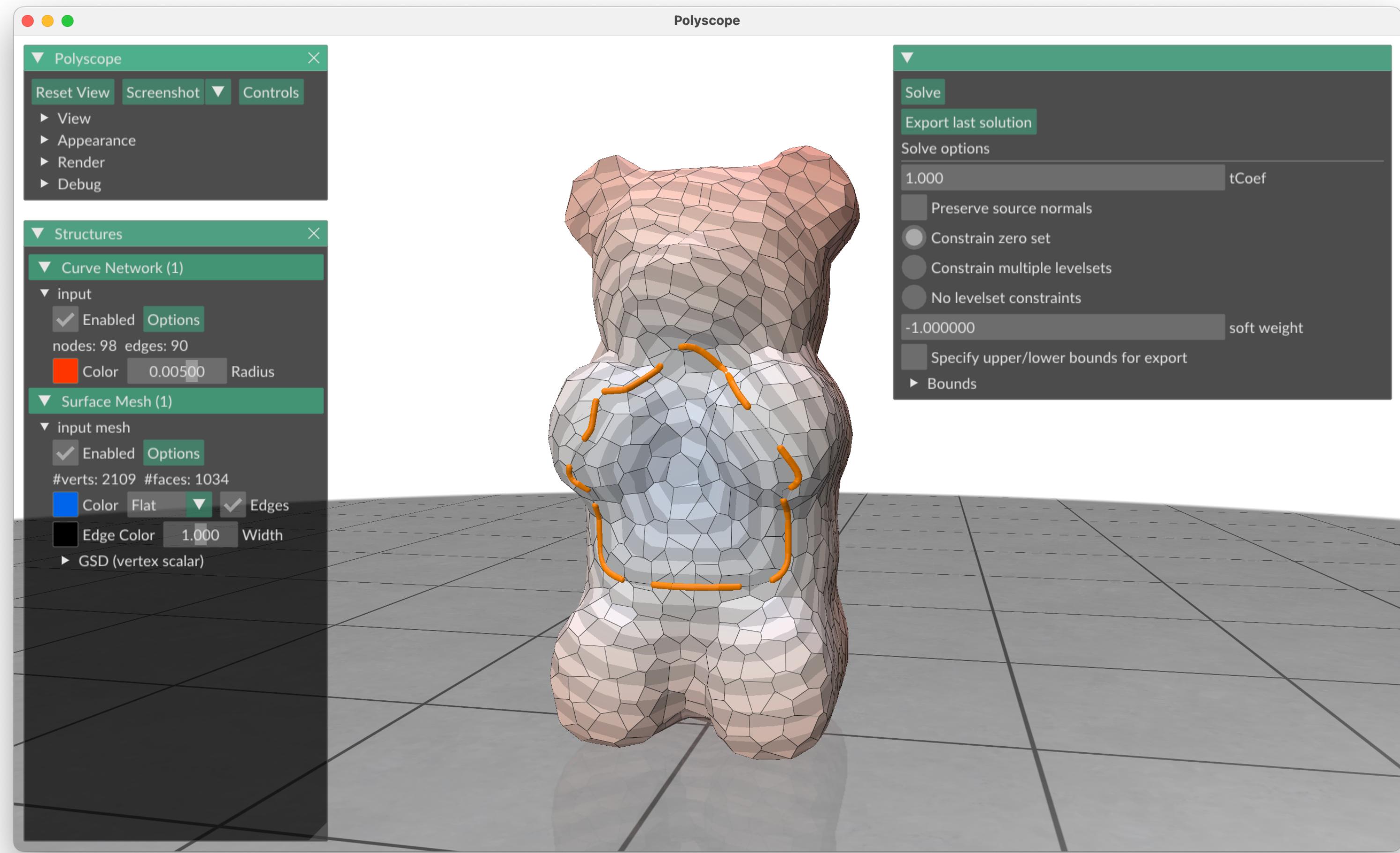


general polygon meshes

triangle meshes



mix signed & unsigned distances



point clouds