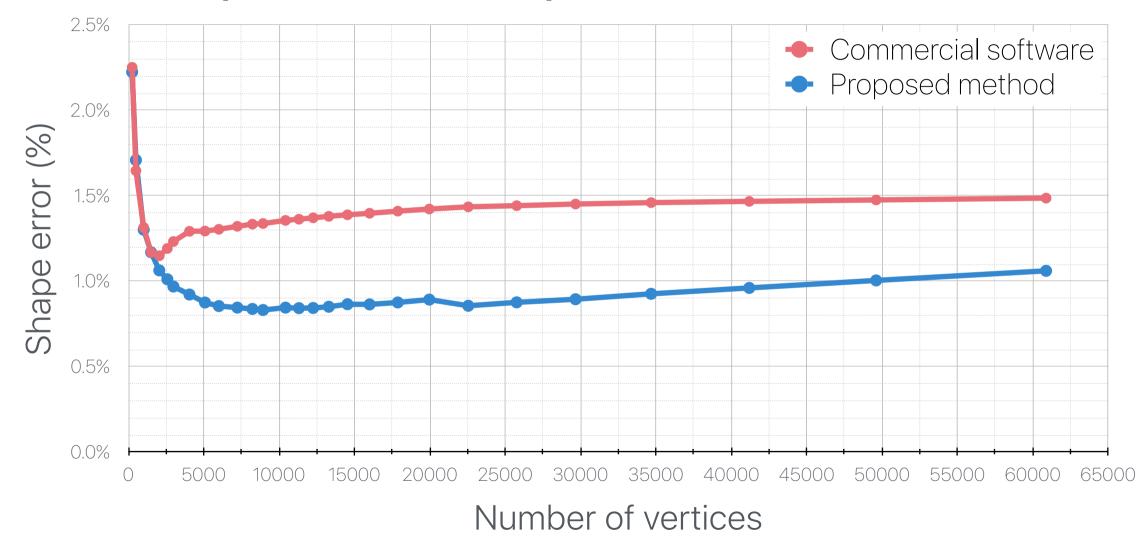
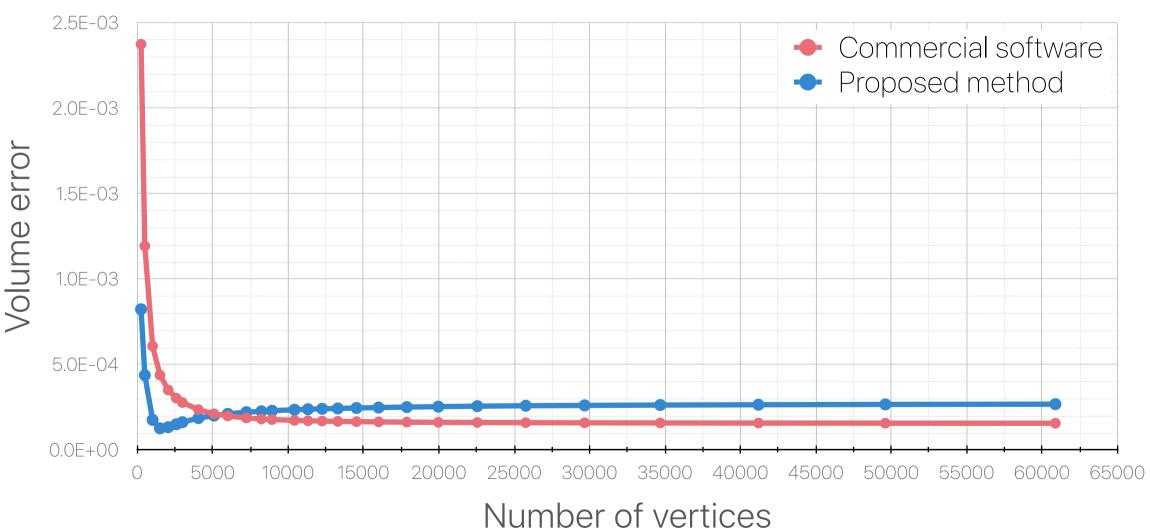
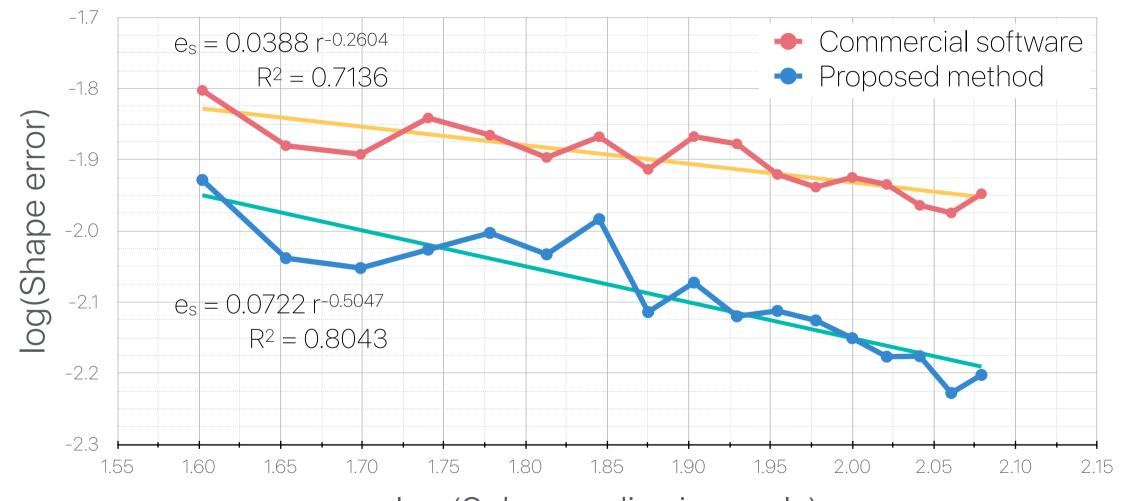
## Shape error vs. b-rep resolution (R = 80 voxels)



## Volume error vs. b-rep resolution (R = 80 voxels)

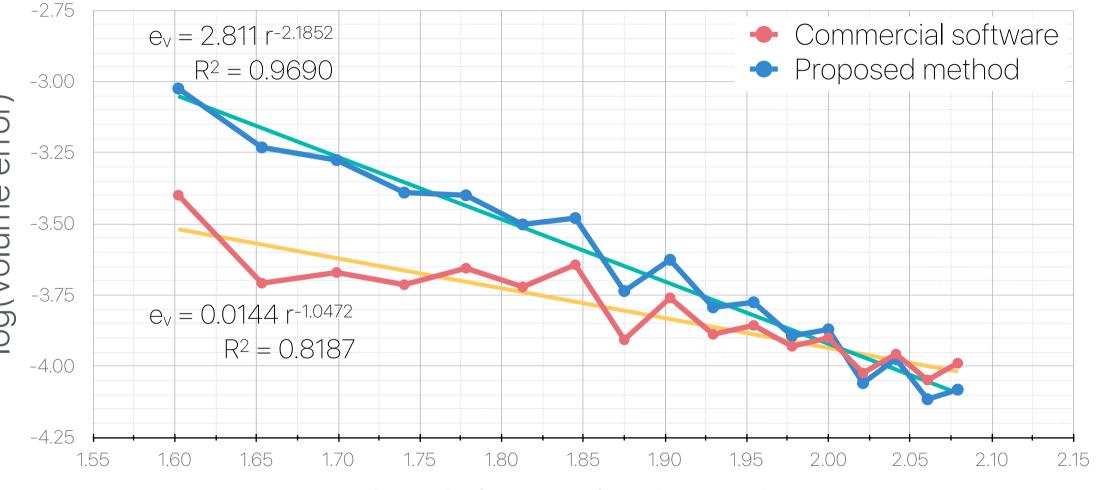


## Shape error vs. sphere radius (n = 10428)



log (Sphere radius in voxels)

## Volume error vs. sphere radius (n = 10428)



log (Sphere radius in voxels)