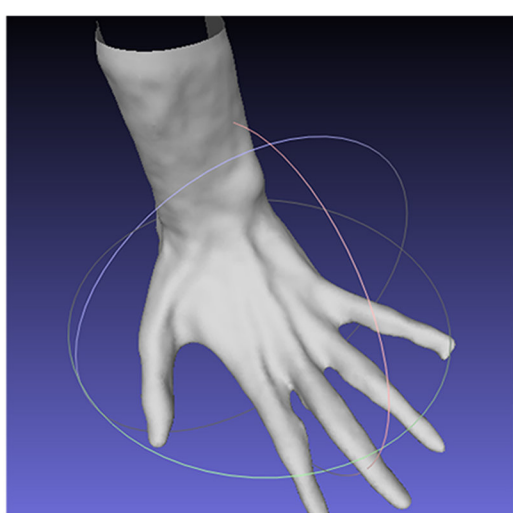
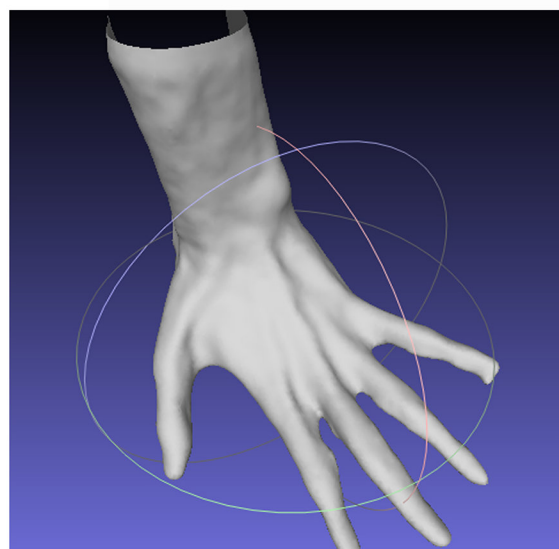
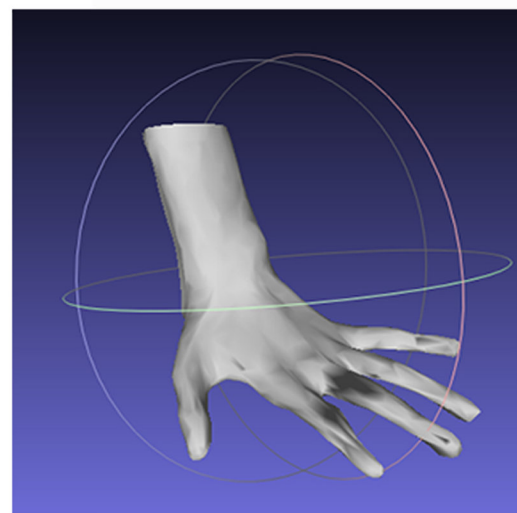


From point cloud to mesh with  
Poisson Surface Reconstruction

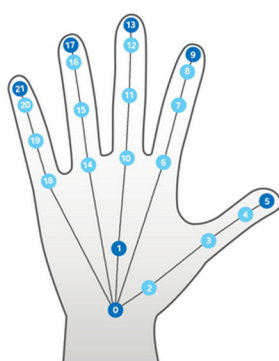
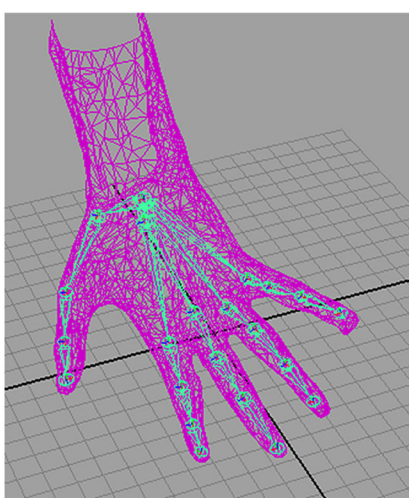


26758 vertices  
53386 faces

Vertex Cleaning



1338 vertices  
2616 faces



From joints to weighted skin  
using hierarchy binding

