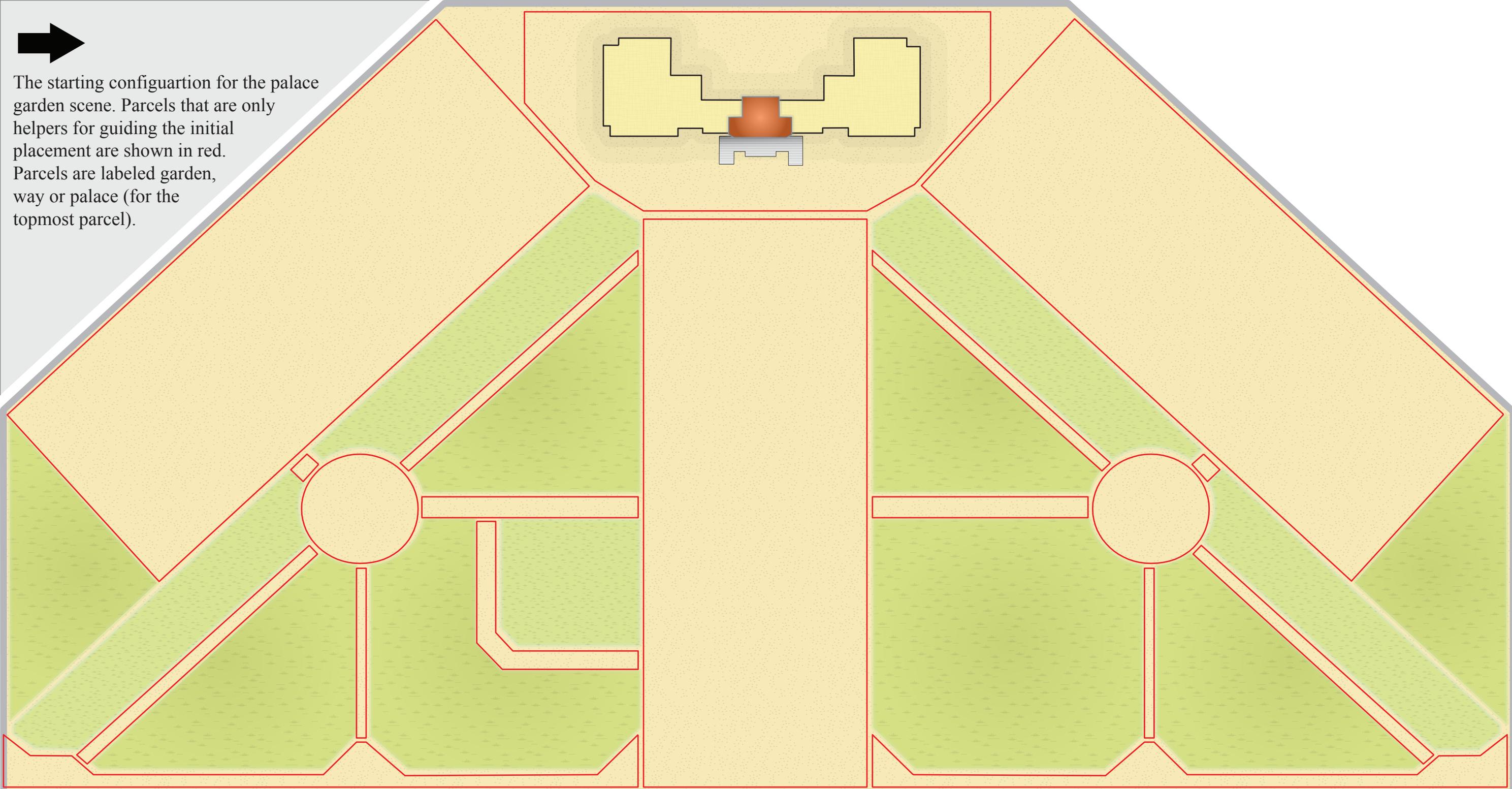
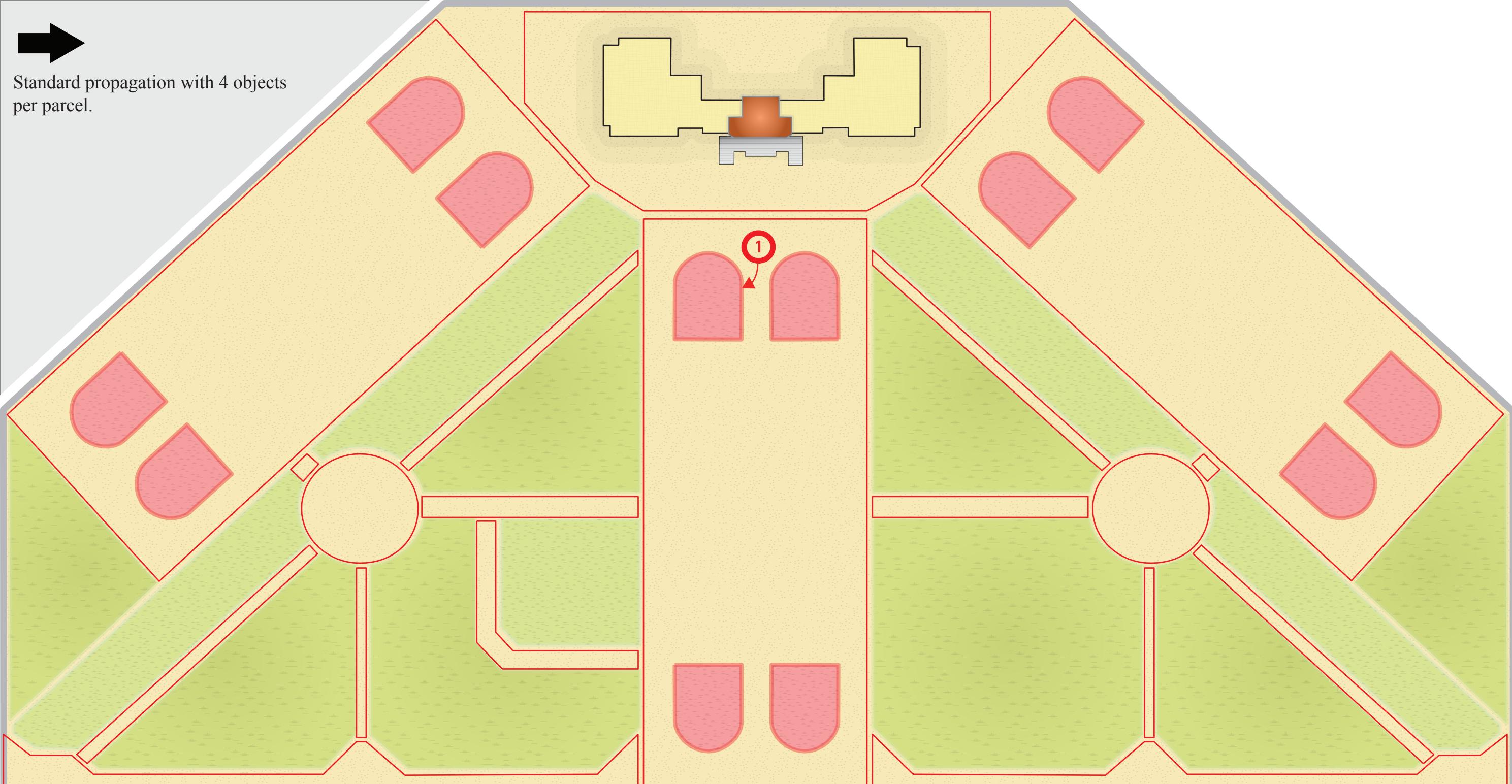




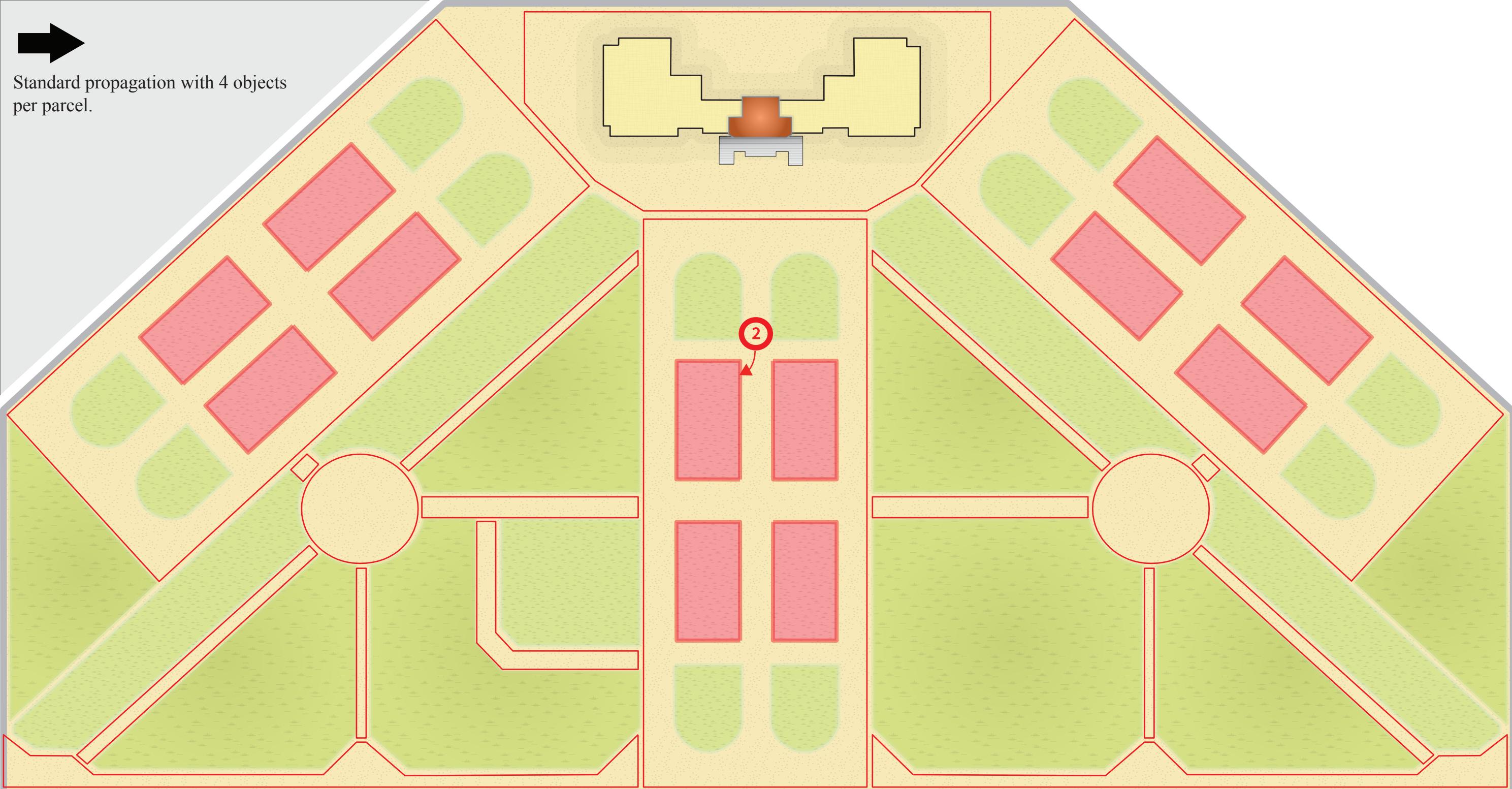
The starting configuration for the palace garden scene. Parcels that are only helpers for guiding the initial placement are shown in red. Parcels are labeled garden, way or palace (for the topmost parcel).





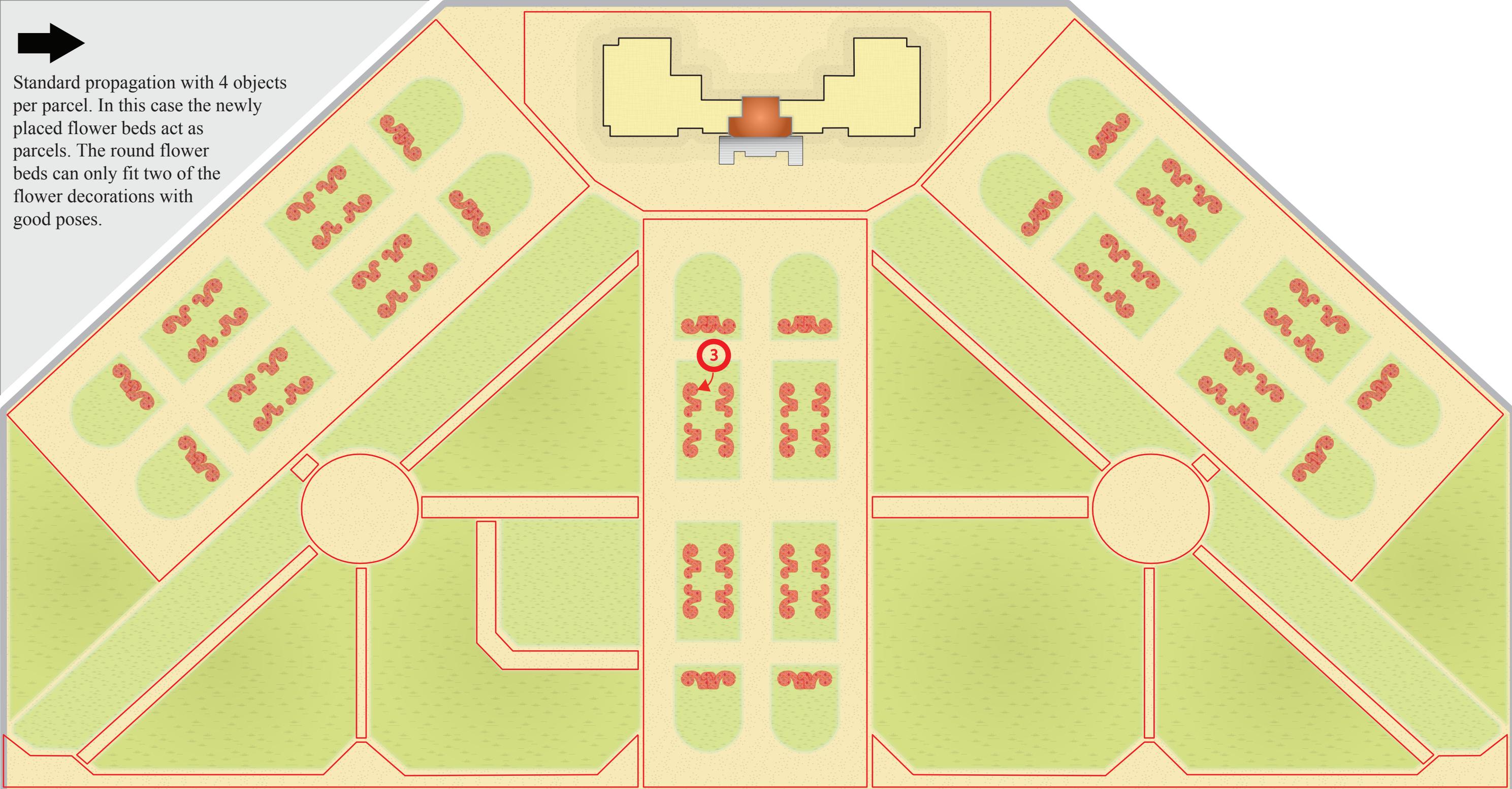


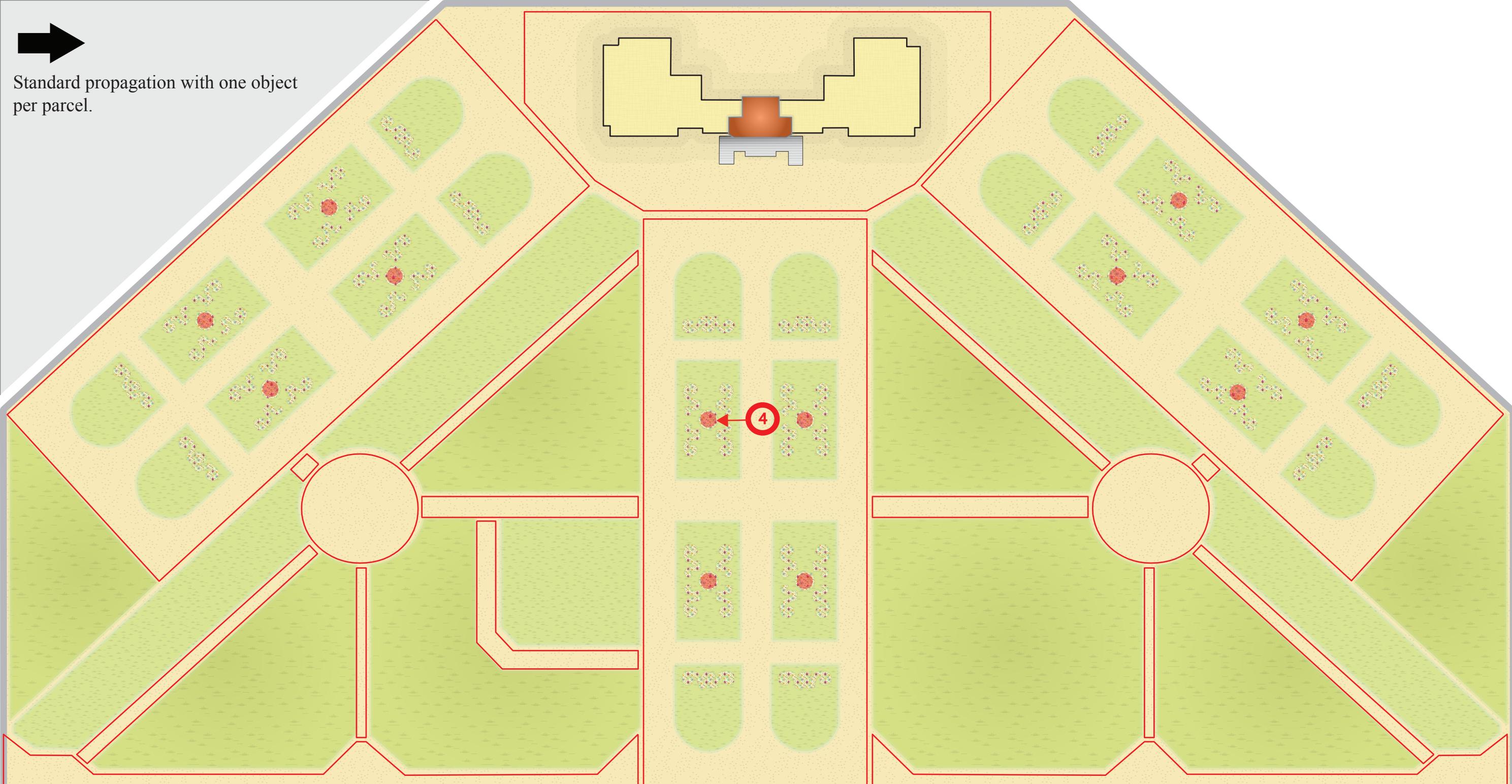
Standard propagation with 4 objects per parcel.



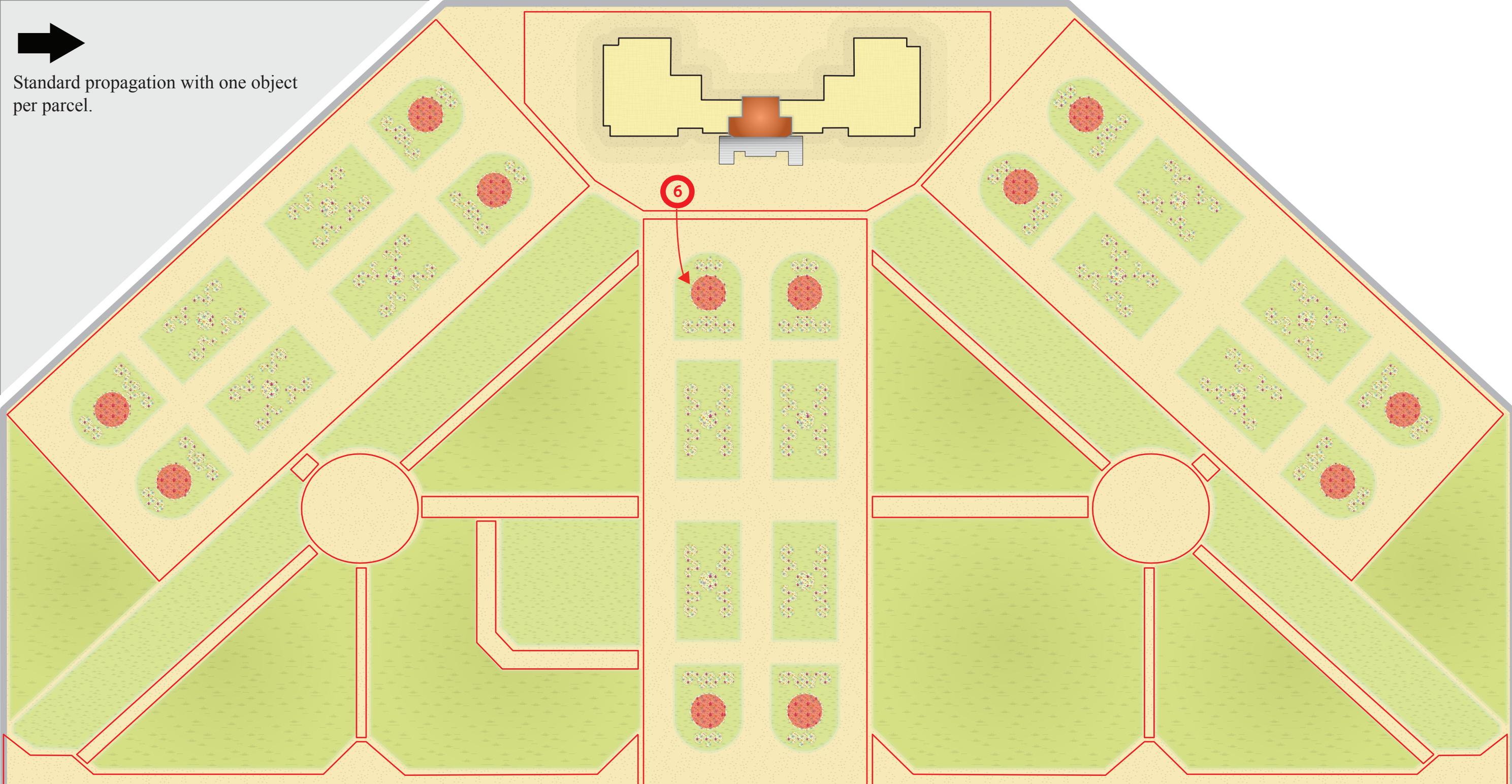


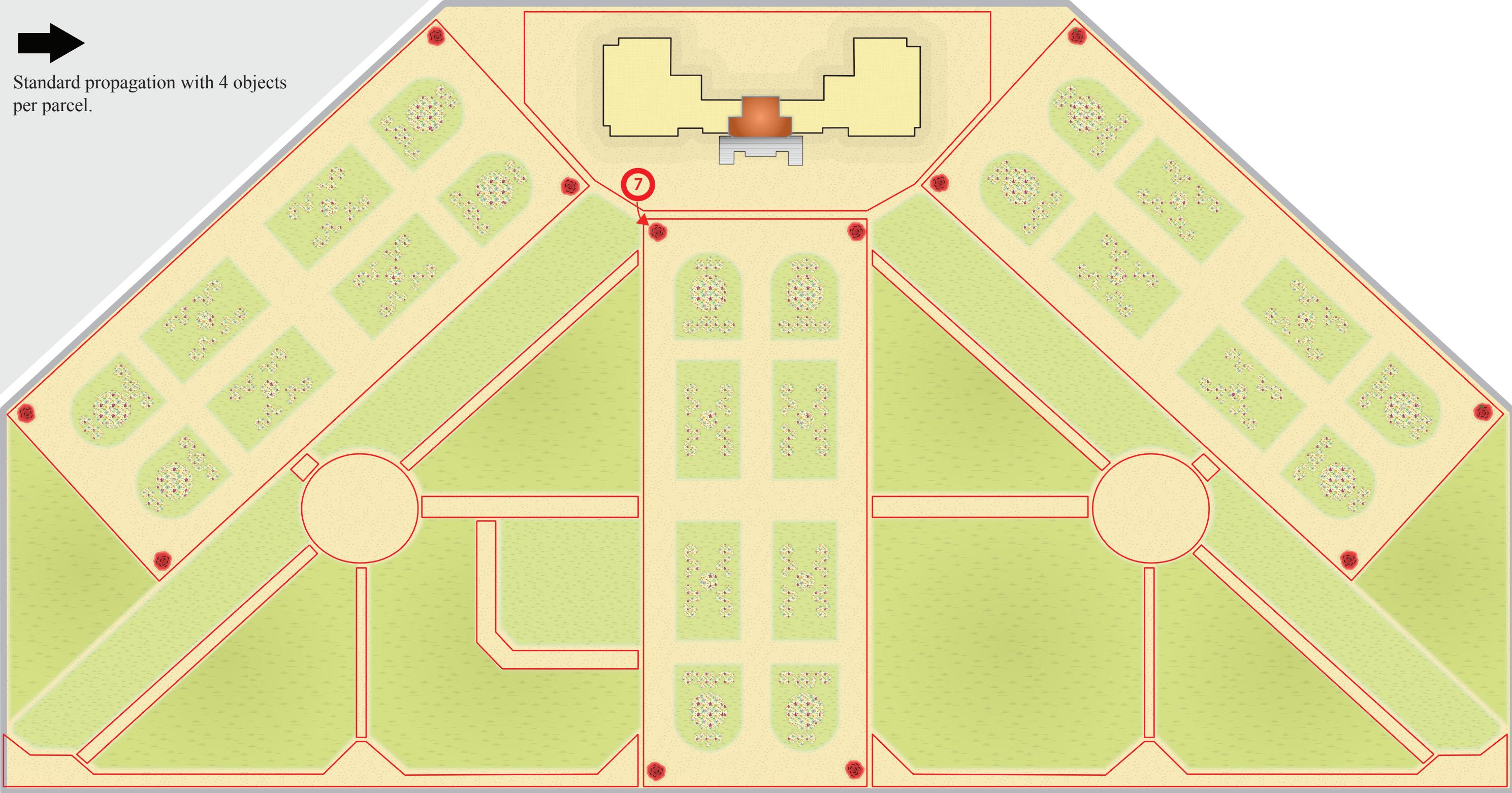
Standard propagation with 4 objects per parcel. In this case the newly placed flower beds act as parcels. The round flower beds can only fit two of the flower decorations with good poses.

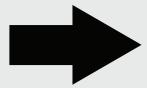




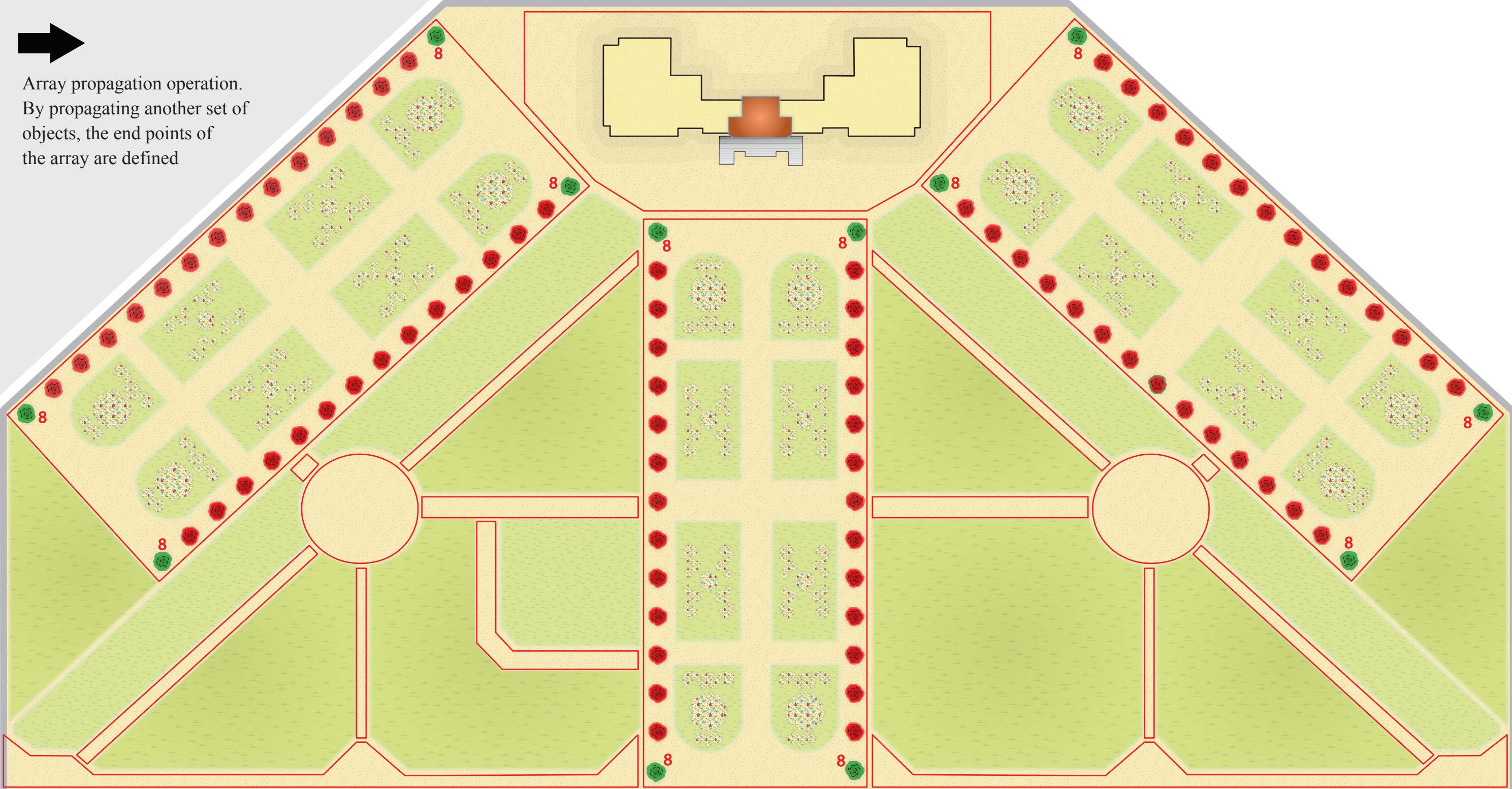


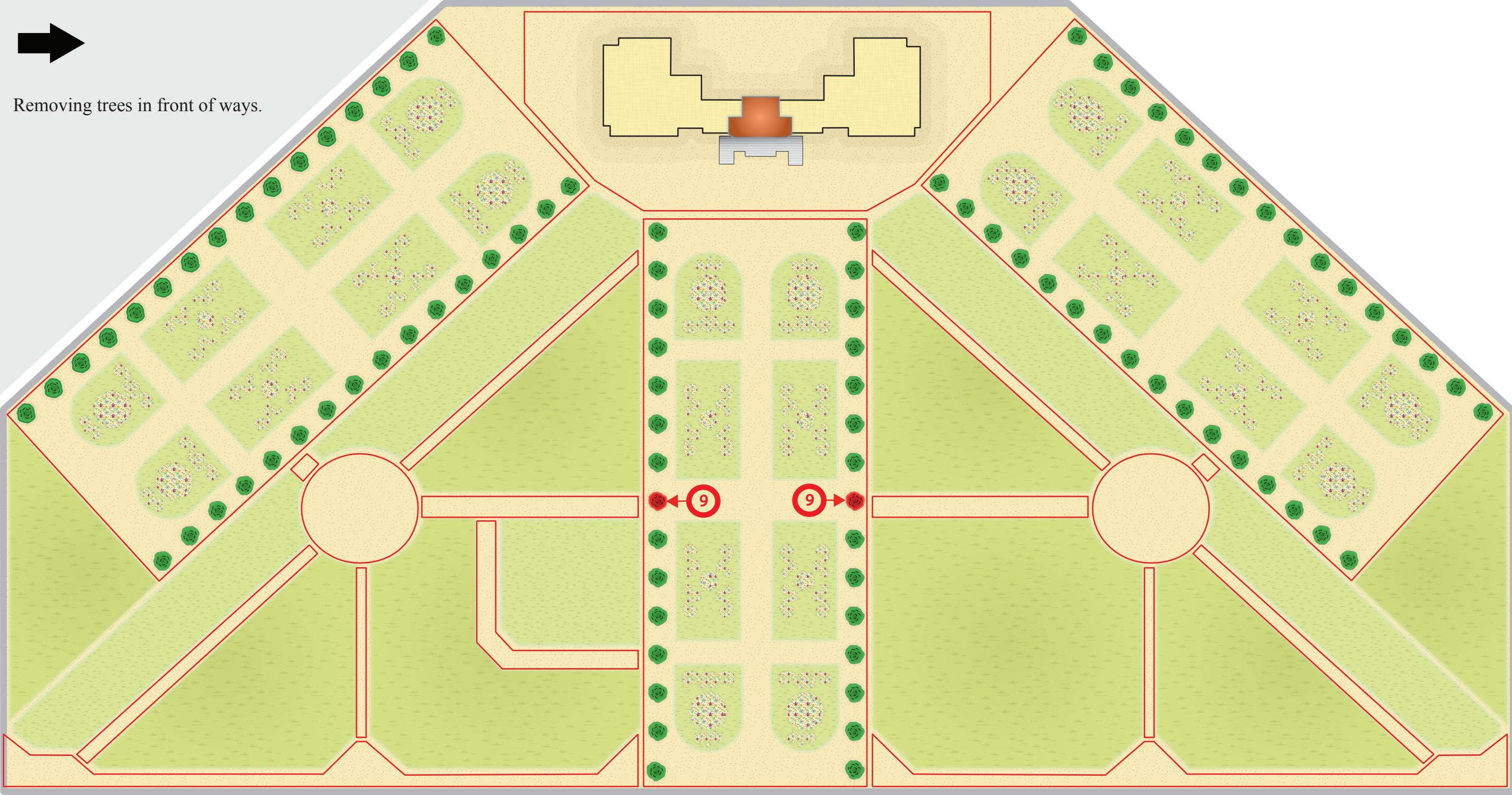






Array propagation operation.
By propagating another set of
objects, the end points of
the array are defined

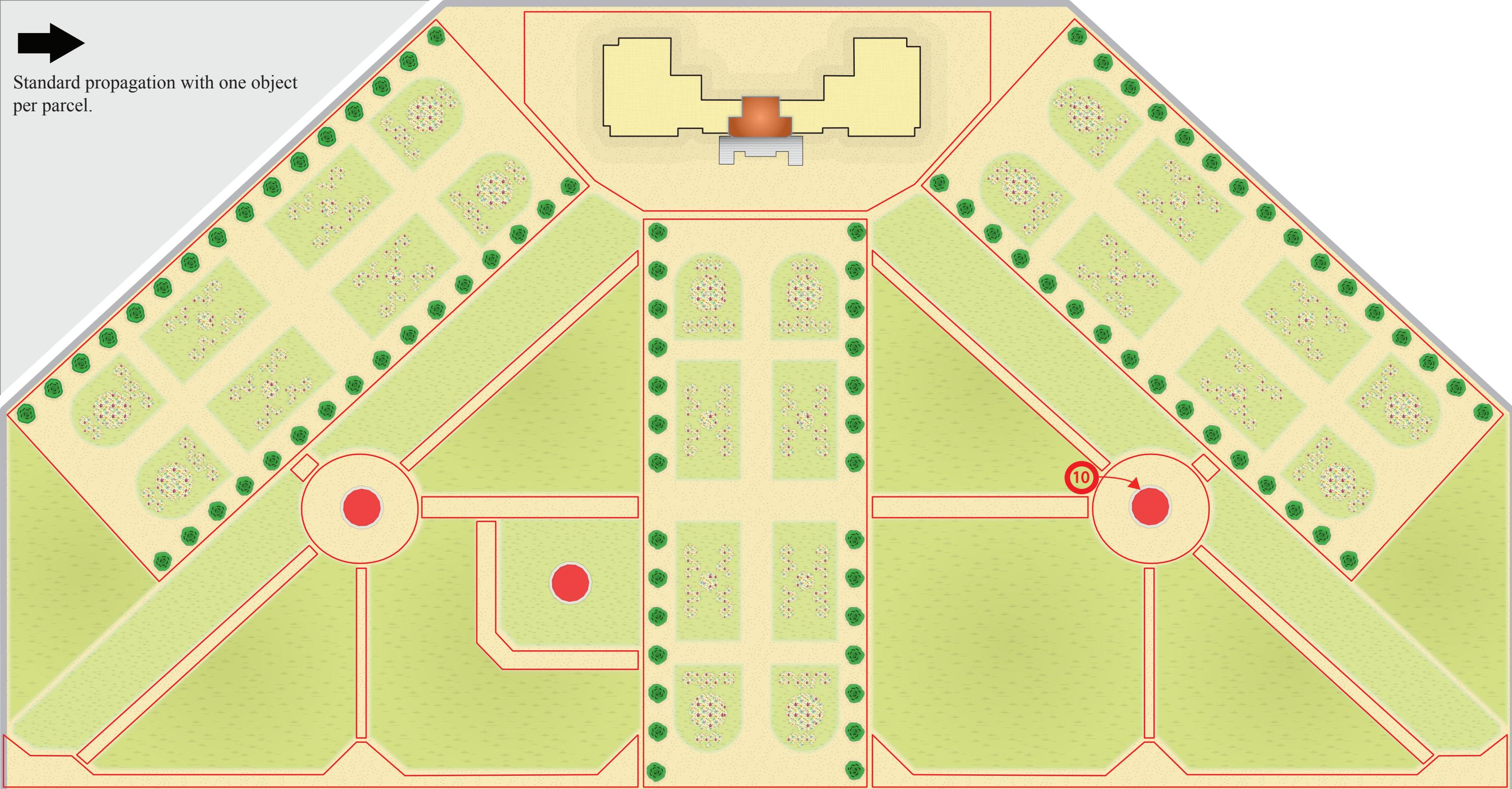


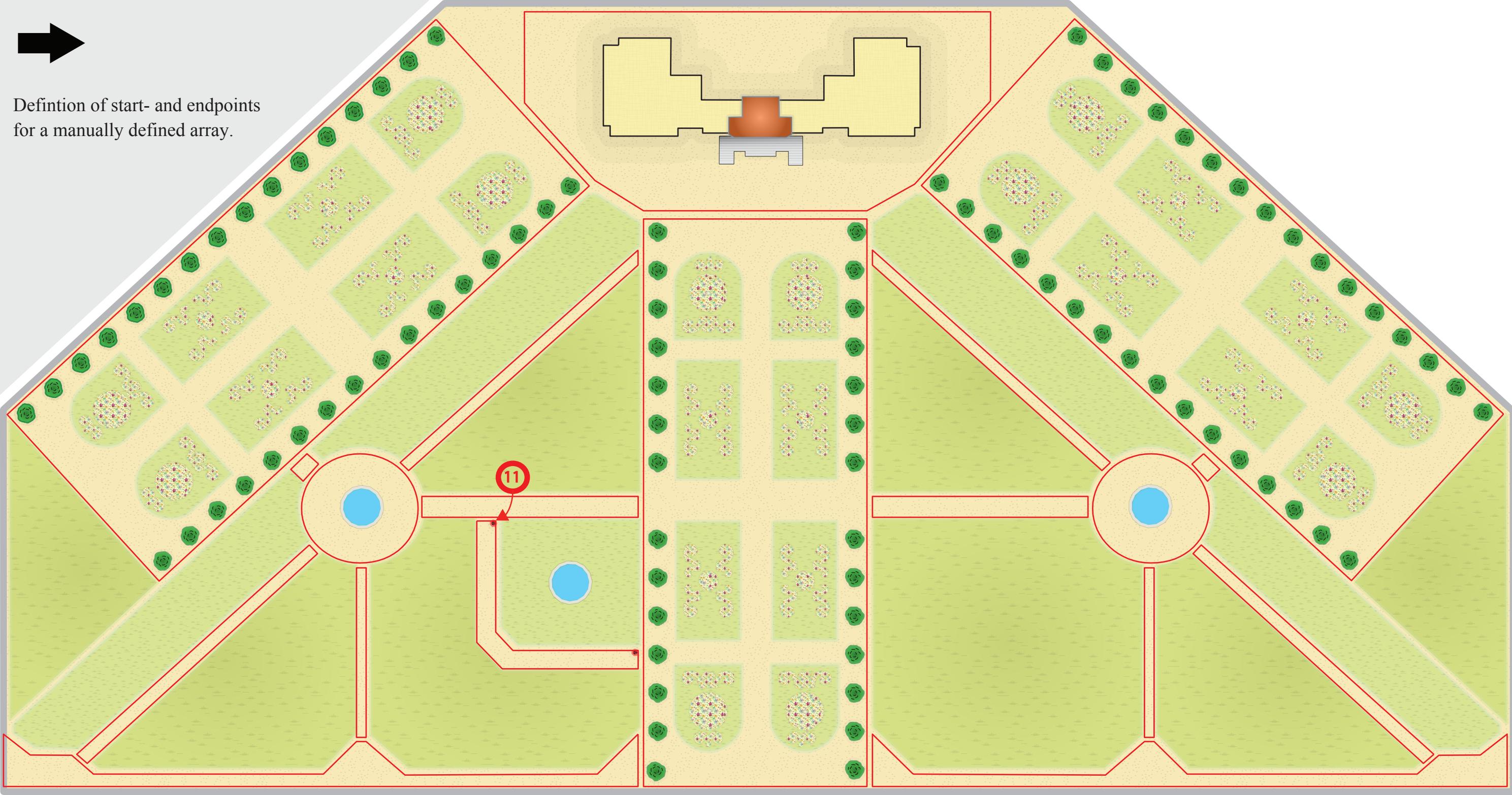


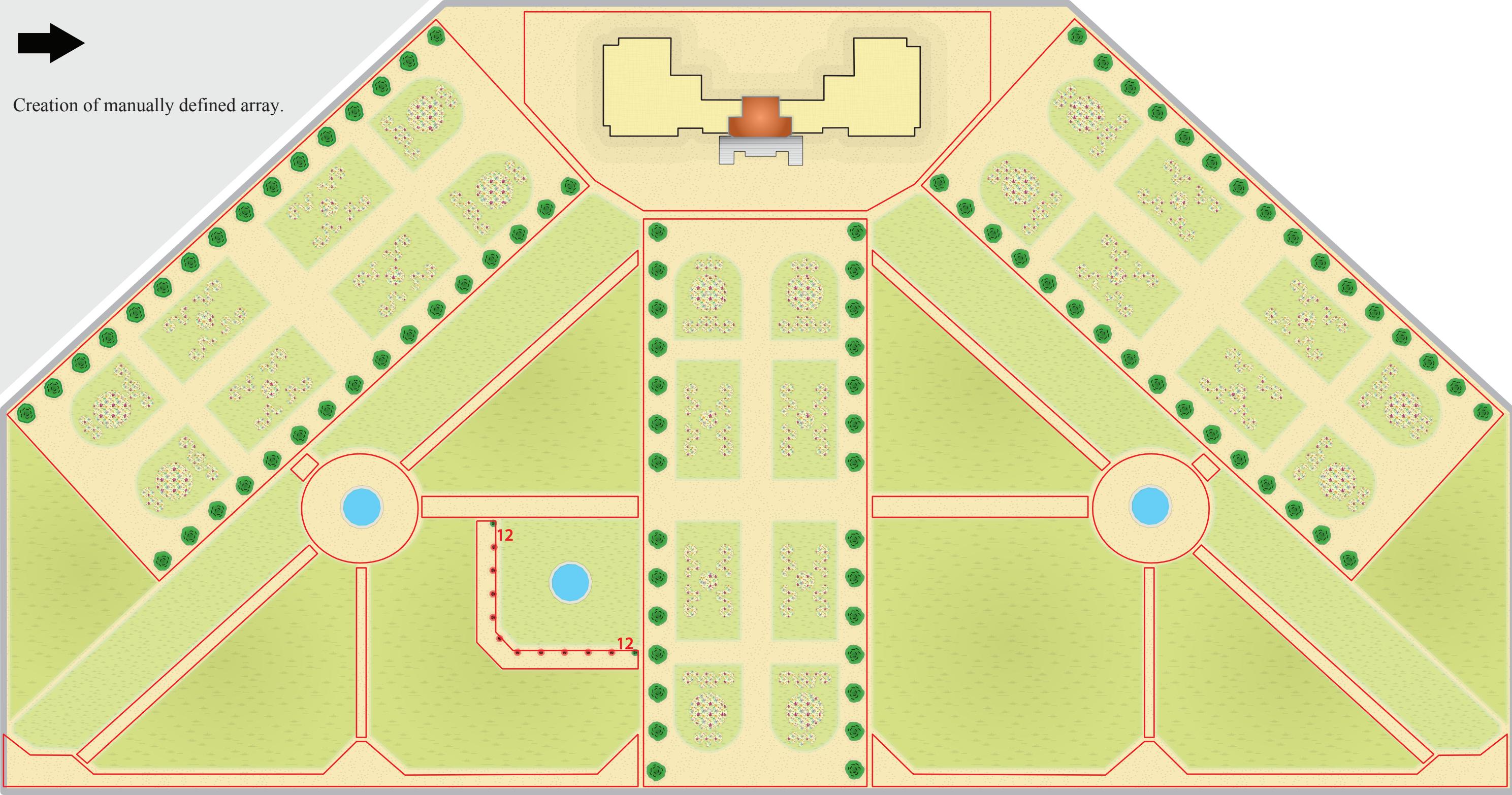
Removing trees in front of ways.

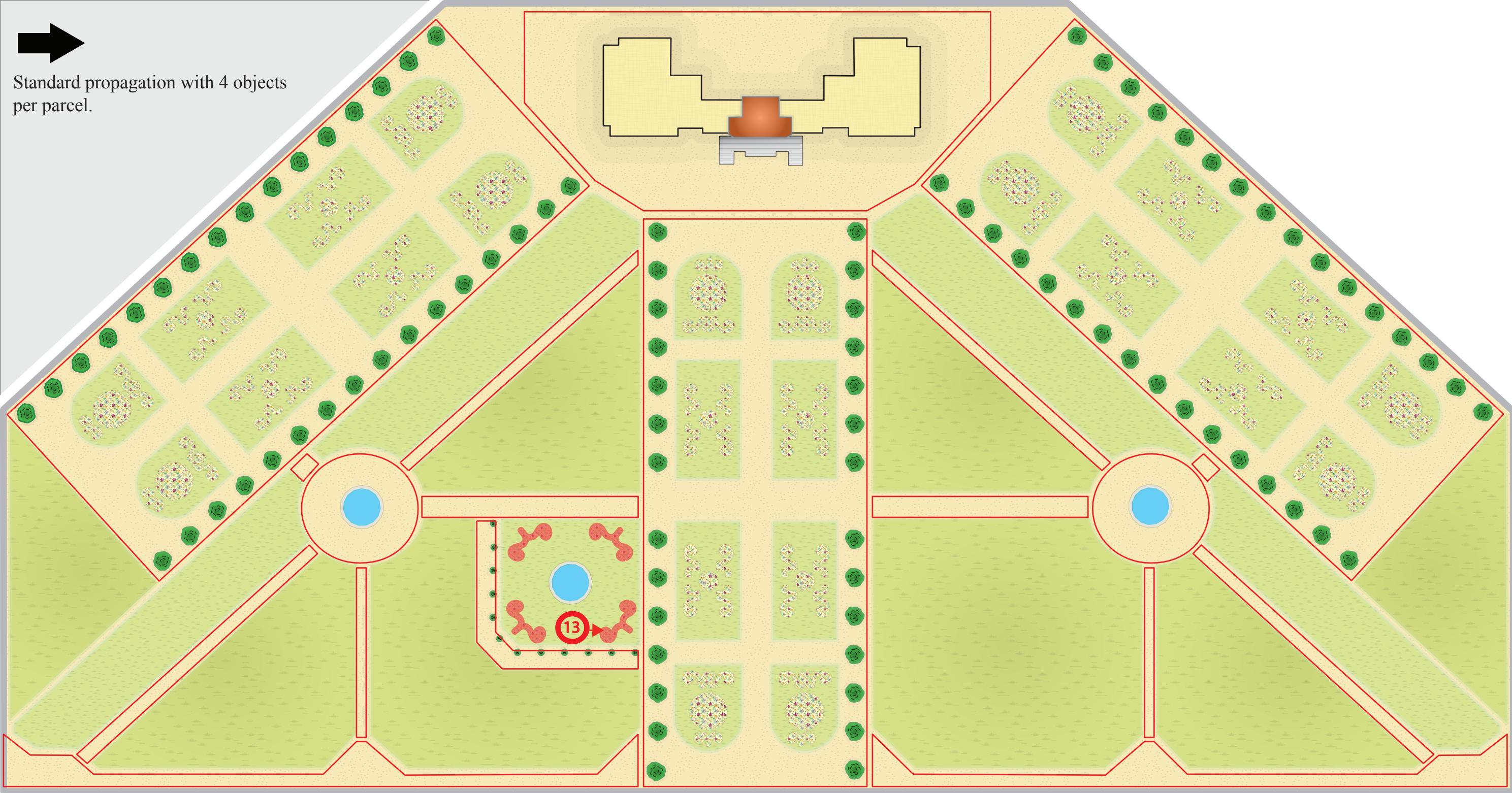


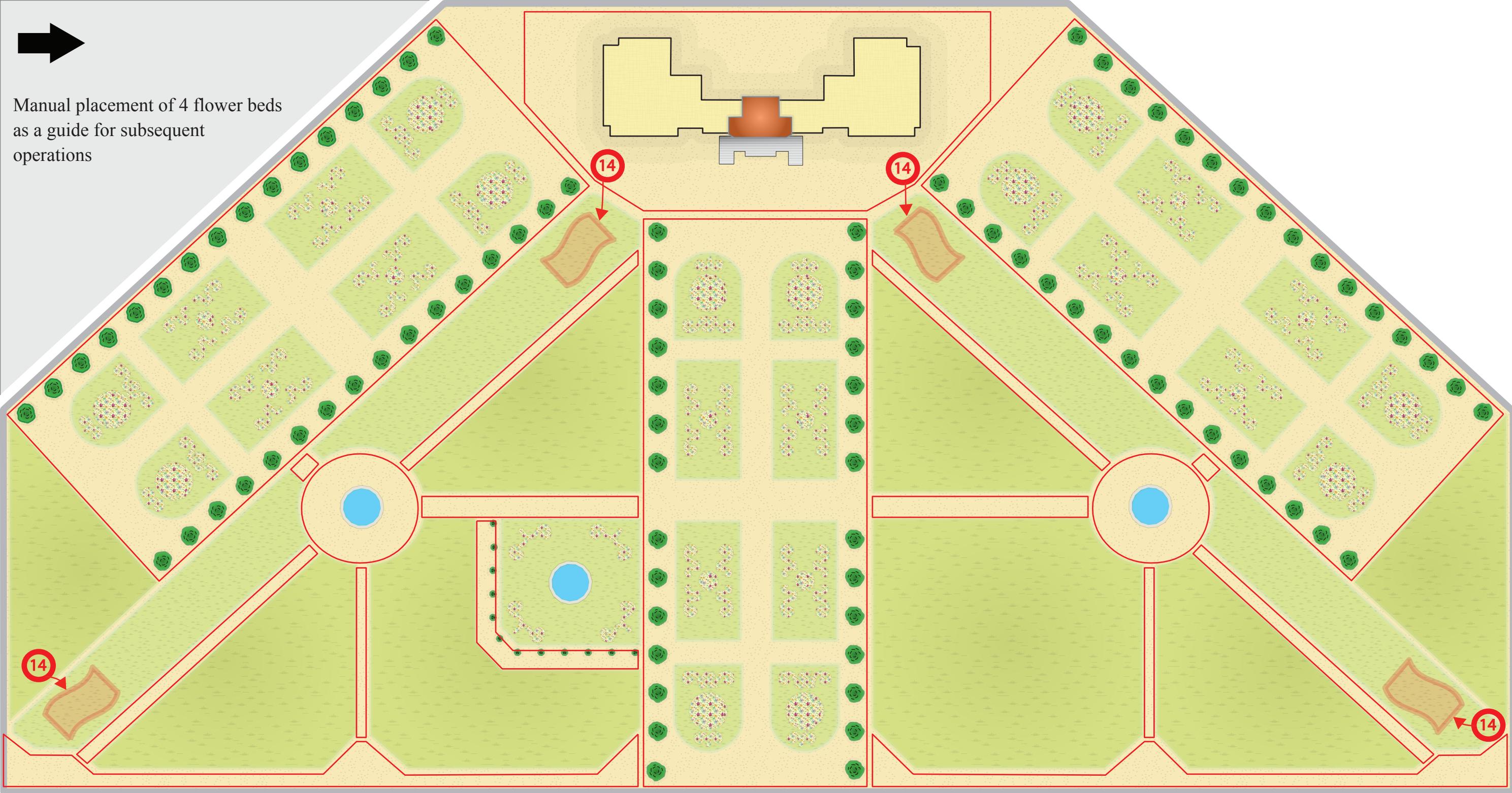
Standard propagation with one object per parcel.





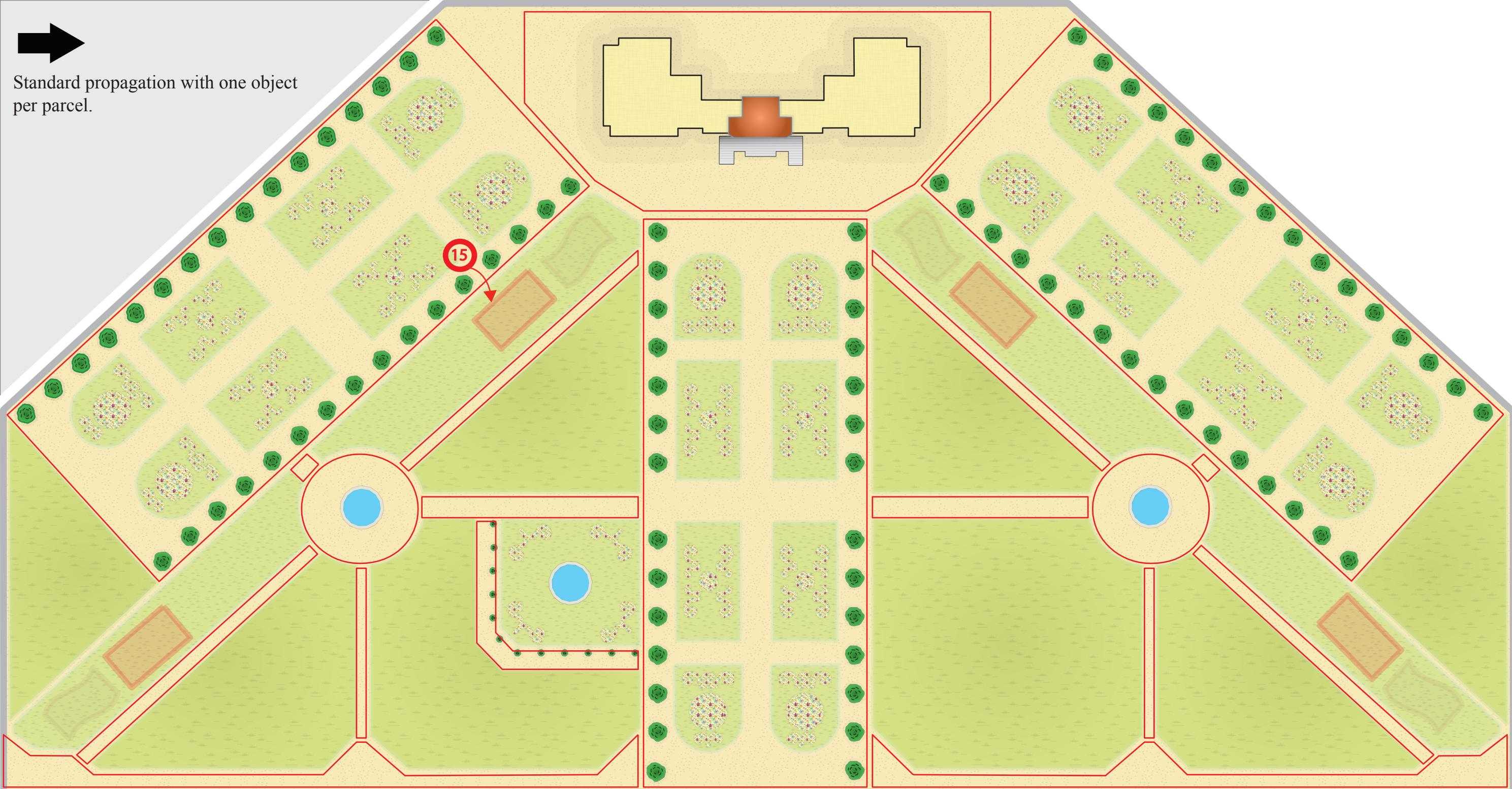






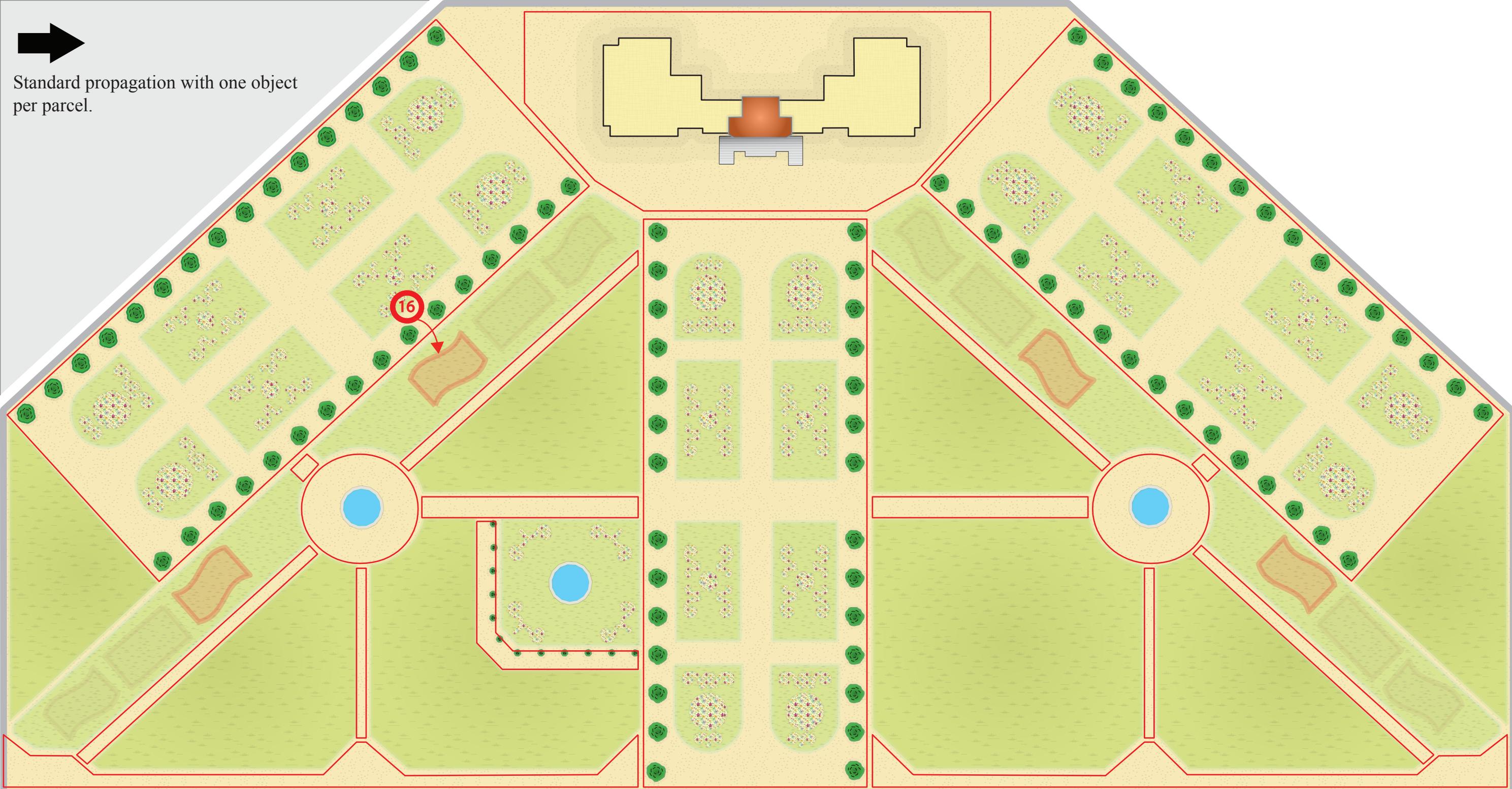


Standard propagation with one object per parcel.



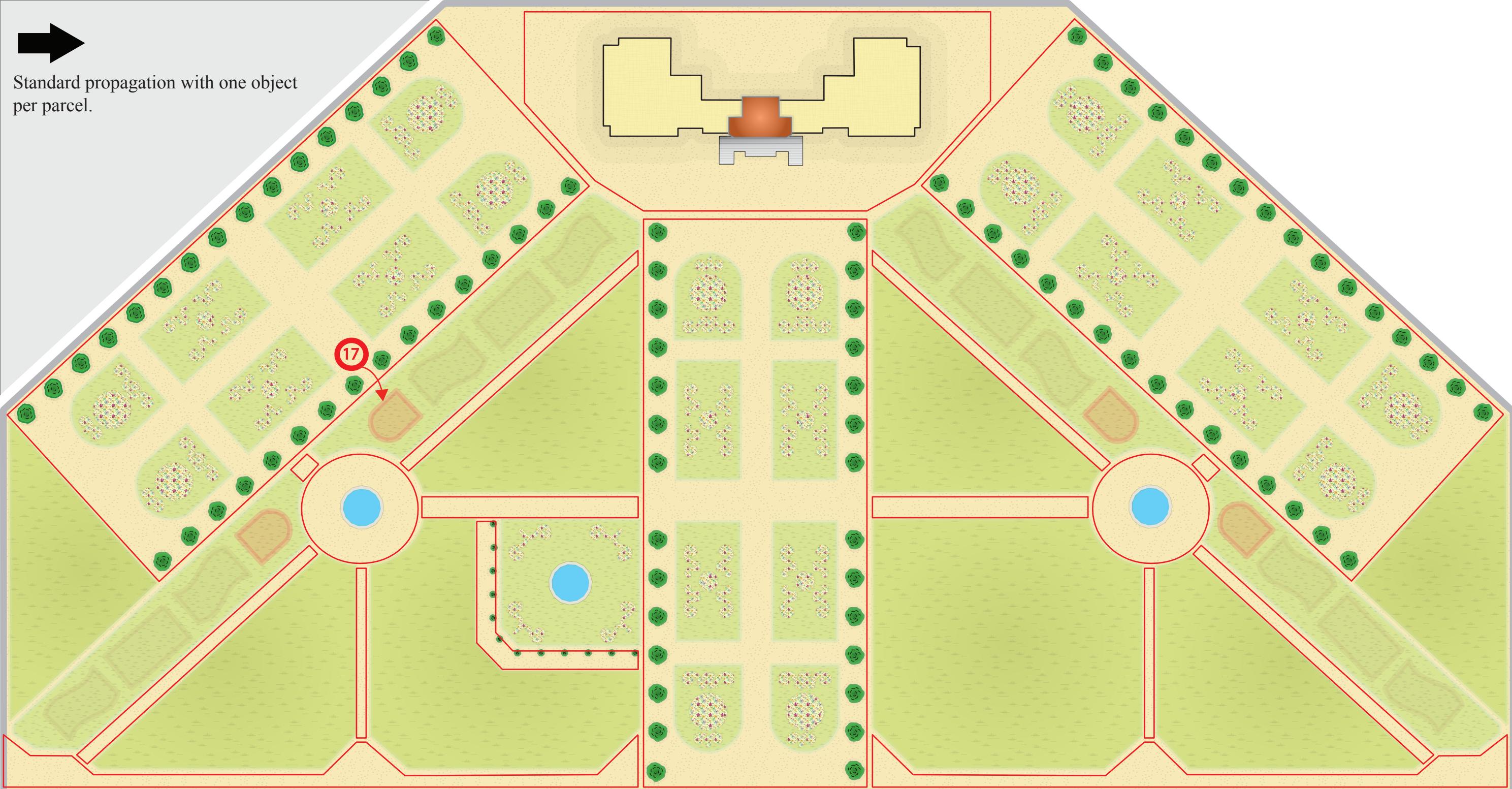


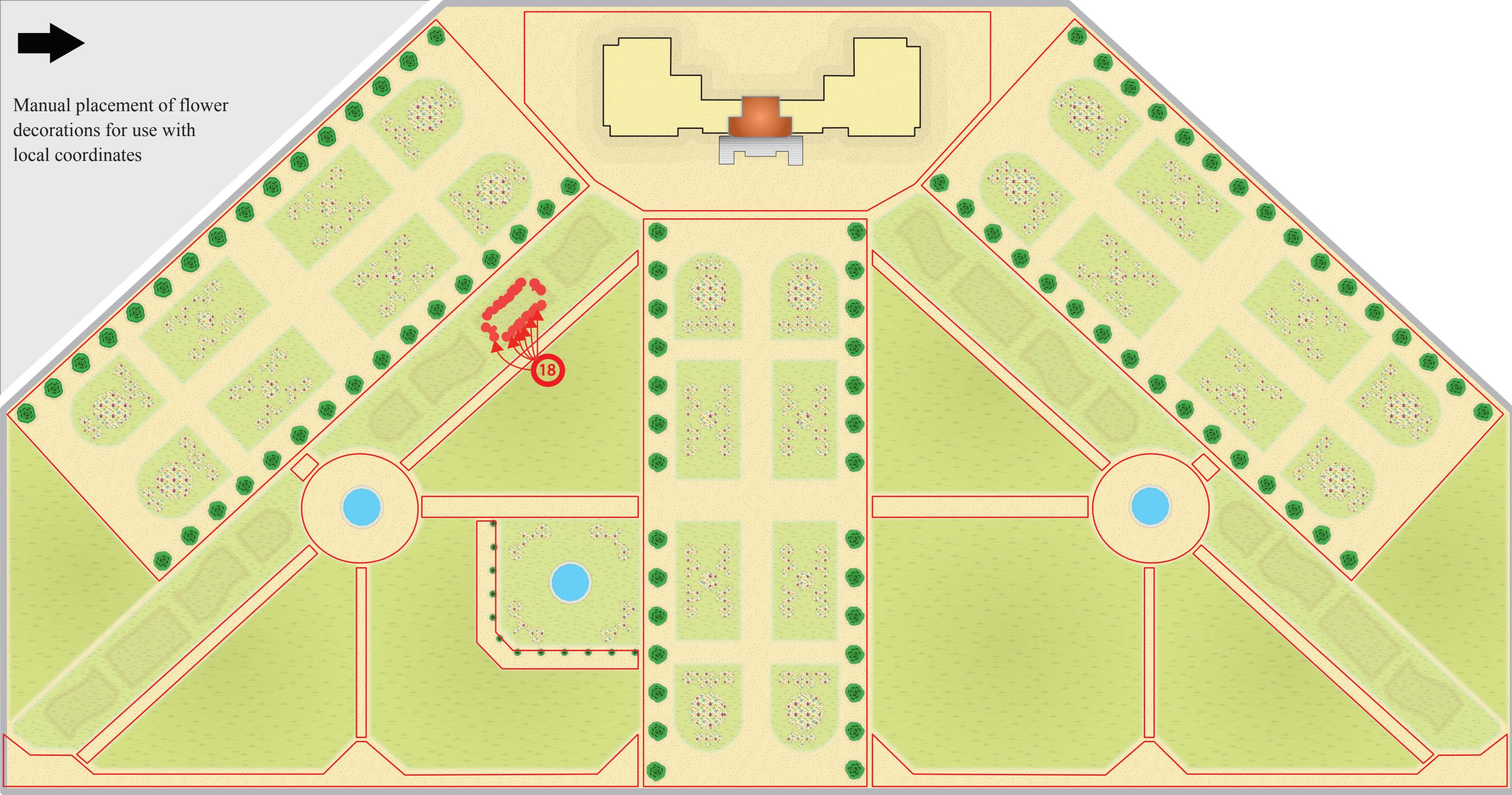
Standard propagation with one object per parcel.

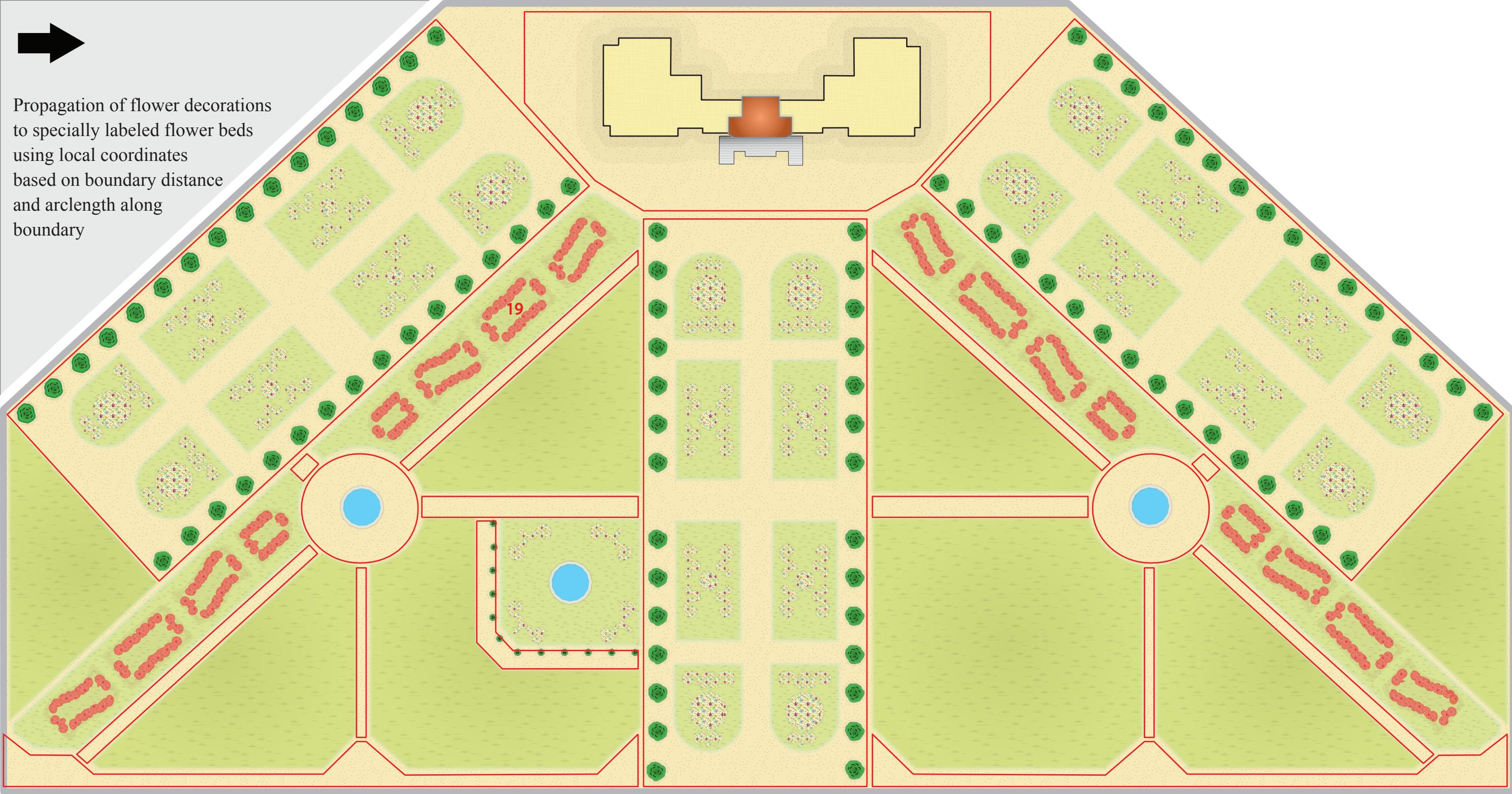




Standard propagation with one object per parcel.

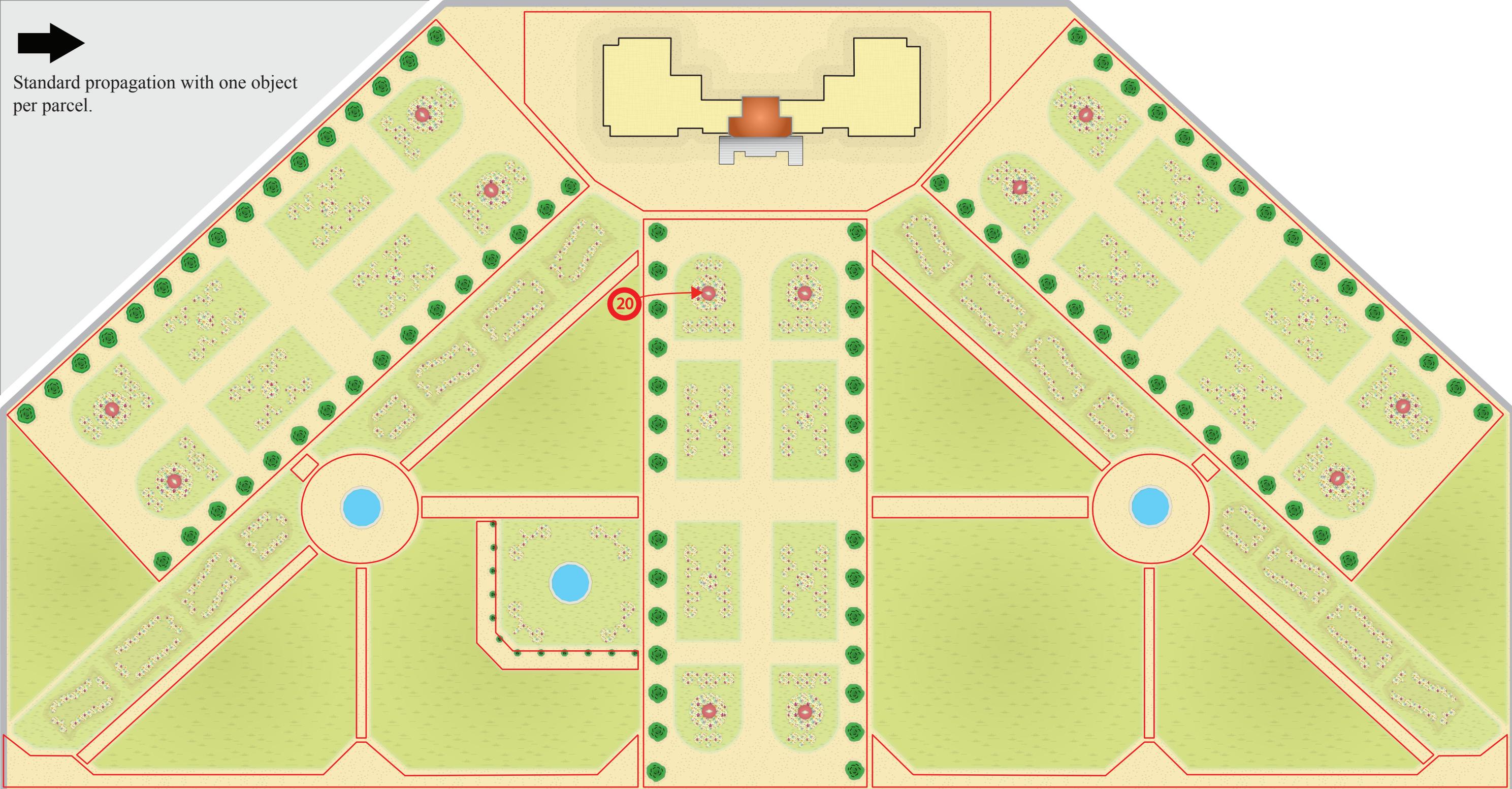






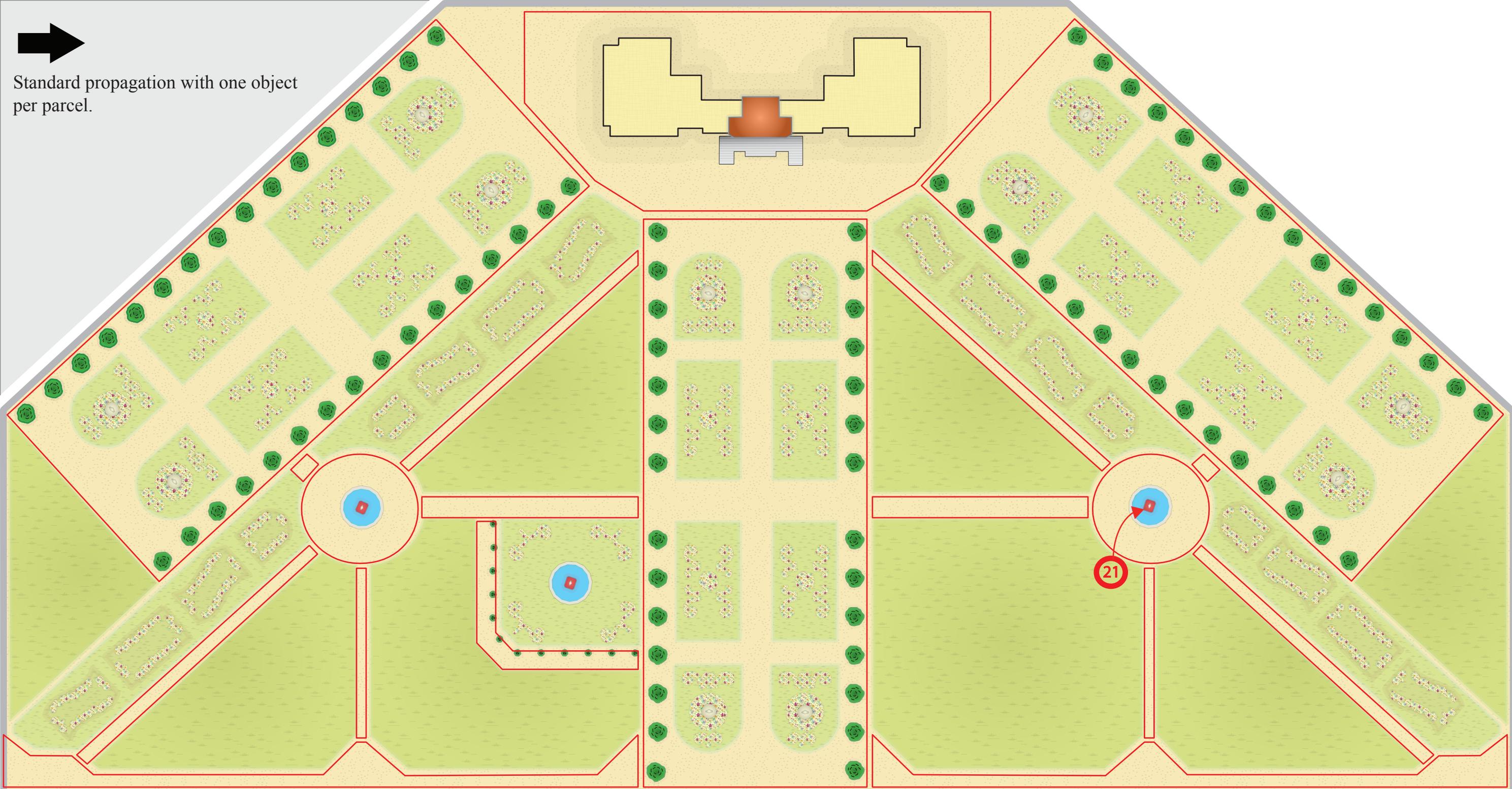


Standard propagation with one object per parcel.



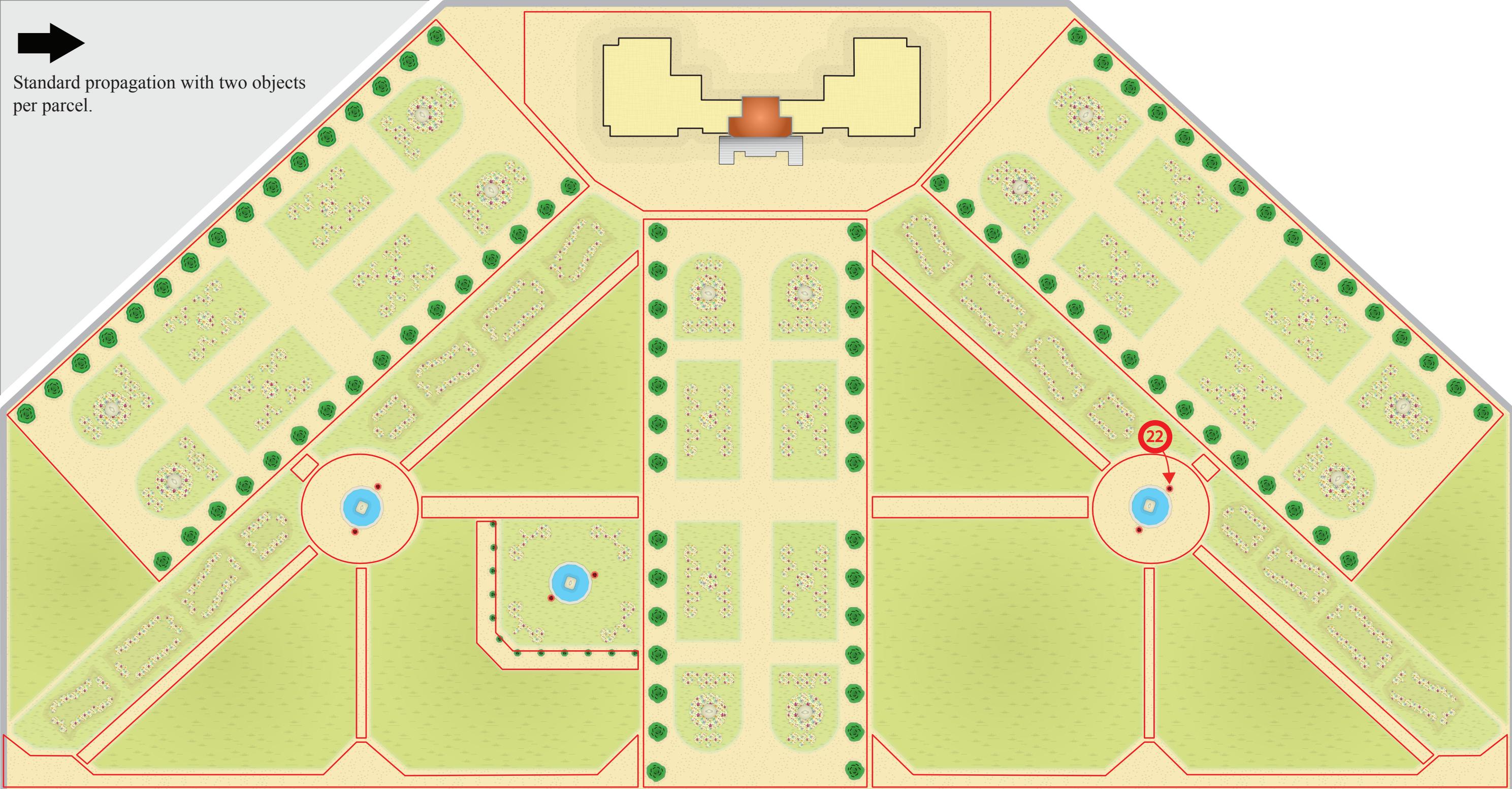


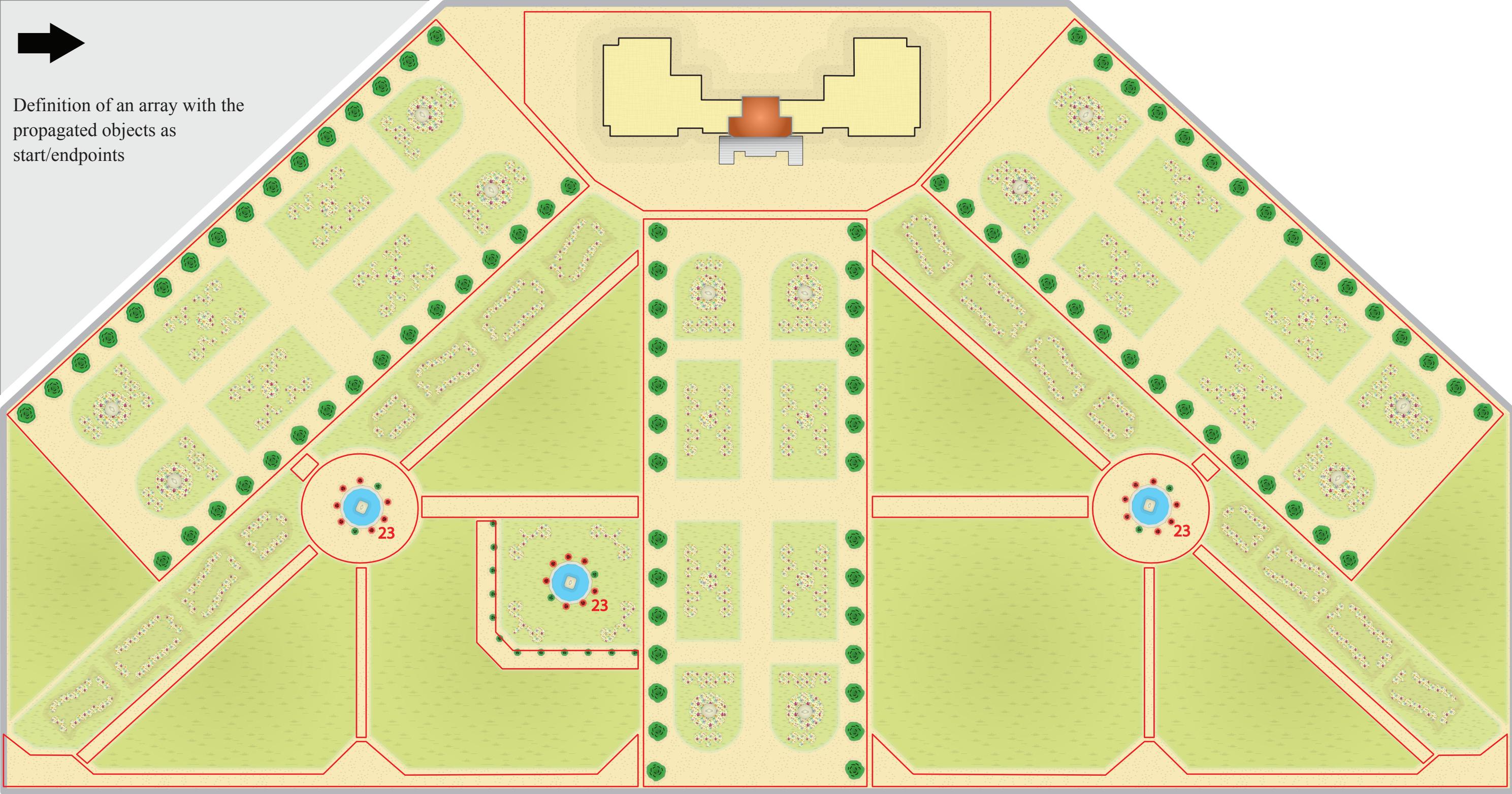
Standard propagation with one object per parcel.





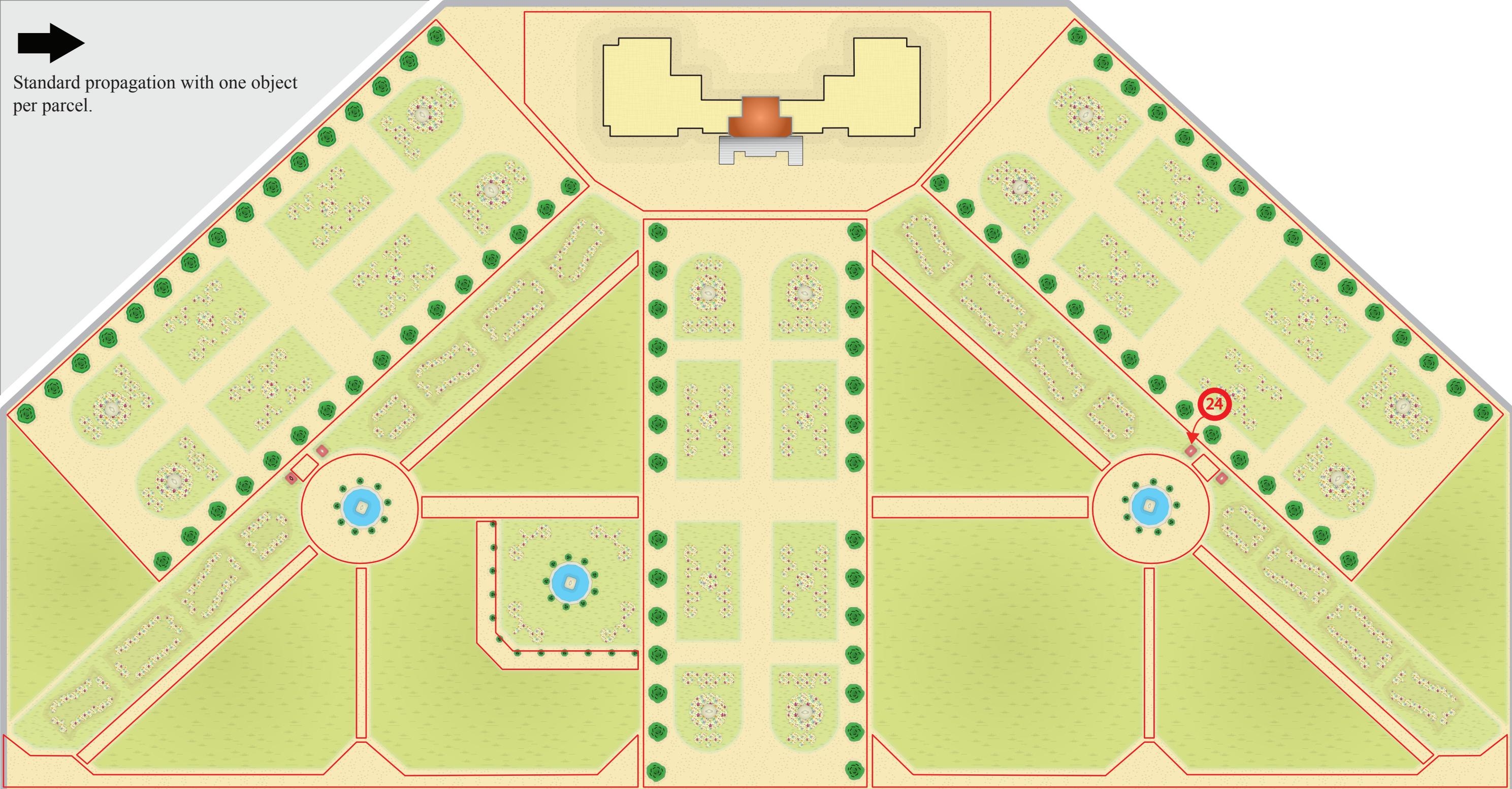
Standard propagation with two objects per parcel.





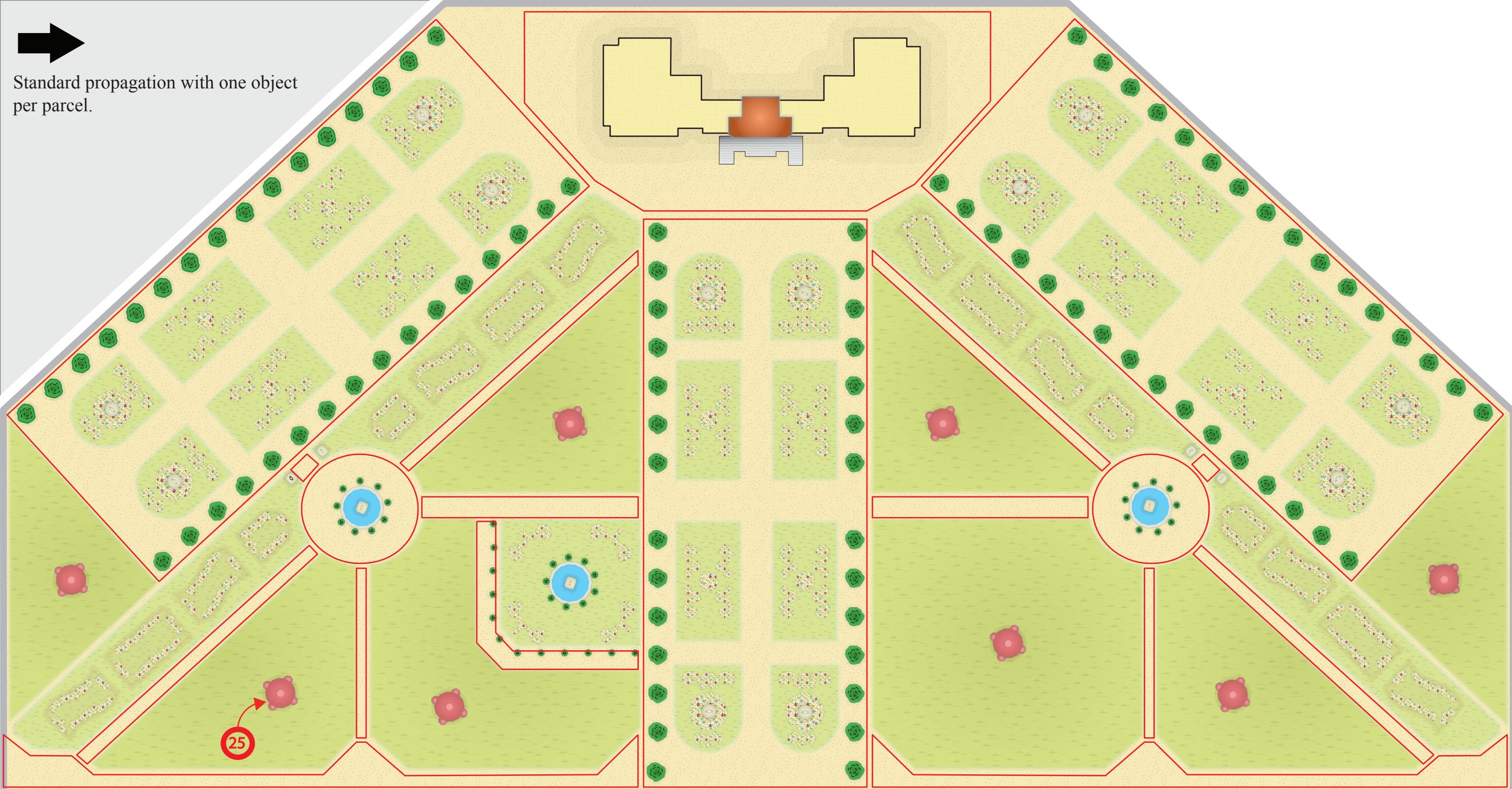


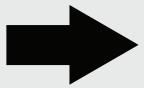
Standard propagation with one object per parcel.



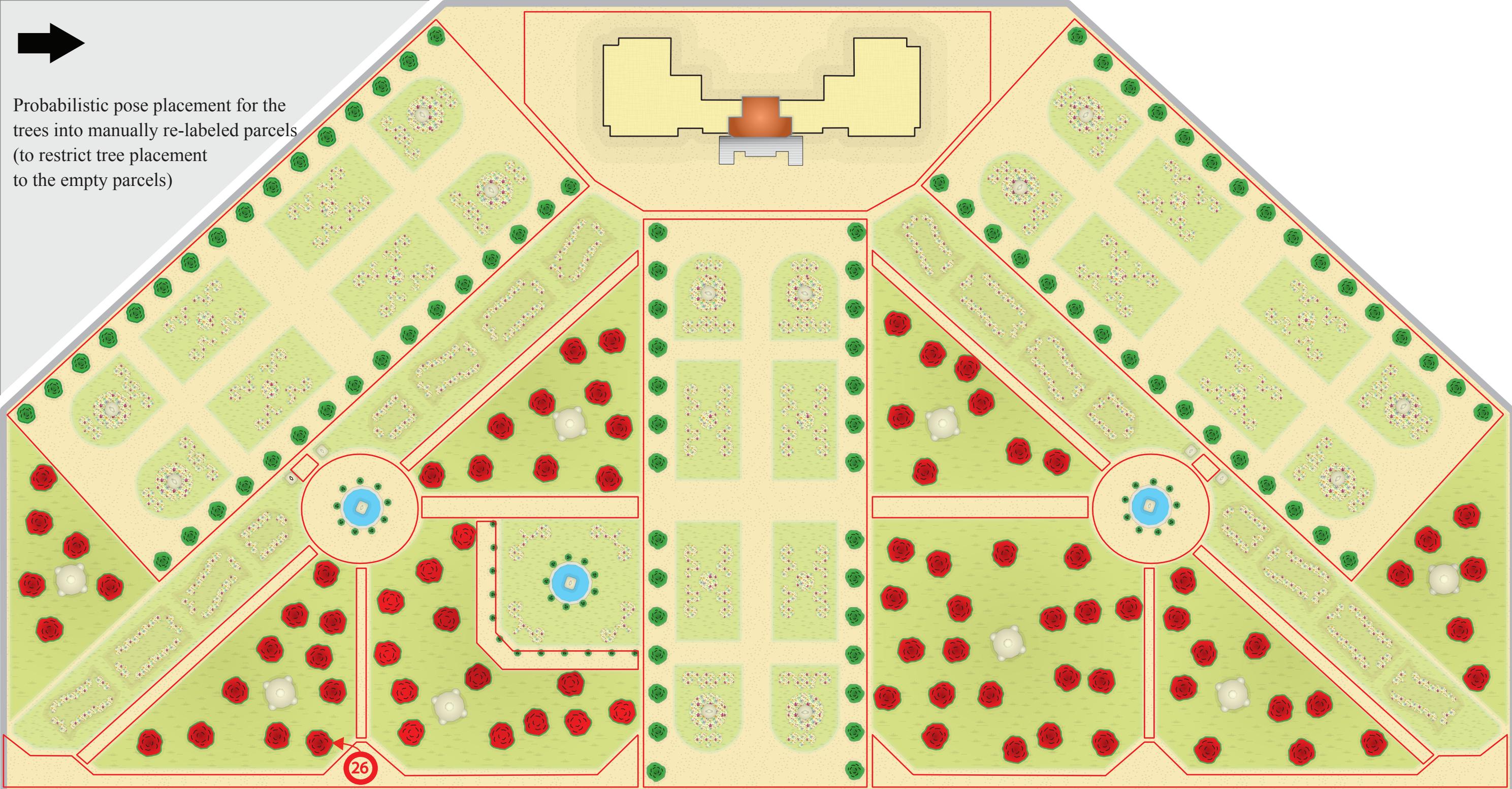


Standard propagation with one object per parcel.



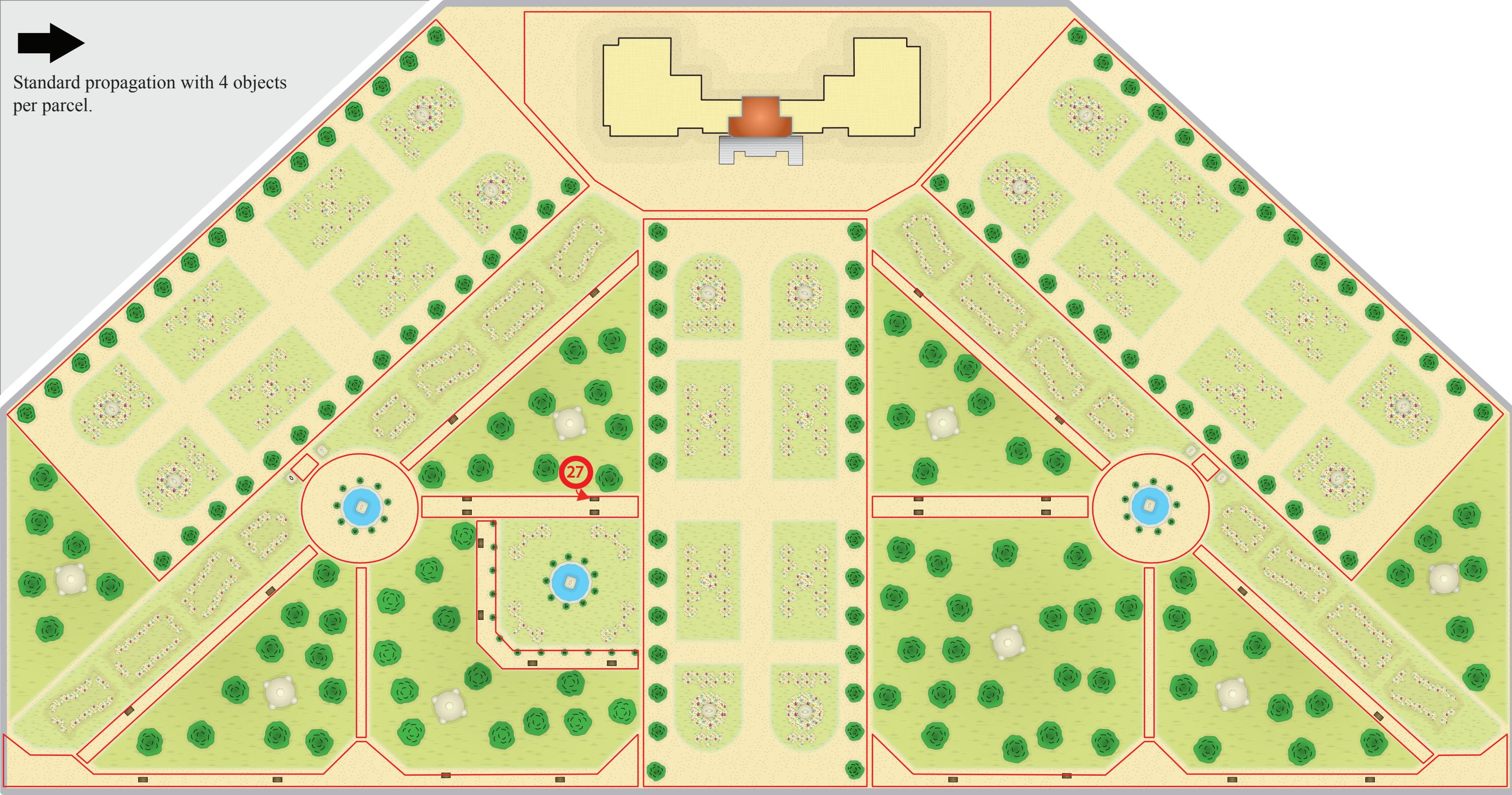


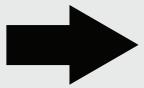
Probabilistic pose placement for the trees into manually re-labeled parcels
(to restrict tree placement
to the empty parcels)





Standard propagation with 4 objects
per parcel.





The final result. In total,
617 objects were placed
in 27 edit operations.

