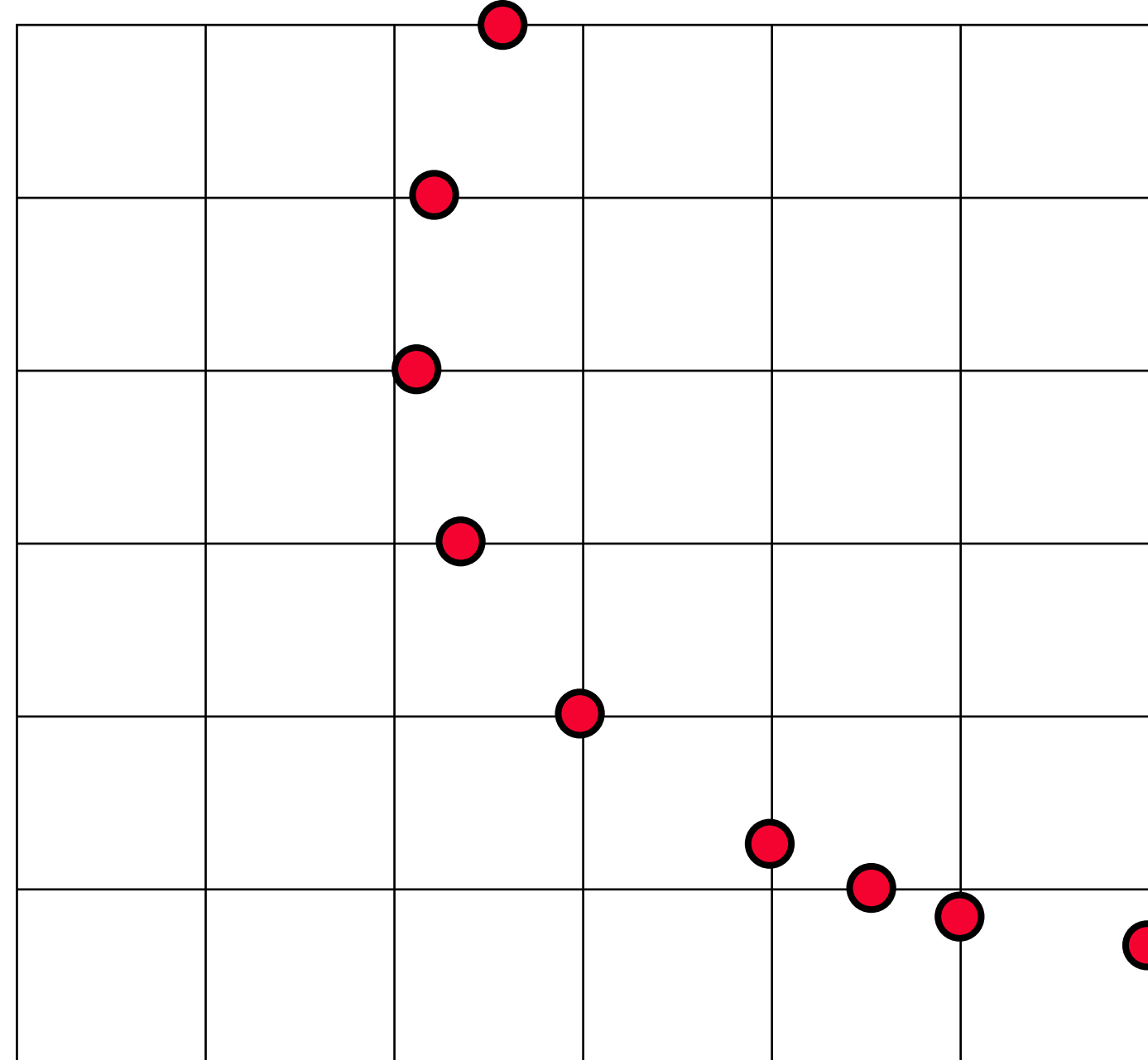
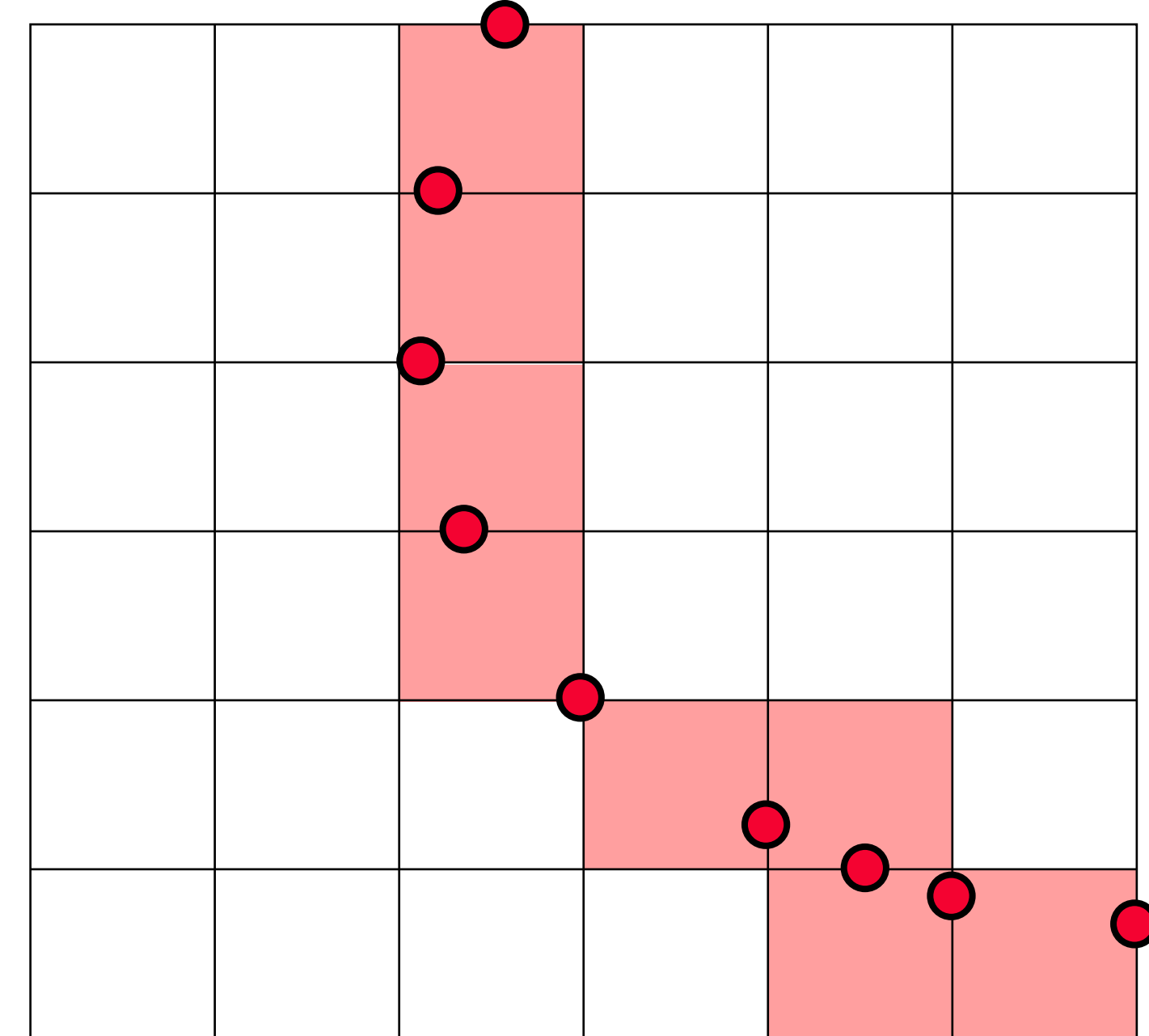


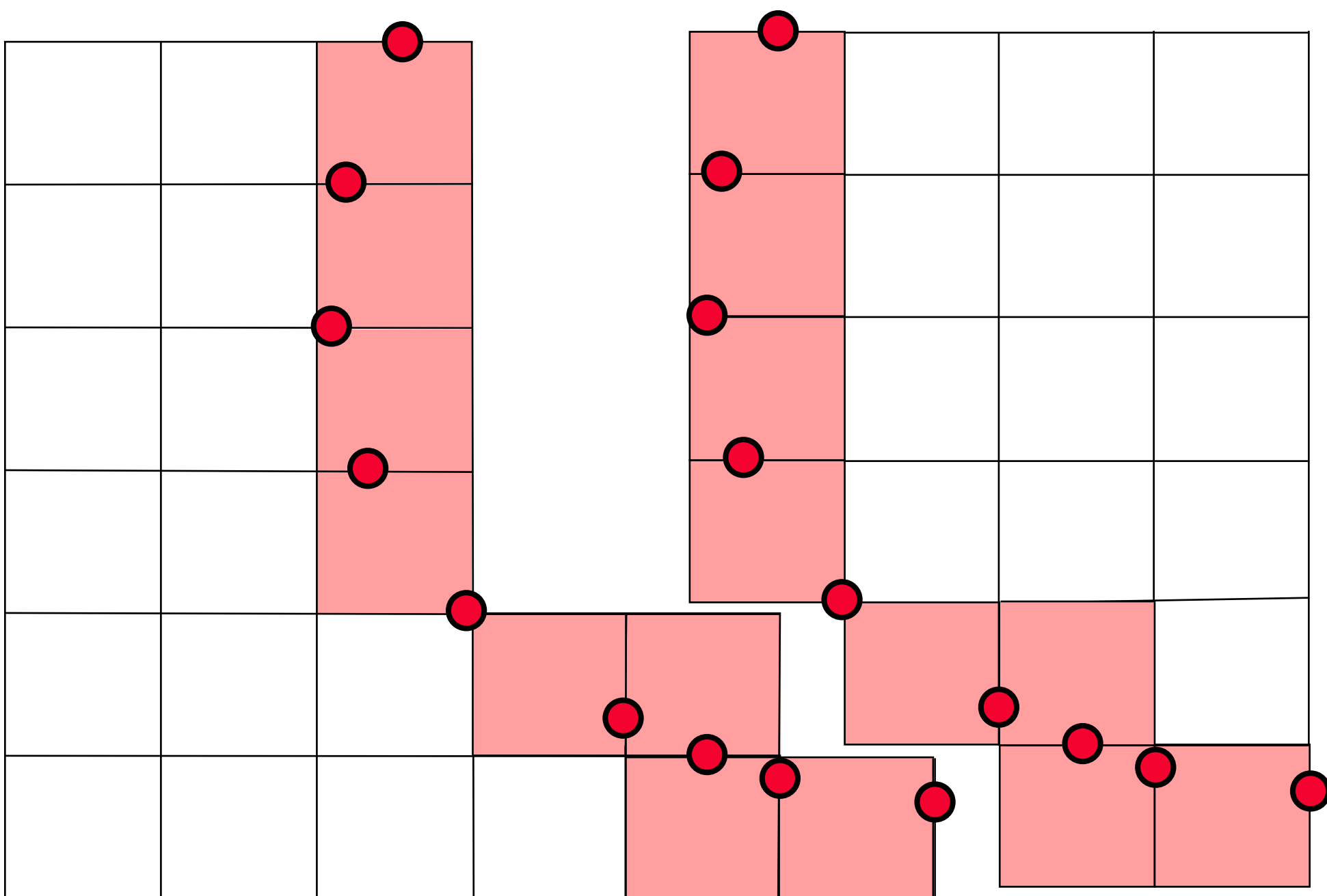
input curve



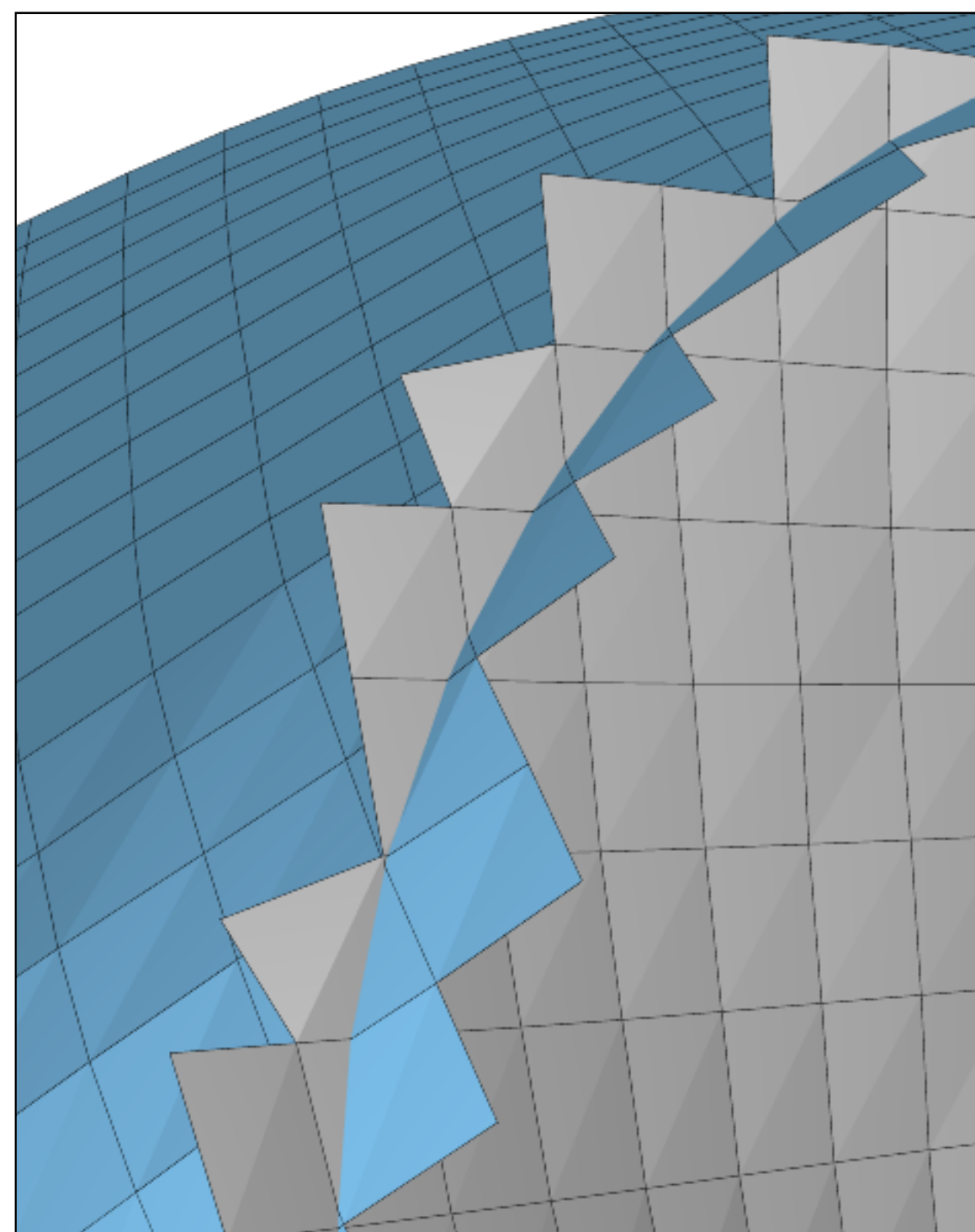
edge intersections



curve quads



quad duplication



curved fold



culled rendering