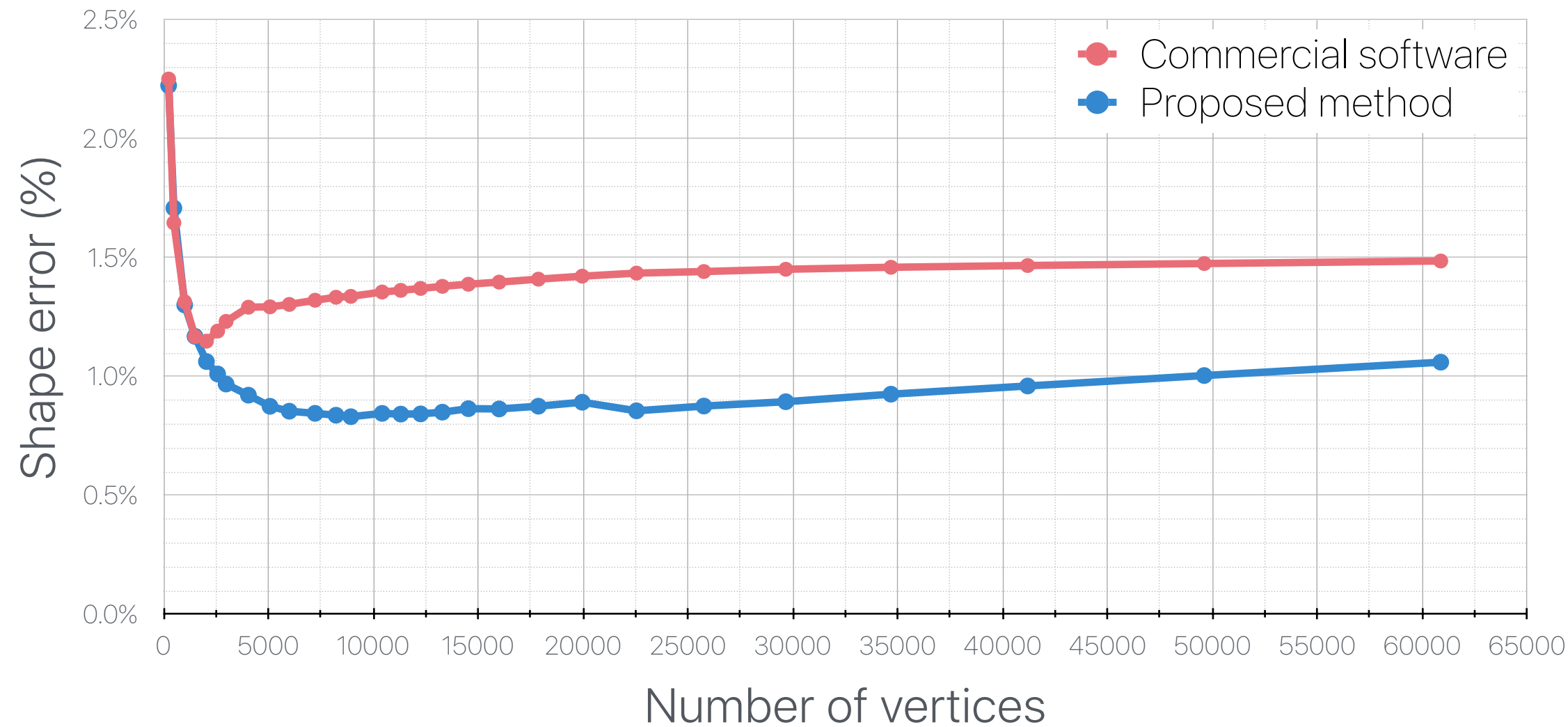


# Shape error vs. b-rep resolution (r = 80 voxels)



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

