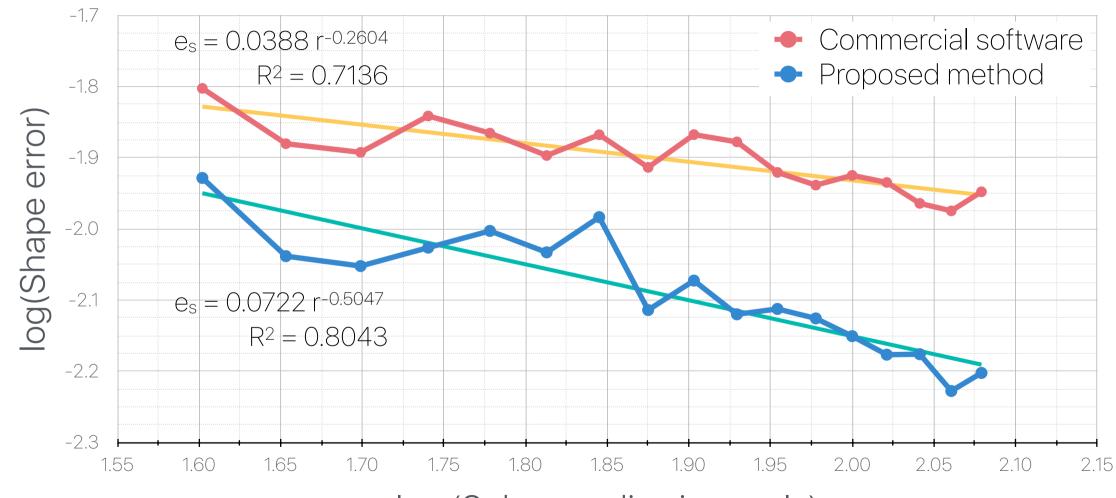
Shape error vs. sphere radius (n = 10428)



log (Sphere radius in voxels)

Volume error vs. sphere radius (n = 10428)

