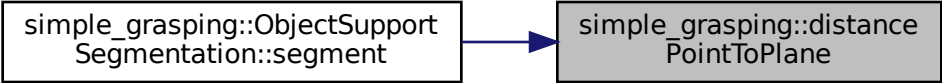


simple_grasping::ObjectSupport
Segmentation::segment



```
graph LR; A[simple_grasping::ObjectSupport Segmentation::segment] --> B[simple_grasping::distancePointToPlane];
```

simple_grasping::distance
PointToPlane