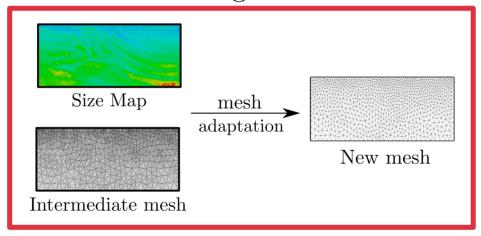


## Getting the mesh



## Preprocessing requirement

