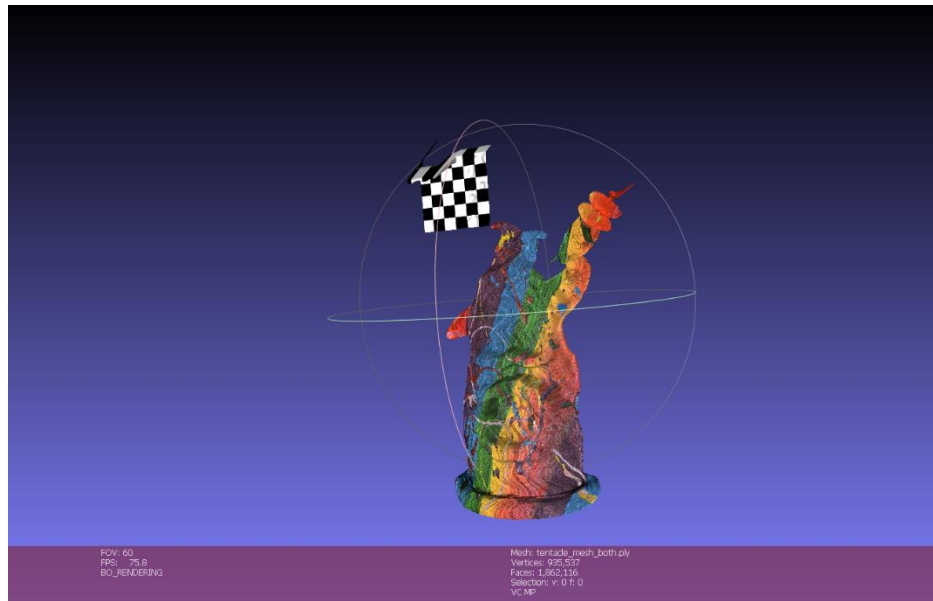
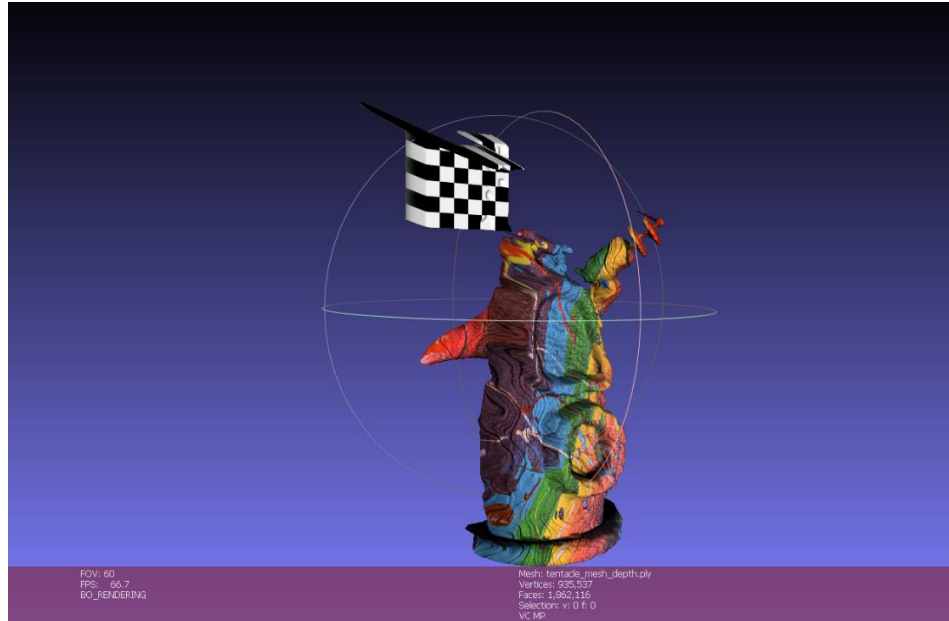


### tentacle both (normals & depth)



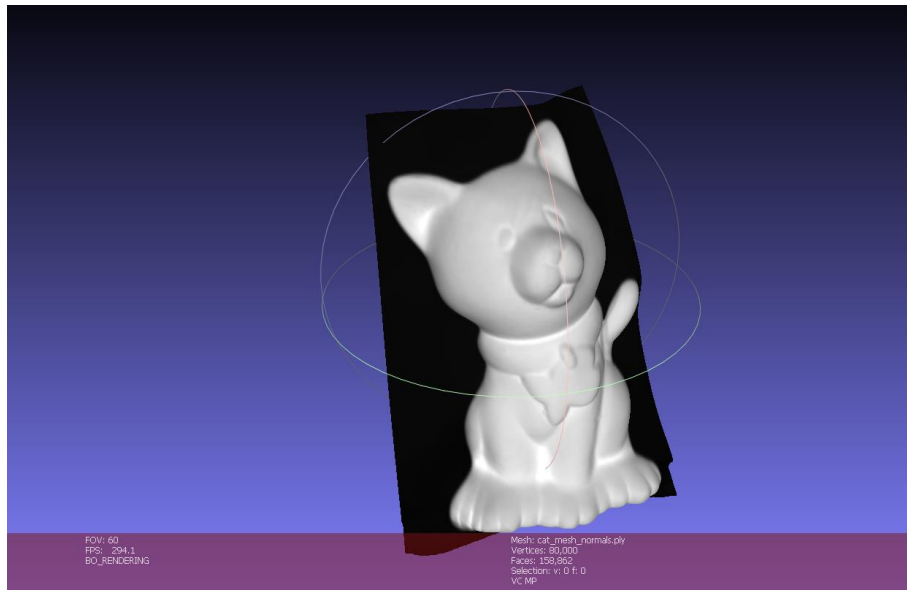
Since this mesh is using both a normal and depth map, the reconstruction came out pretty well, especially coming from a series of 2D images. There is some warping for the reference grid at the top-left. Other than that, it looks pretty good.

### tentacle depth



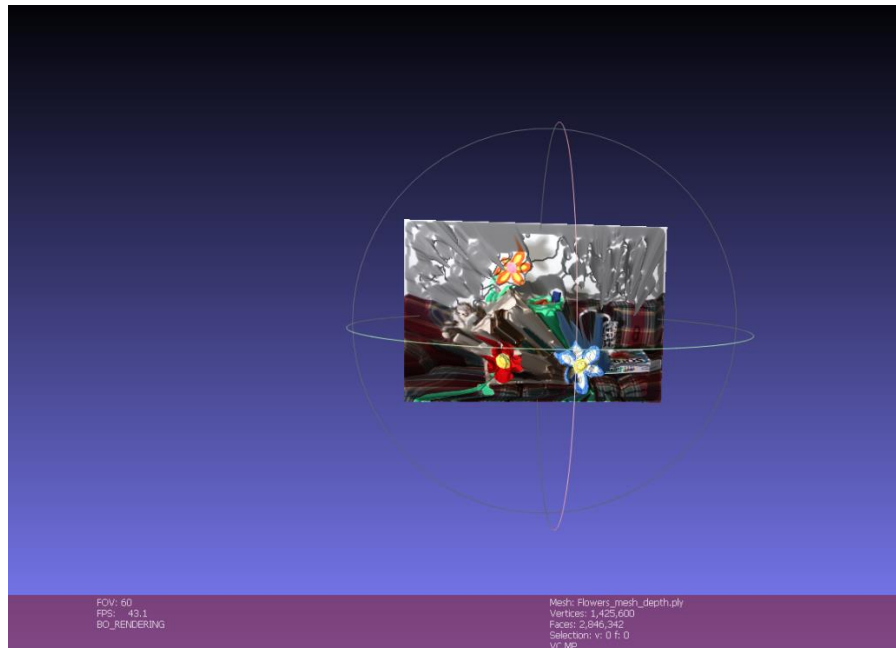
The mesh construction came out pretty well and accurately for the front view. However, lacking the normal map makes the mesh come out very one dimensional. Not having the normal map yields to a lack of information on any specular reflection, which explains the flat look of the mesh.

### cat normals



This mesh came out pretty well despite only having normals. Normals give information on the angles of light reflections, allowing for a robust reconstruction. This is why normal maps are used on flat surfaces in video games to give a more textured or sophisticated look. However, for the cat mesh, if it were to be combined with a depth map, it would probably be even more accurate.

### Flower depth



Just like the tentacle depth mesh, this also has a pretty flat reconstruction, making it hard to distinguish what the objects are at some angles. Likewise, this is because there is no information on lighting angles, making the reconstruction appear pretty flat and not reconstruct to have any round surfaces.