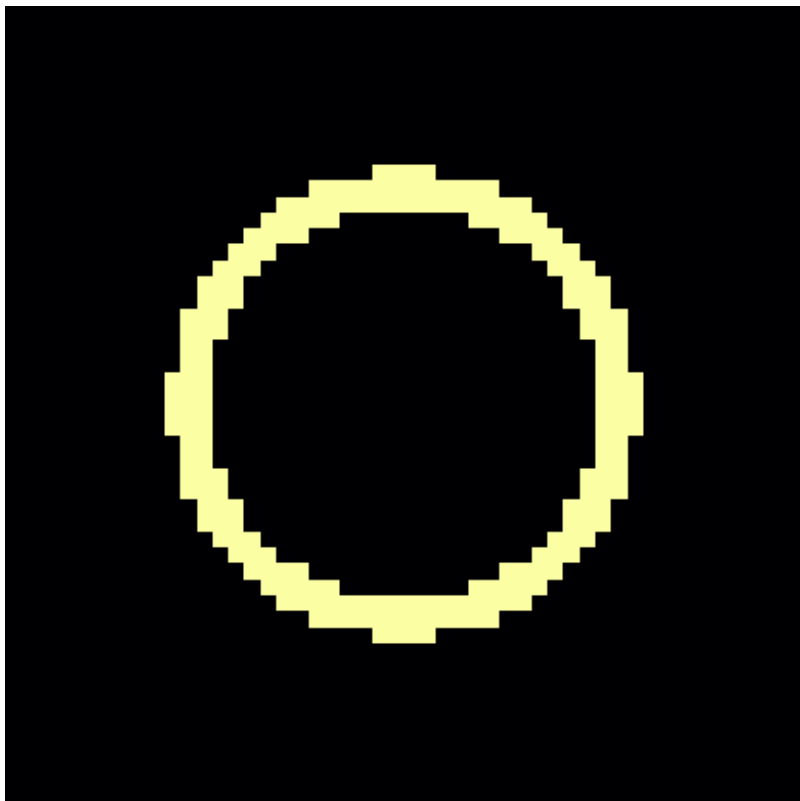


Binary filling



Partial voxel filling

