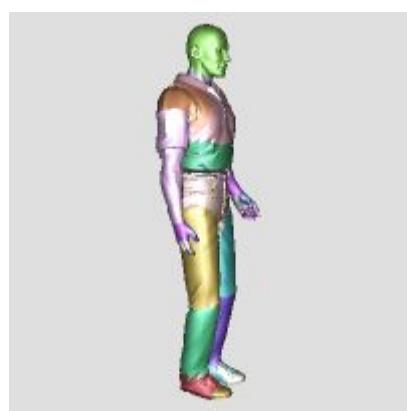


**views on an object - Y116\_homme**

(from the NTU 3d model database)

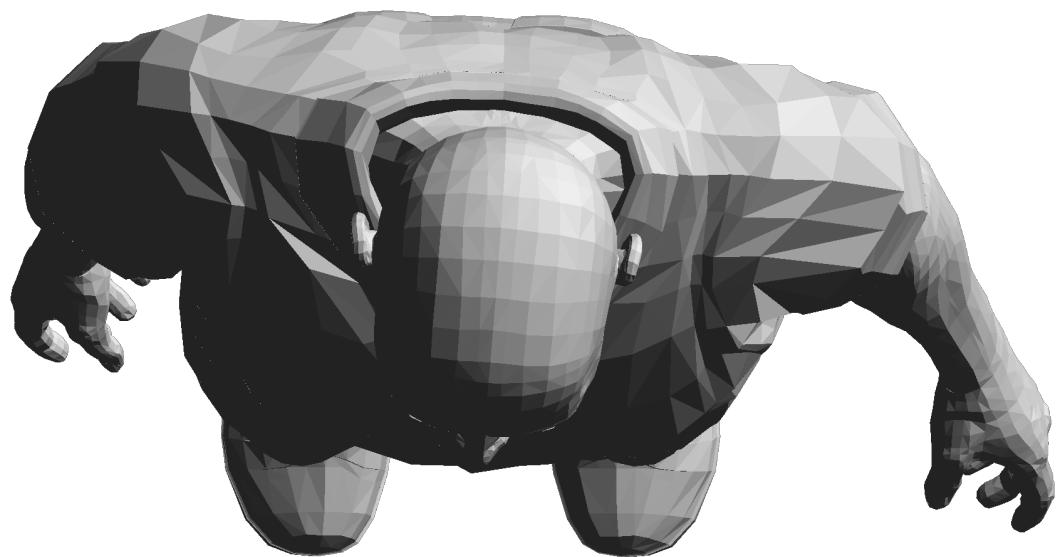


```
1  homme
1  object_53
    1  DefMat_for_obj
2  object_52
    1  DefMat_for_obj0
3  object_51
    1  DefMat_for_obj1
4  object_50
    1  DefMat_for_obj2
5  object_49
    1  DefMat_for_obj3
6  object_48
    1  DefMat_for_obj4
7  object_47
    1  DefMat_for_obj5
8  object_46
    1  DefMat_for_obj6
9  object_45
    1  DefMat_for_obj7
10 object_44
    1  DefMat_for_obj8
11 object_43
    1  DefMat_for_obj9
12 object_42
    1  DefMat_for_obj10
13 object_41
    1  DefMat_for_obj11
14 object_40
    1  DefMat_for_obj12
15 object_39
    1  DefMat_for_obj13
16 object_38
    1  DefMat_for_obj14
17 object_37
    1  DefMat_for_obj15
18 object_36
    1  DefMat_for_obj16
19 object_35
    1  DefMat_for_obj17
20 object_34
    1  DefMat_for_obj18
21 object_33
    1  DefMat_for_obj19
22 object_32
    1  DefMat_for_obj20
23 object_31
    1  DefMat_for_obj21
24 object_30
    1  DefMat_for_obj22
25 object_29
```

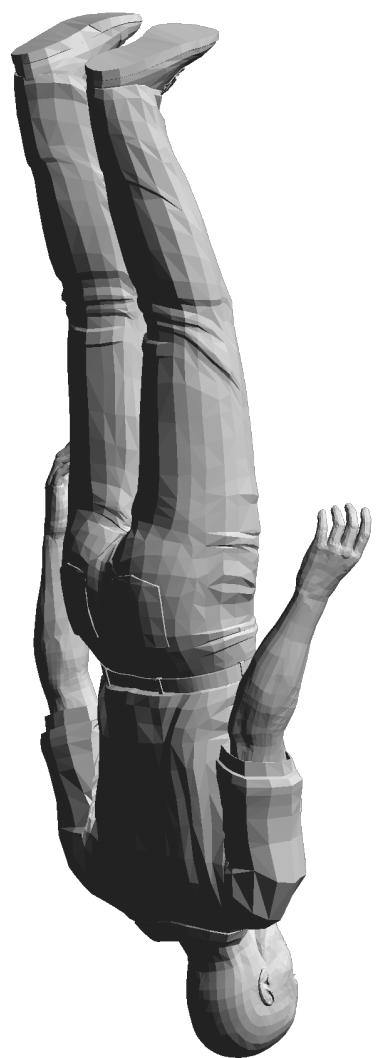
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    1 DefMat_for_ob23
26 object_28
    1 DefMat_for_ob24
27 object_27
    1 DefMat_for_ob25
28 object_26
    1 DefMat_for_ob26
29 object_25
    1 DefMat_for_ob27
30 object_24
    1 DefMat_for_ob28
31 object_23
    1 DefMat_for_ob29
32 object_22
    1 DefMat_for_ob30
33 object_21
    1 DefMat_for_ob31
34 object_20
    1 DefMat_for_ob32
35 object_19
    1 DefMat_for_ob33
36 object_18
    1 DefMat_for_ob34
37 object_17
    1 DefMat_for_ob35
38 object_16
    1 DefMat_for_ob36
39 object_15
    1 DefMat_for_ob37
40 object_14
    1 DefMat_for_ob38
41 object_13
    1 DefMat_for_ob39
42 object_12
    1 DefMat_for_ob40
43 object_11
    1 DefMat_for_ob41
44 object_10
    1 DefMat_for_ob42
45 object_9
    1 DefMat_for_ob43
46 object_8
    1 DefMat_for_ob44
47 object_7
    1 DefMat_for_ob45
48 object_6
    1 DefMat_for_ob46
49 object_5
    1 DefMat_for_ob47
50 object_4
    1 DefMat_for_ob48
51 object_3
    1 DefMat_for_ob49
52 object_2
    1 DefMat_for_ob50
53 object_1
```

1 DefMat\_for\_ob51

Default rotation



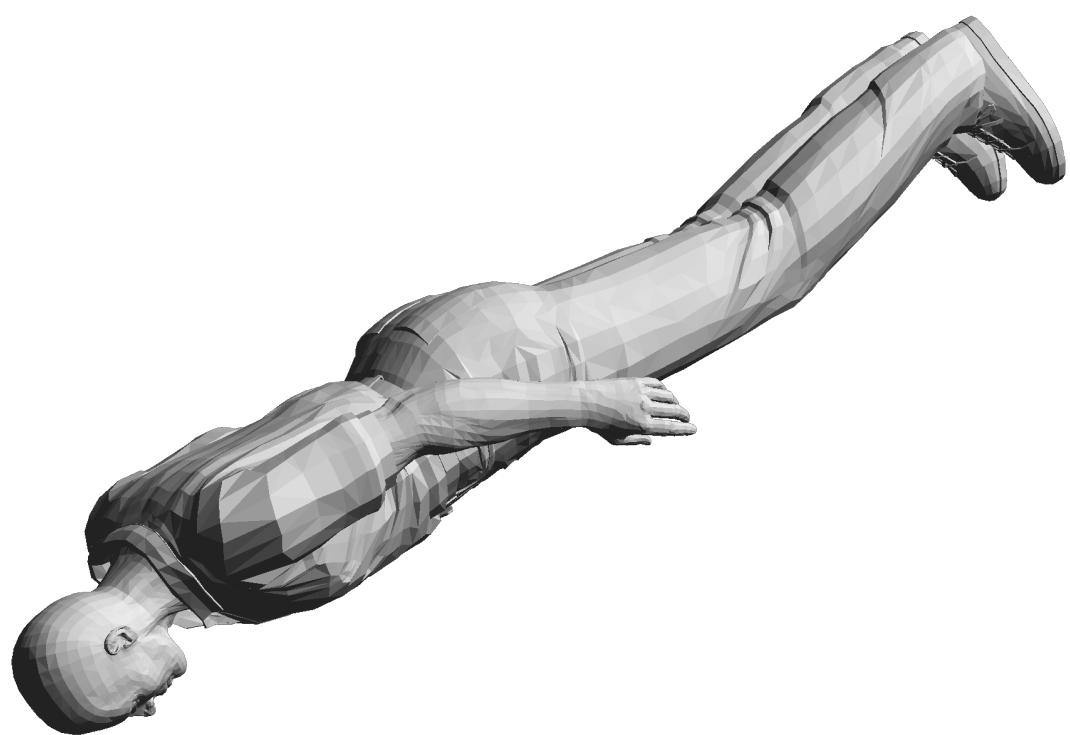
Rotation 1



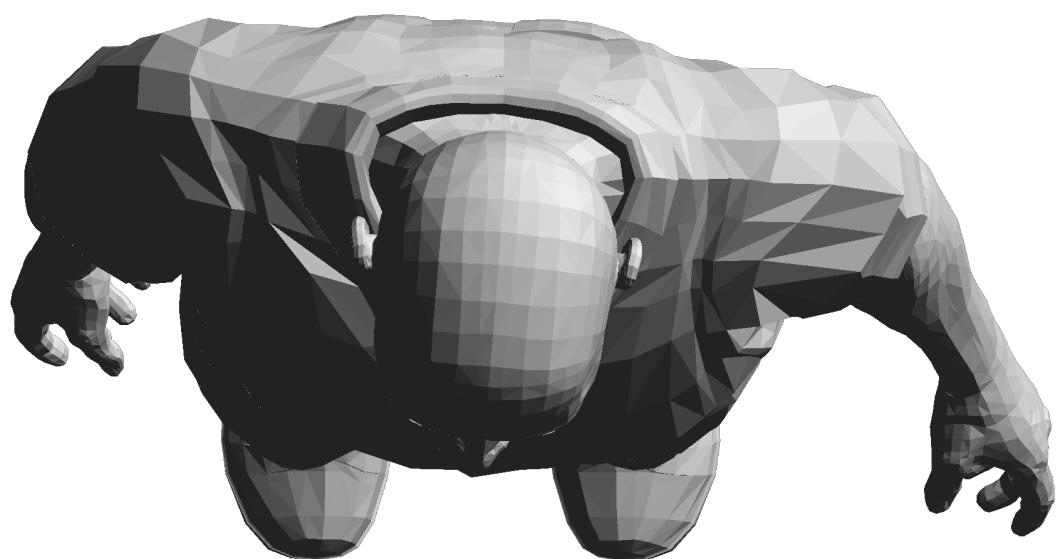
Rotation 2



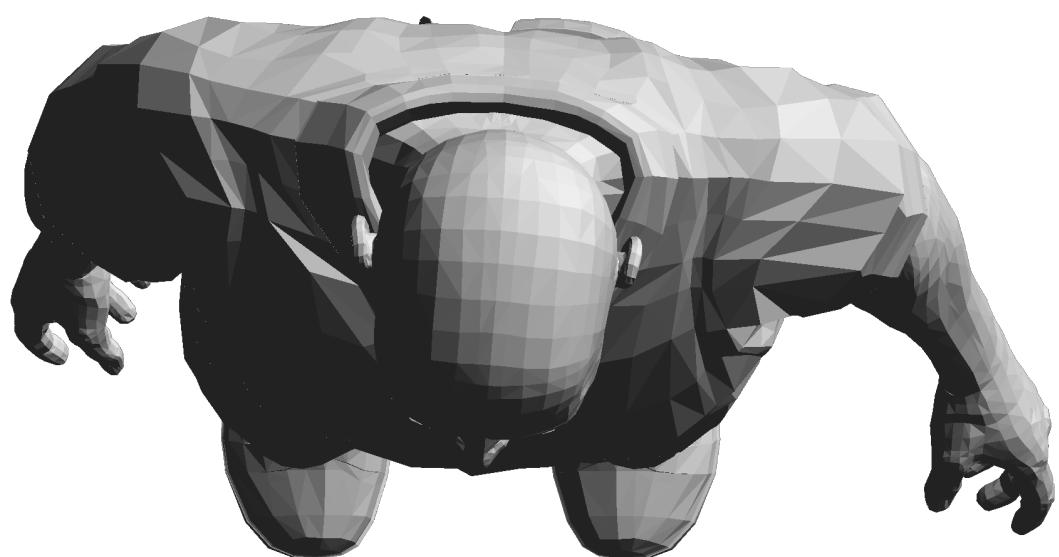
Rotation 3



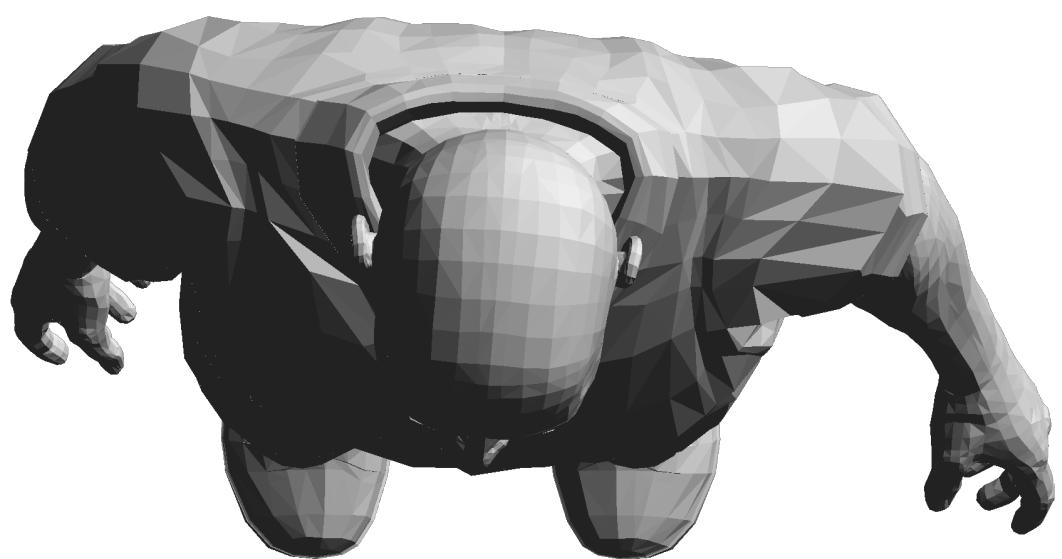
Truncation 20 of 20



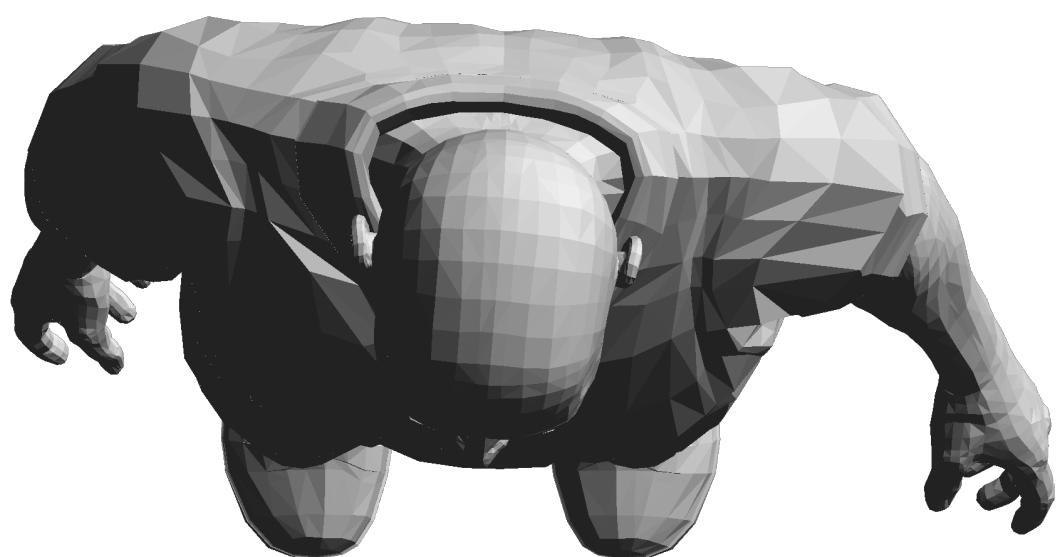
Truncation 19 of 20



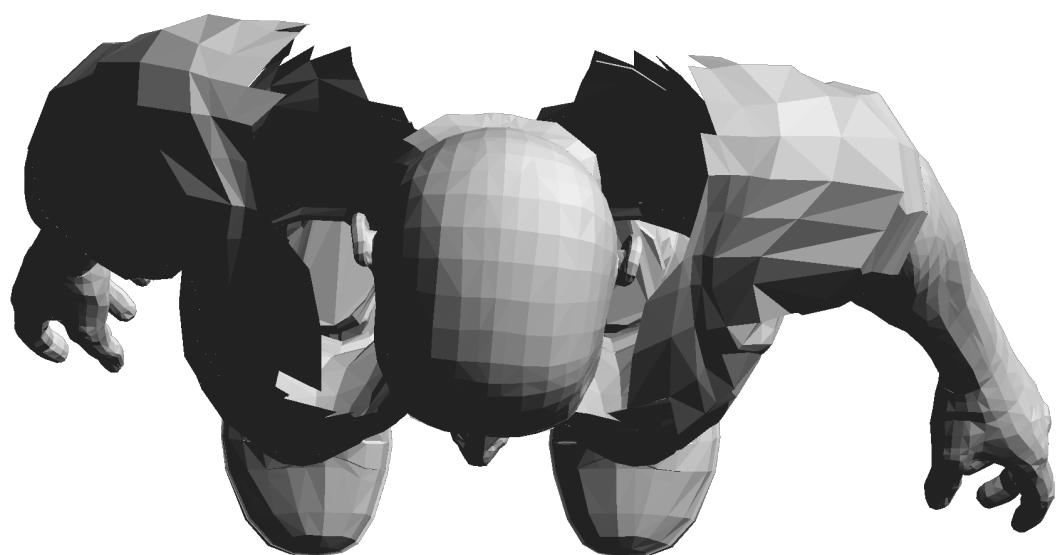
Truncation 18 of 20



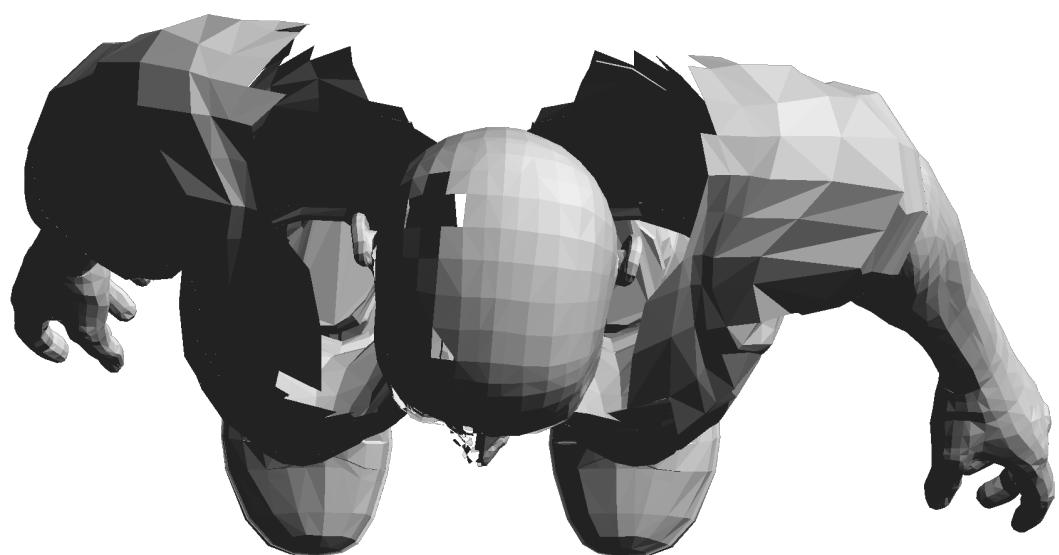
Truncation 17 of 20



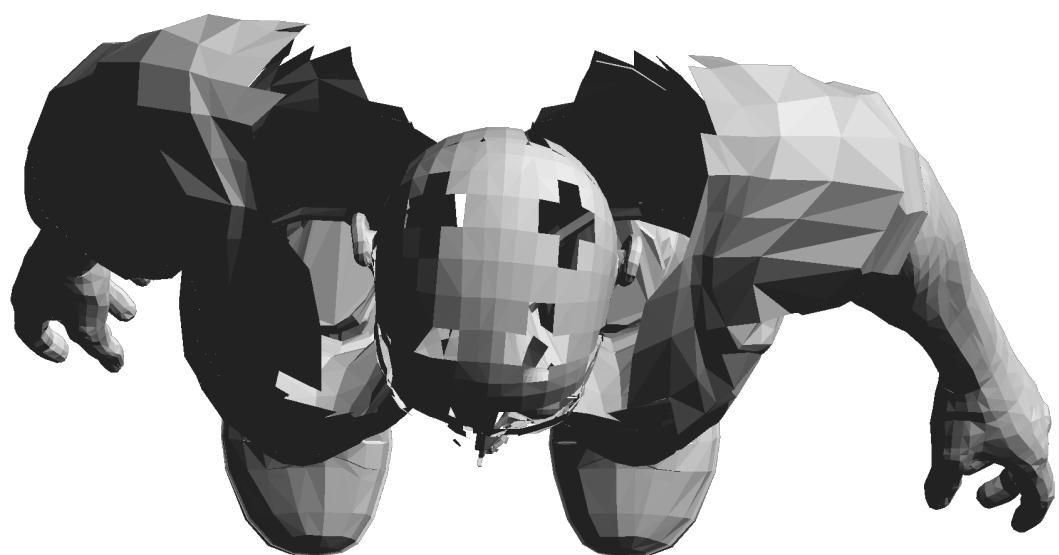
Truncation 16 of 20



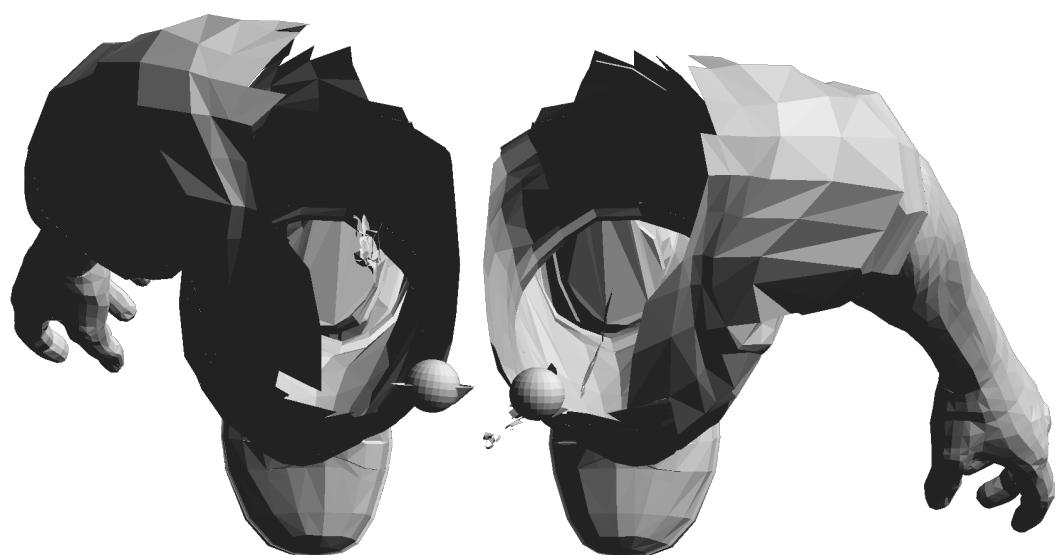
Truncation 15 of 20



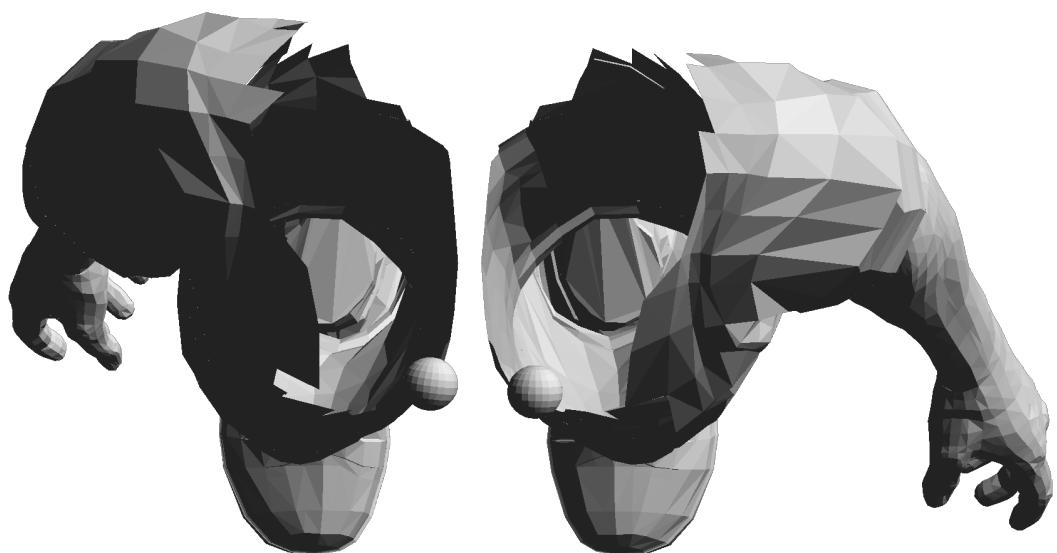
Truncation 14 of 20



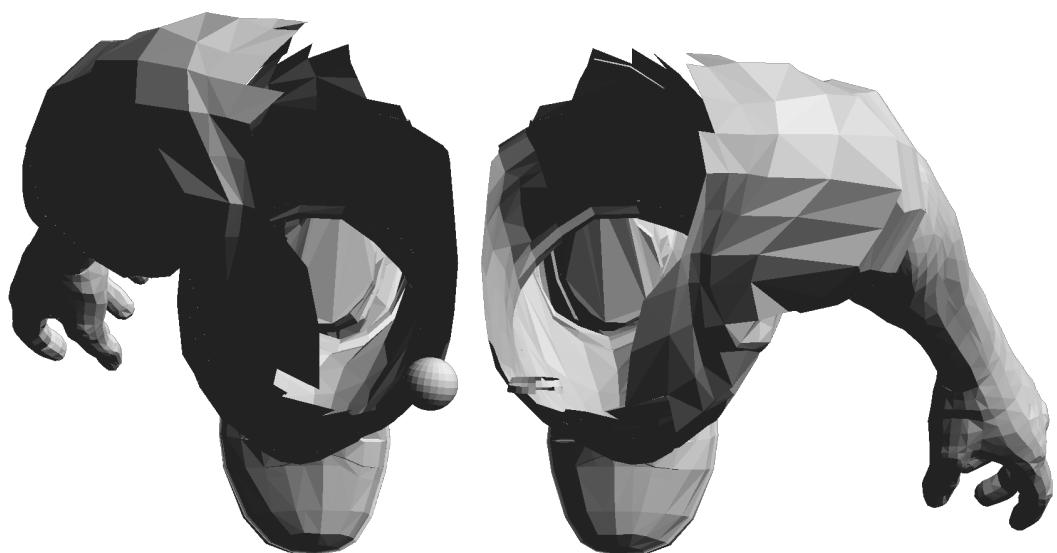
Truncation 13 of 20



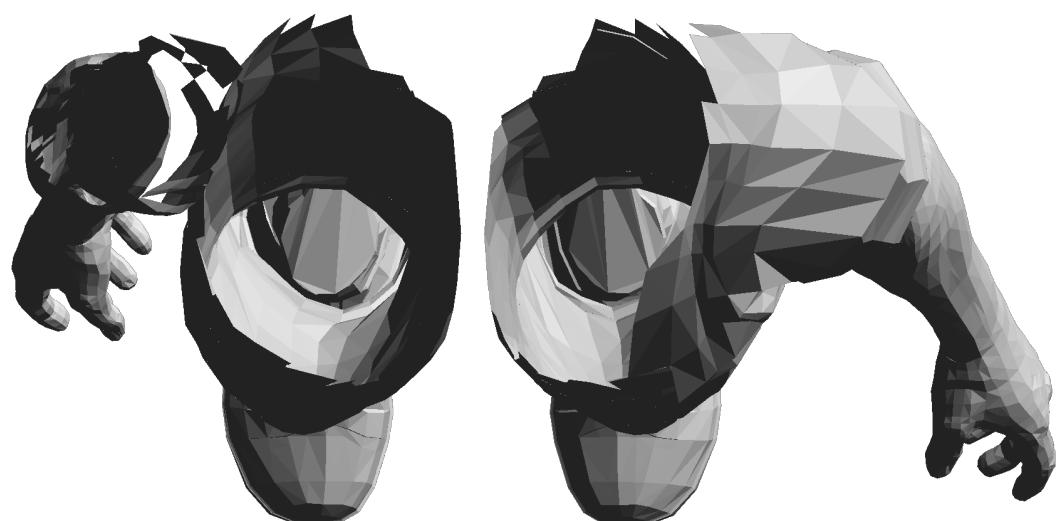
Truncation 12 of 20



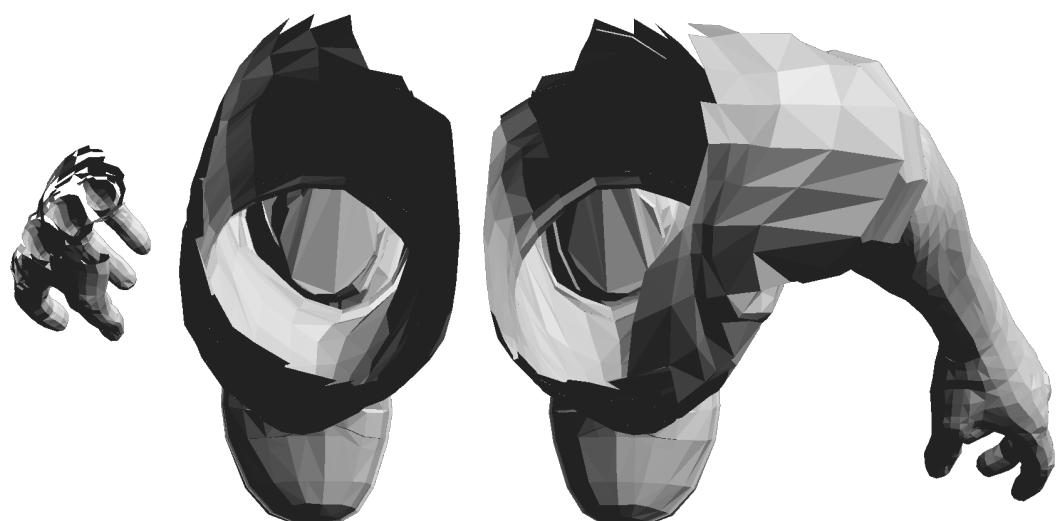
Truncation 11 of 20



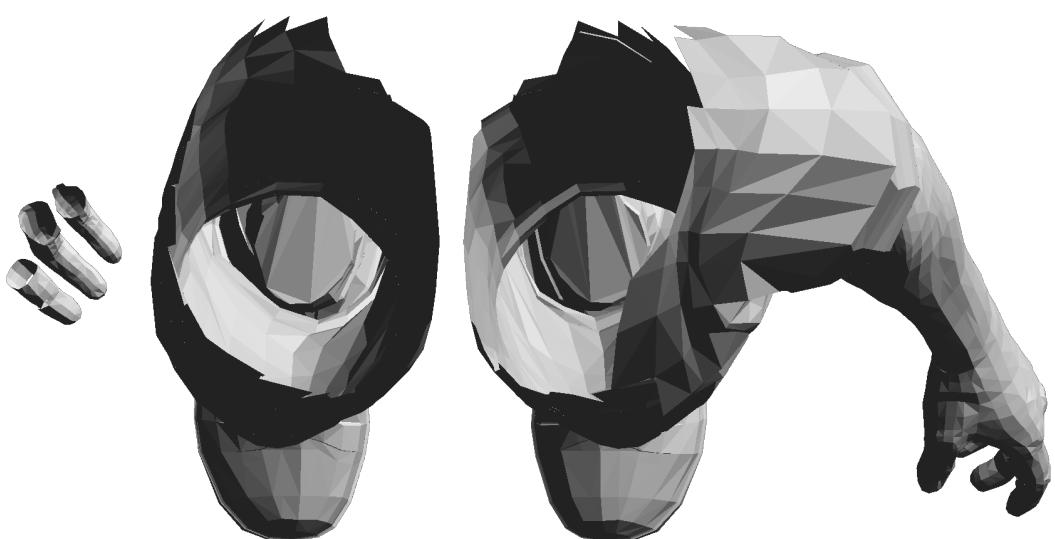
Truncation 10 of 20



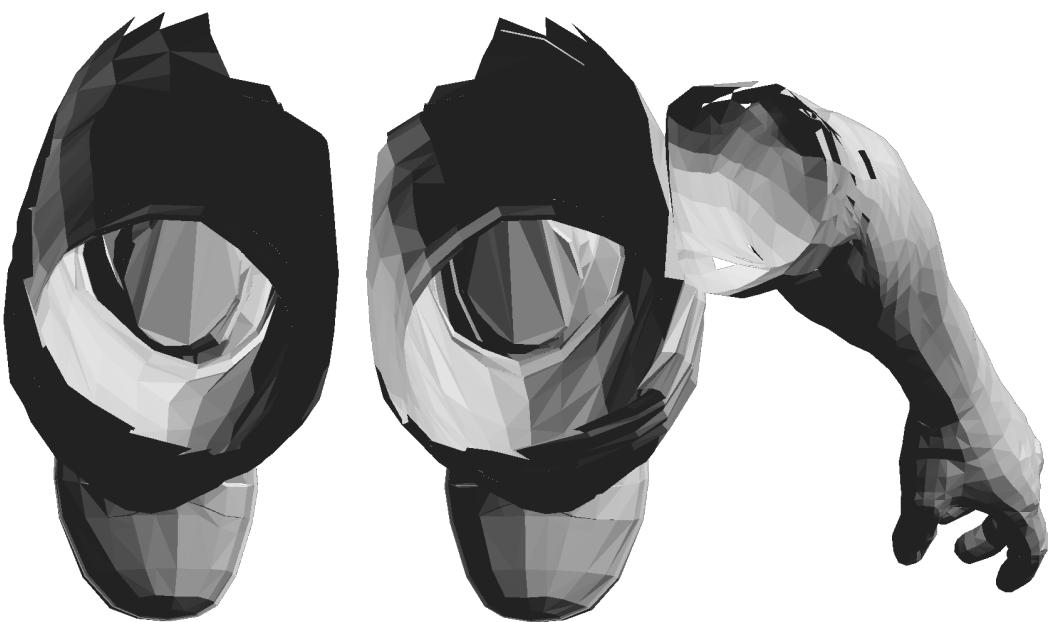
Truncation 9 of 20



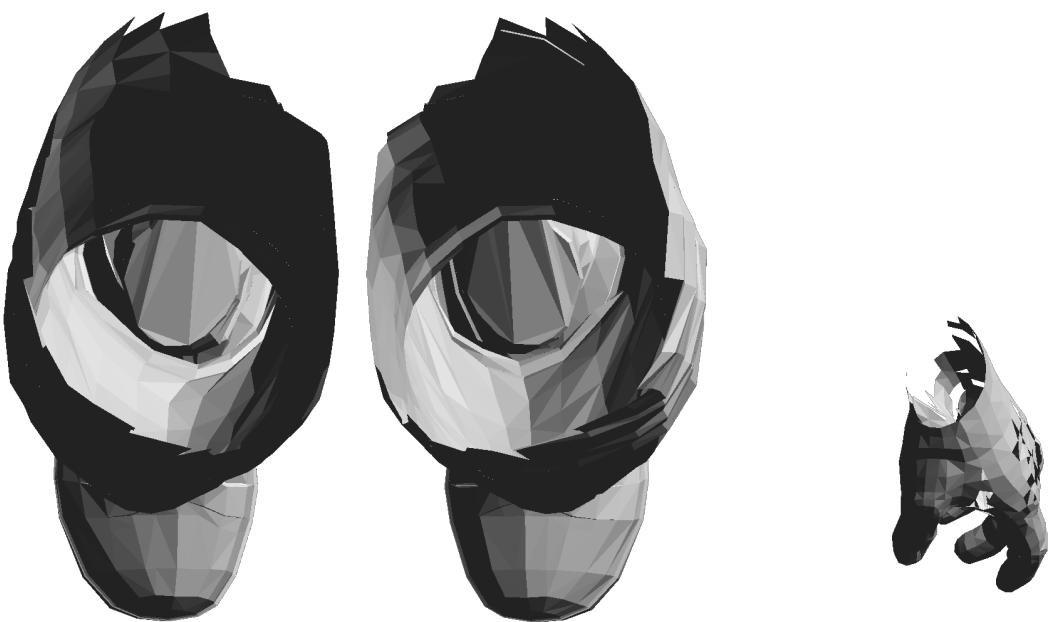
Truncation 8 of 20



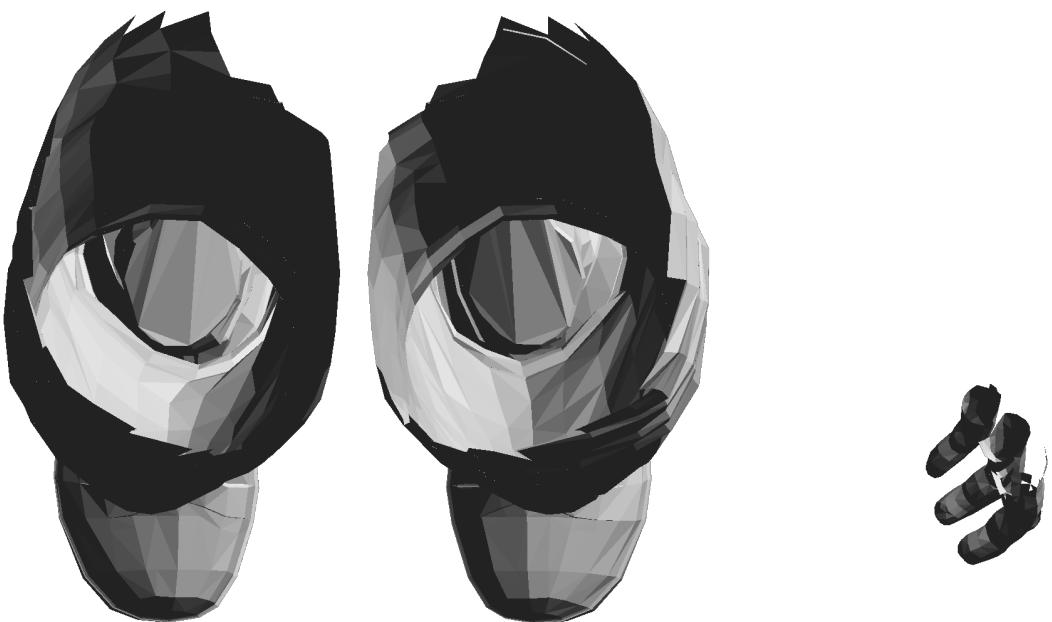
Truncation 7 of 20



Truncation 6 of 20



Truncation 5 of 20



Truncation 4 of 20



Truncation 3 of 20



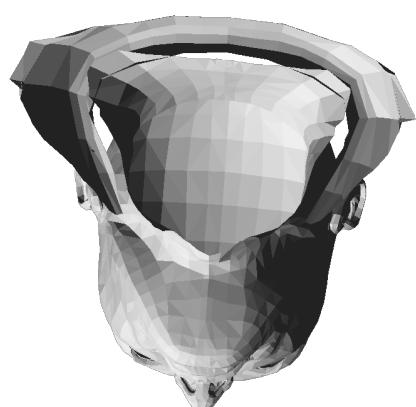
Truncation 2 of 20



Truncation 1 of 20



Slice 7 of 7



Slice 6 of 7



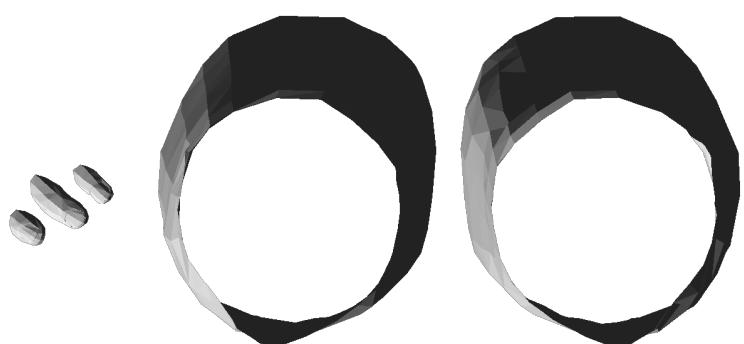
Slice 5 of 7



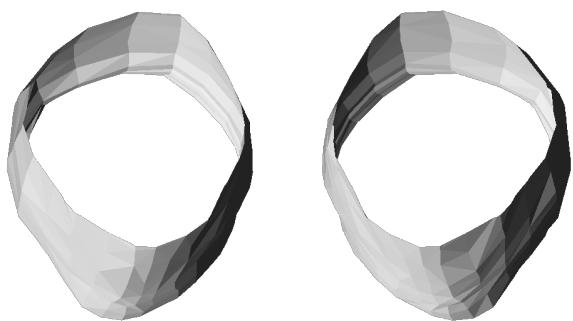
Slice 4 of 7



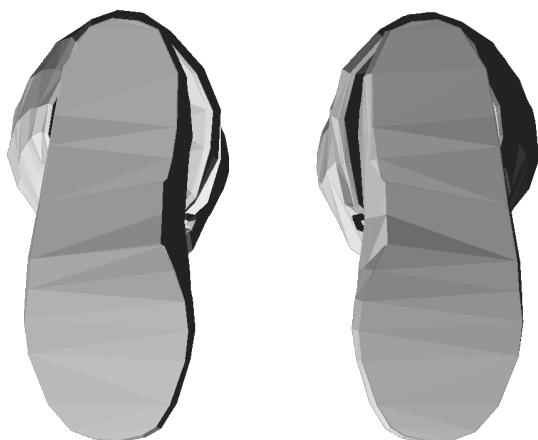
Slice 3 of 7



Slice 2 of 7



Slice 1 of 7



Rotation 1, Slice 7 of 7

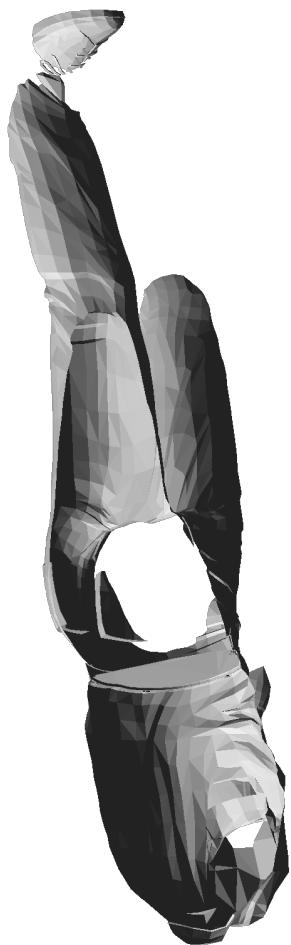
Rotation 1, Slice 6 of 7



Rotation 1, Slice 5 of 7



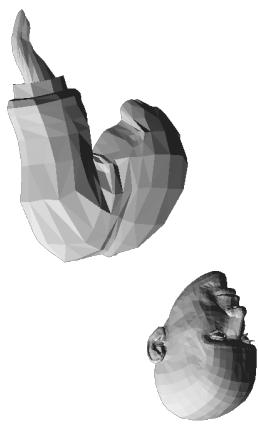
Rotation 1, Slice 4 of 7



Rotation 1, Slice 3 of 7



Rotation 1, Slice 2 of 7



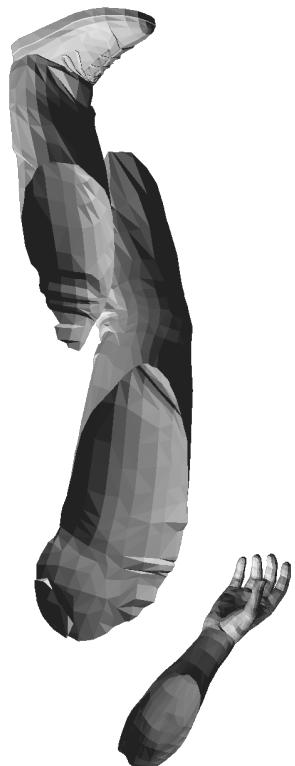
Rotation 1, Slice 1 of 7

Rotation 2, Slice 7 of 7

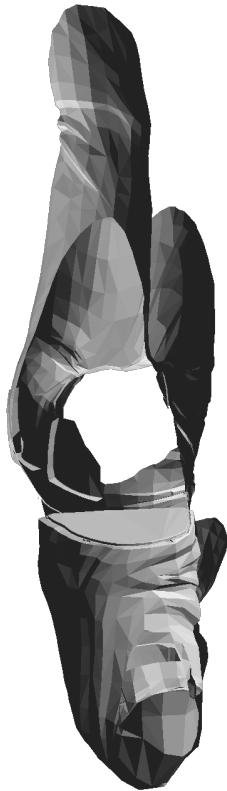
Rotation 2, Slice 6 of 7



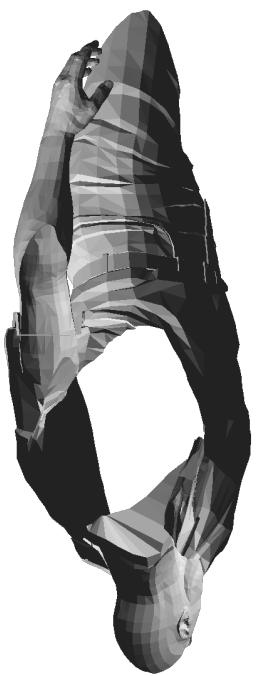
Rotation 2, Slice 5 of 7



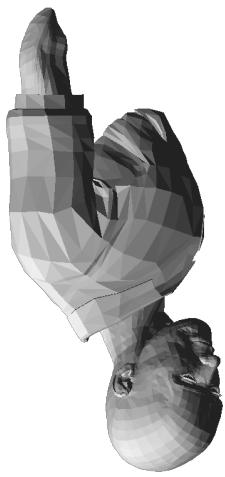
Rotation 2, Slice 4 of 7



Rotation 2, Slice 3 of 7



Rotation 2, Slice 2 of 7



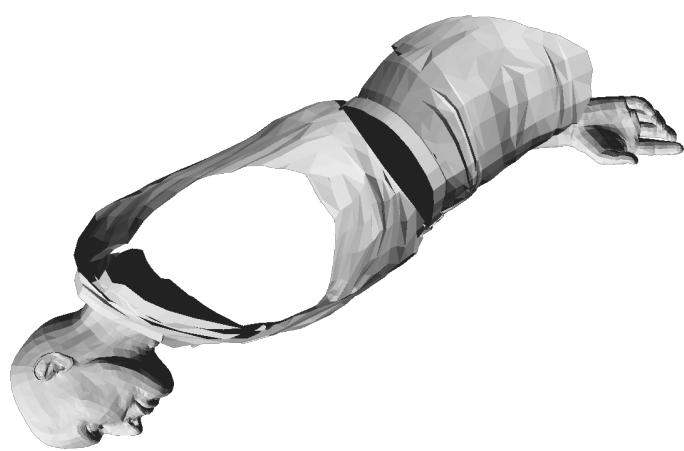
Rotation 2, Slice 1 of 7

Rotation 3, Slice 7 of 7

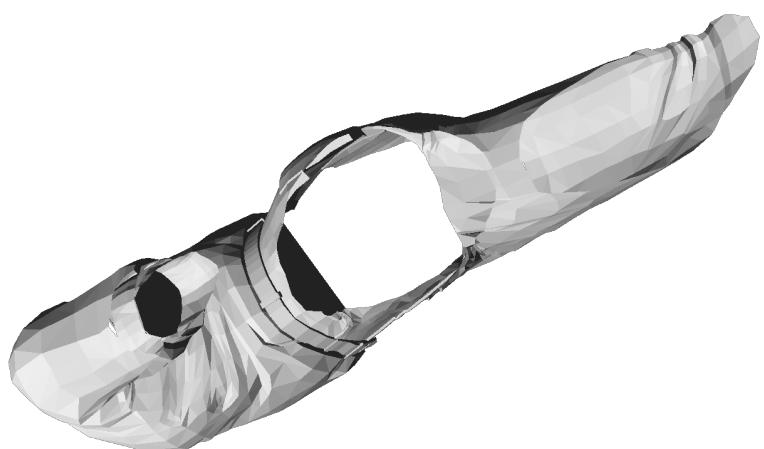
Rotation 3, Slice 6 of 7



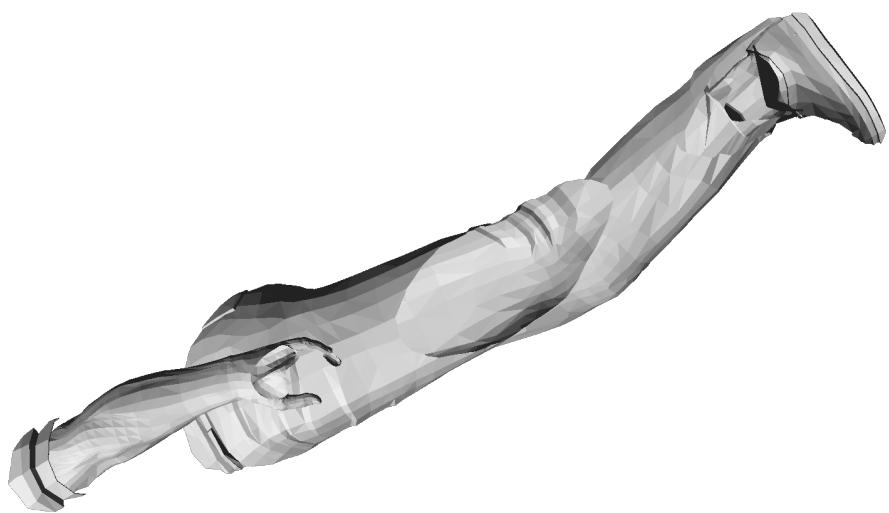
Rotation 3, Slice 5 of 7



Rotation 3, Slice 4 of 7



Rotation 3, Slice 3 of 7



Rotation 3, Slice 2 of 7



Rotation 3, Slice 1 of 7



Group (object\_53)



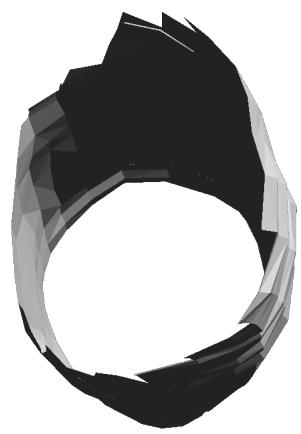
Group (object\_52)



Group (object\_51)



Group (object\_50)



Group (object\_49)



Group (object\_48)



Group (object\_47)



Group (object\_46)



Group (object\_45)



Group (object\_44)



Group (object\_43)



Group (object\_42)



Group (object\_41)



Group (object\_40)



Group (object\_39)



Group (object\_38)



Group (object\_37)



Group (object\_36)



Group (object\_35)



Group (object\_34)



Group (object\_33)



Group (object\_32)



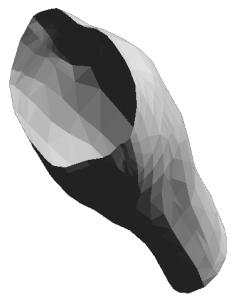
Group (object\_31)



Group (object\_30)



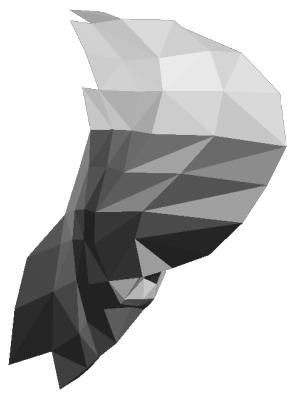
Group (object\_29)



Group (object\_28)



Group (object\_27)



Group (object\_26)



Group (object\_25)



Group (object\_24)



Group (object\_23)



Group (object\_22)



Group (object\_21)



Group (object\_20)



Group (object\_19)



Group (object\_18)



Group (object\_17)



Group (object\_16)



Group (object\_15)



Group (object\_14)



Group (object\_13)



Group (object\_12)



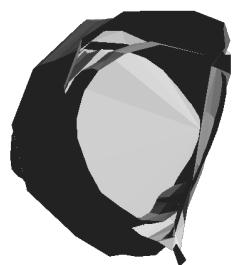
Group (object\_11)



Group (object\_10)



Group (object\_9)



Group (object\_8)



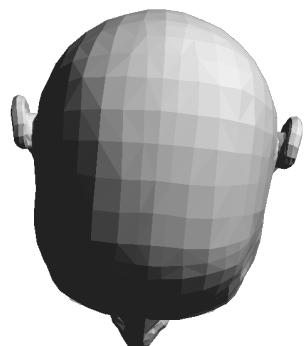
Group (object\_7)



Group (object\_6)



Group (object\_5)



Group (object\_4)



Group (object\_3)



Group (object\_2)



Group (object\_1)



5 instances



5 instances, Slice 7 of 7



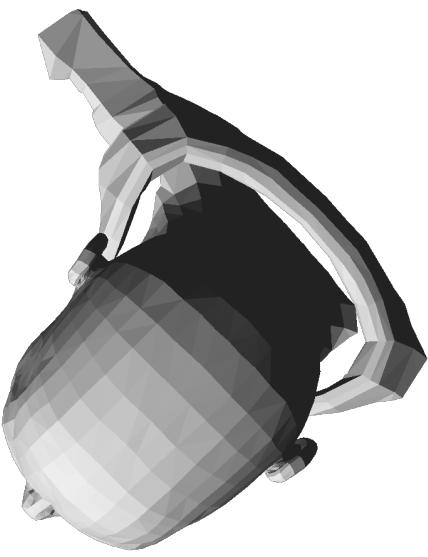
5 instances, Slice 5 of 7



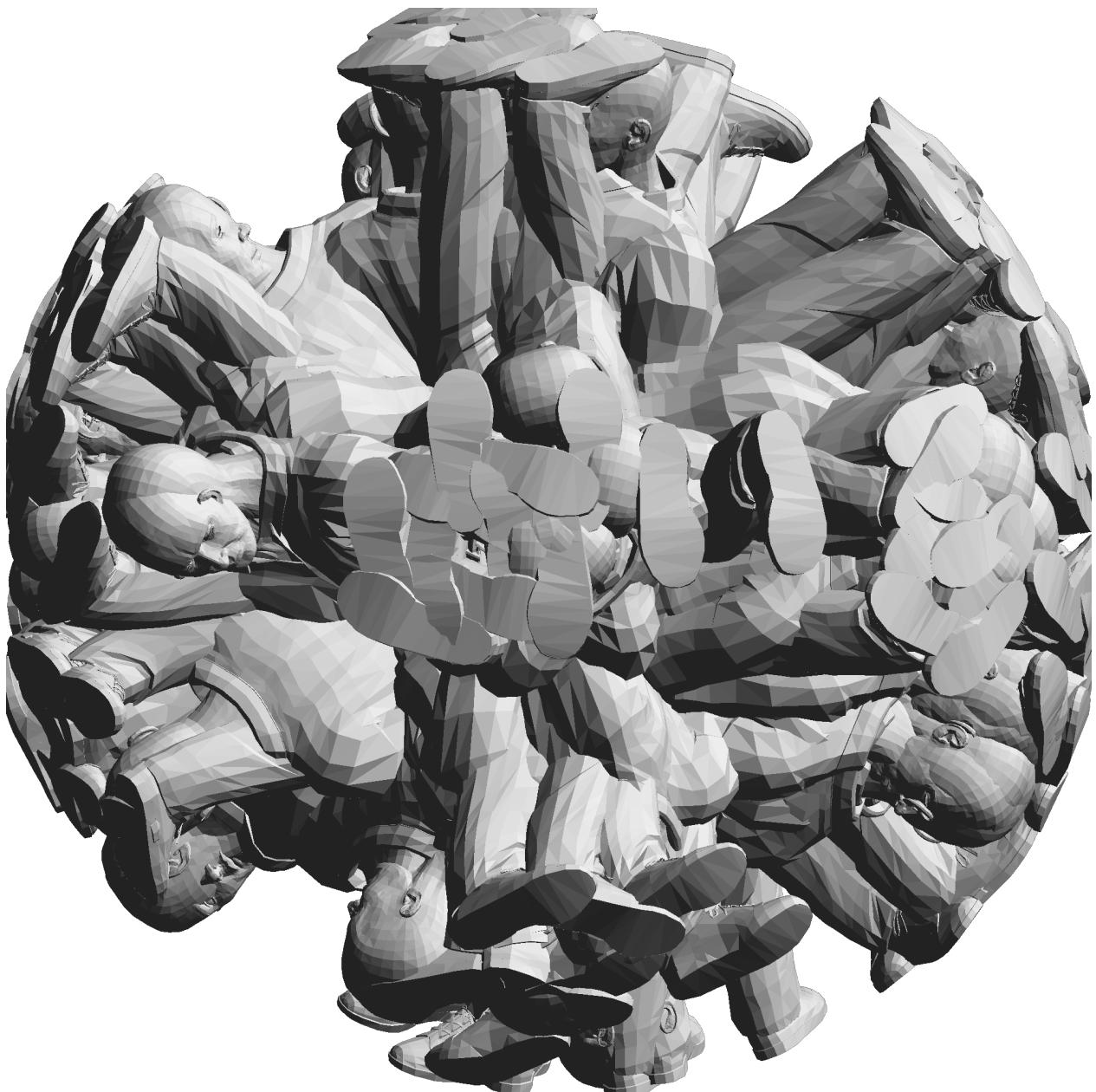
5 instances, Slice 2 of 7



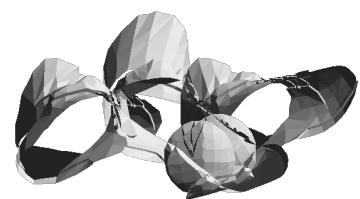
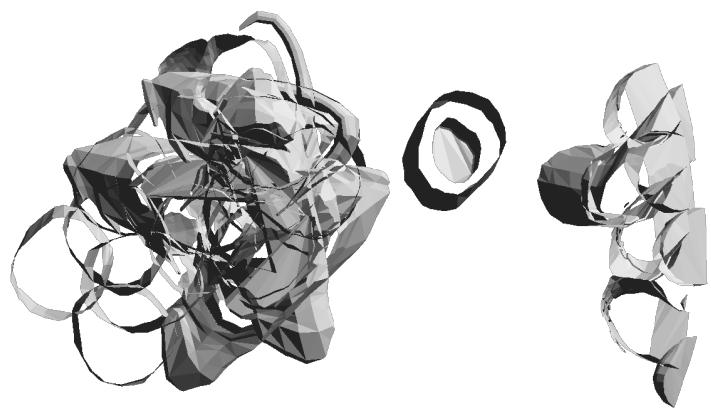
5 instances, Slice 1 of 7



90 instances



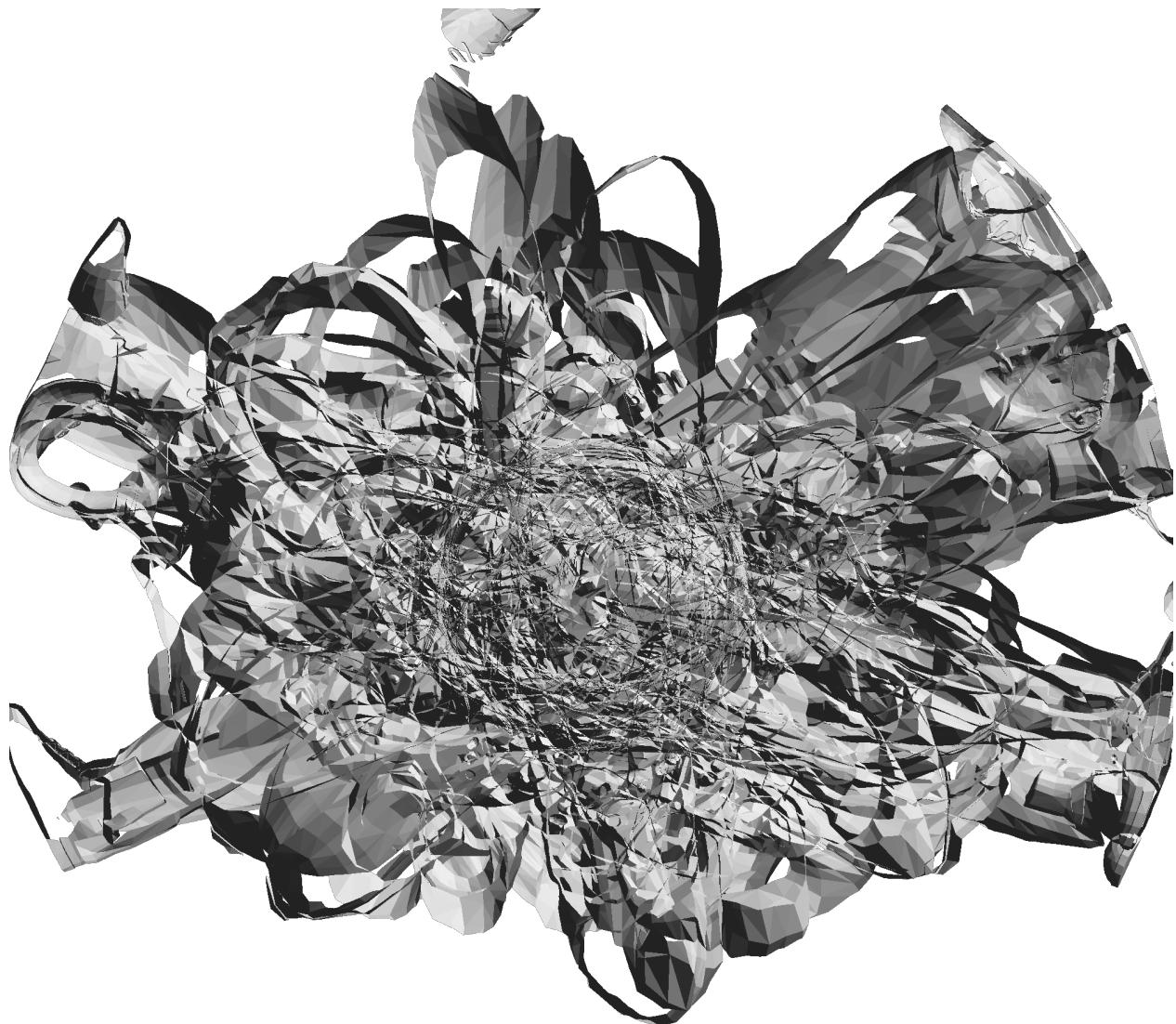
90 instances, Slice 23 of 23



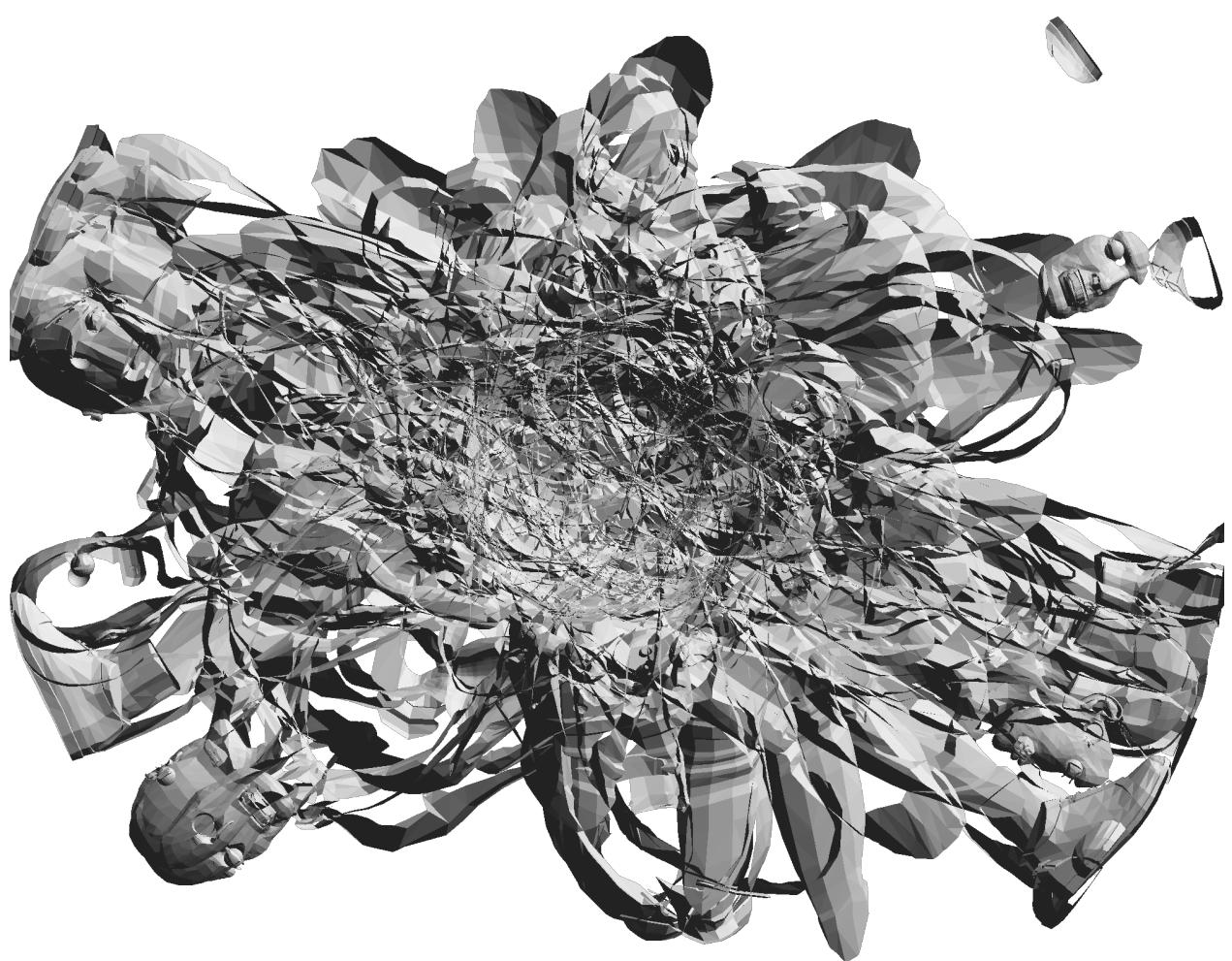
90 instances, Slice 14 of 23



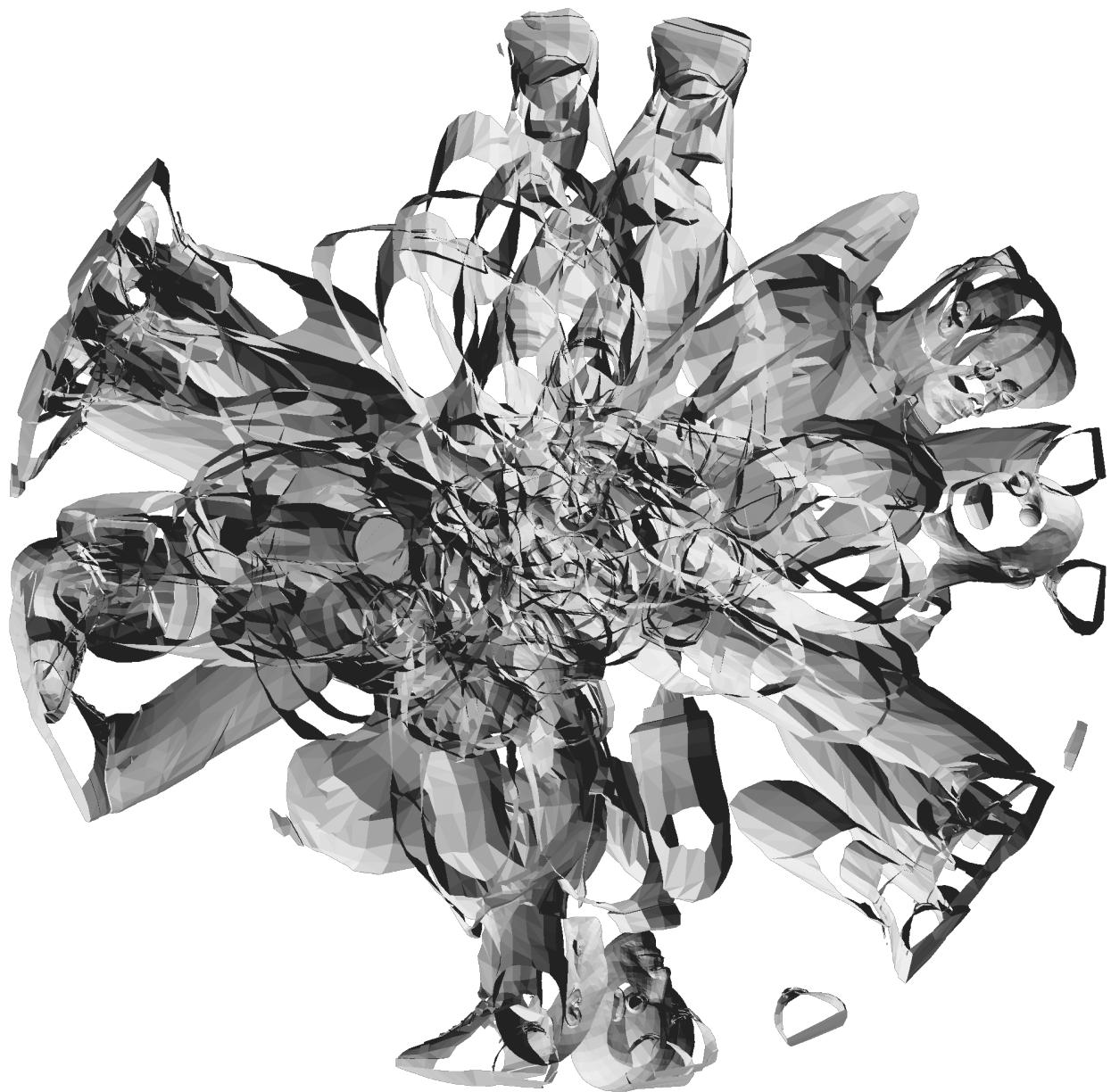
90 instances, Slice 13 of 23



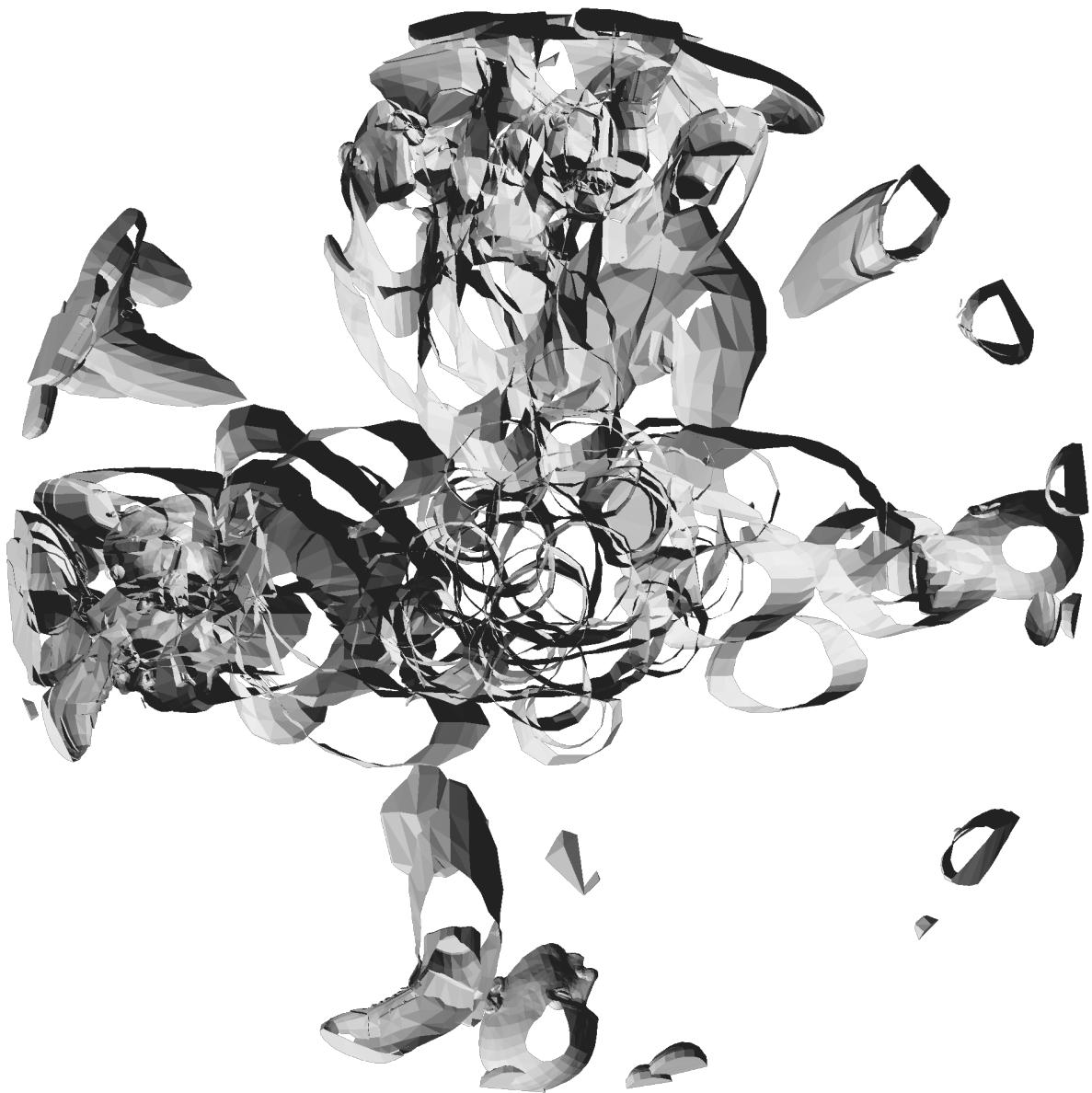
90 instances, Slice 11 of 23



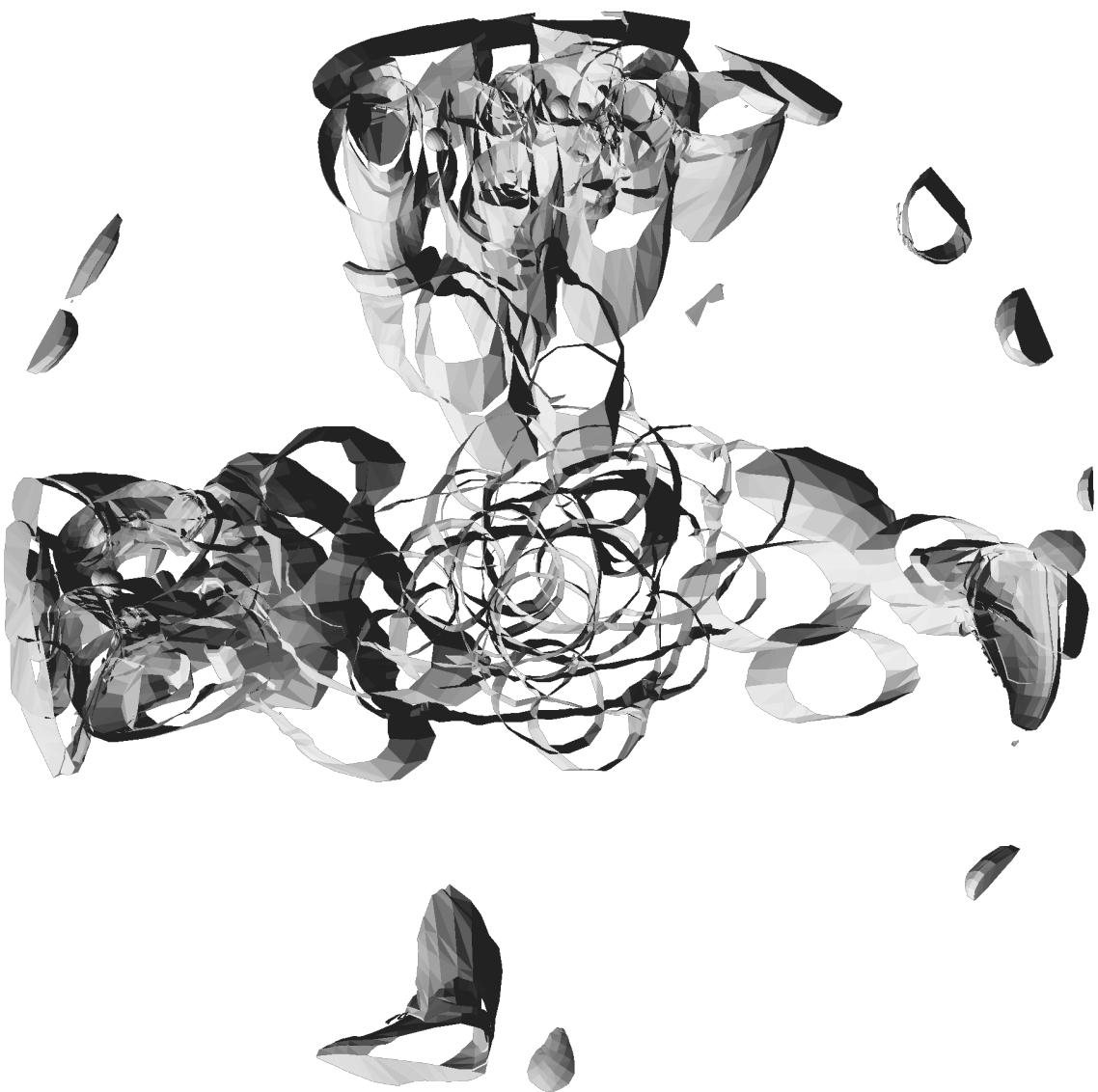
90 instances, Slice 7 of 23



90 instances, Slice 5 of 23



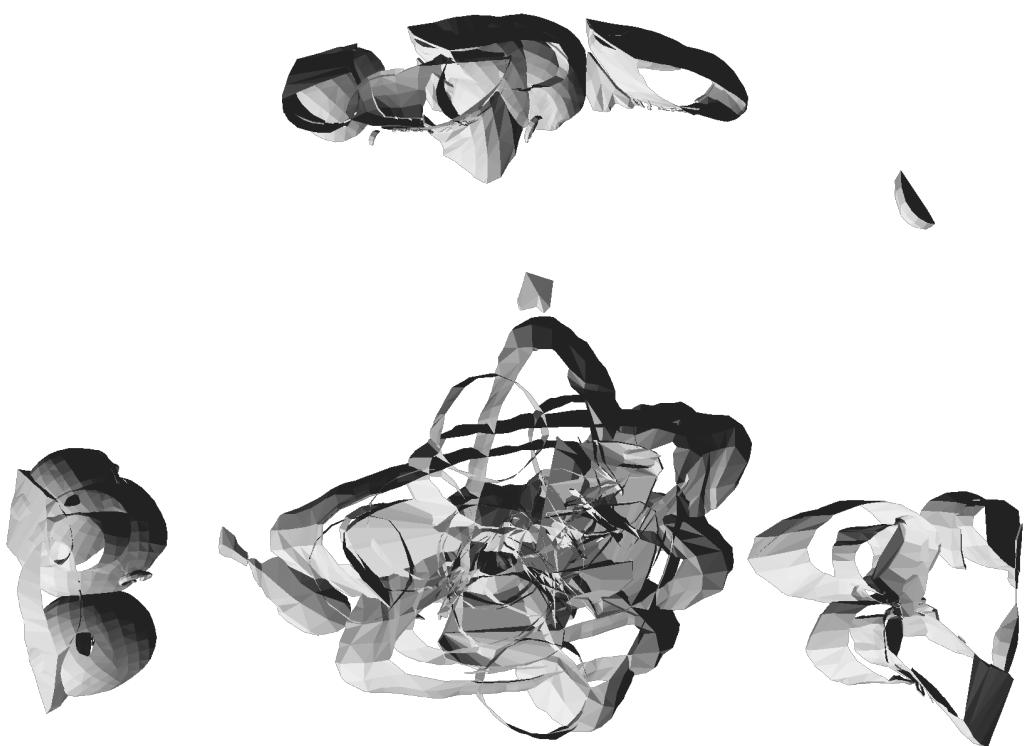
90 instances, Slice 4 of 23



90 instances, Slice 3 of 23



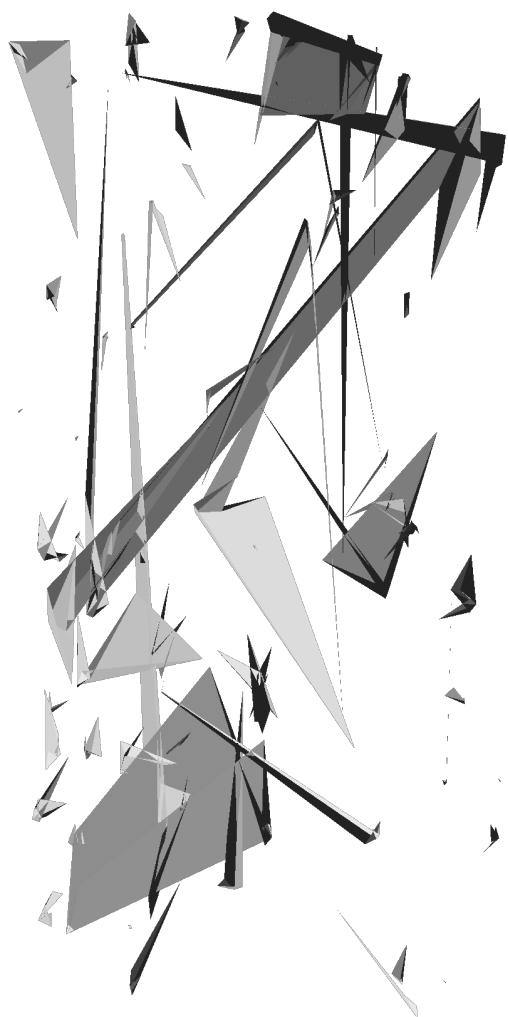
90 instances, Slice 2 of 23



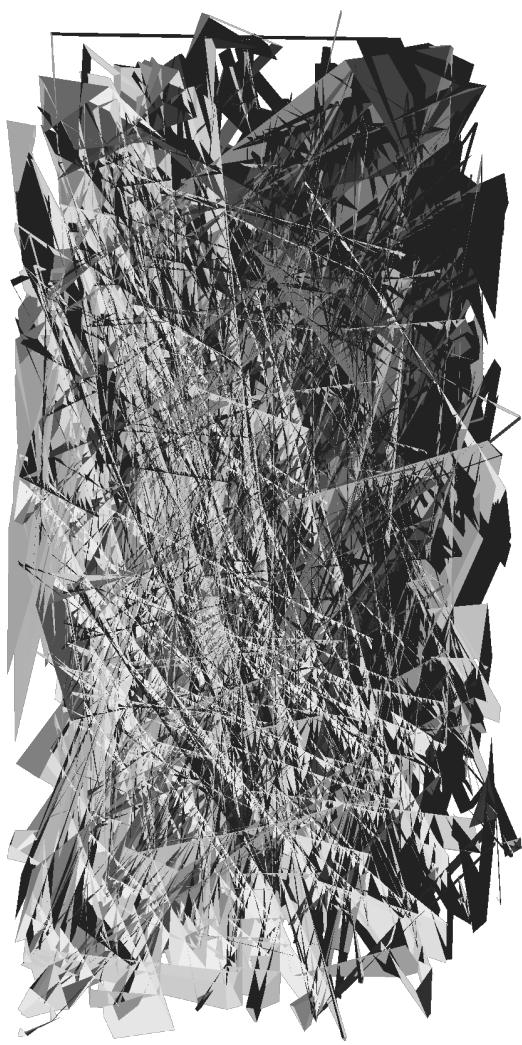
Perturbed vertices



Perturbed vertices, Slice 23 of 23



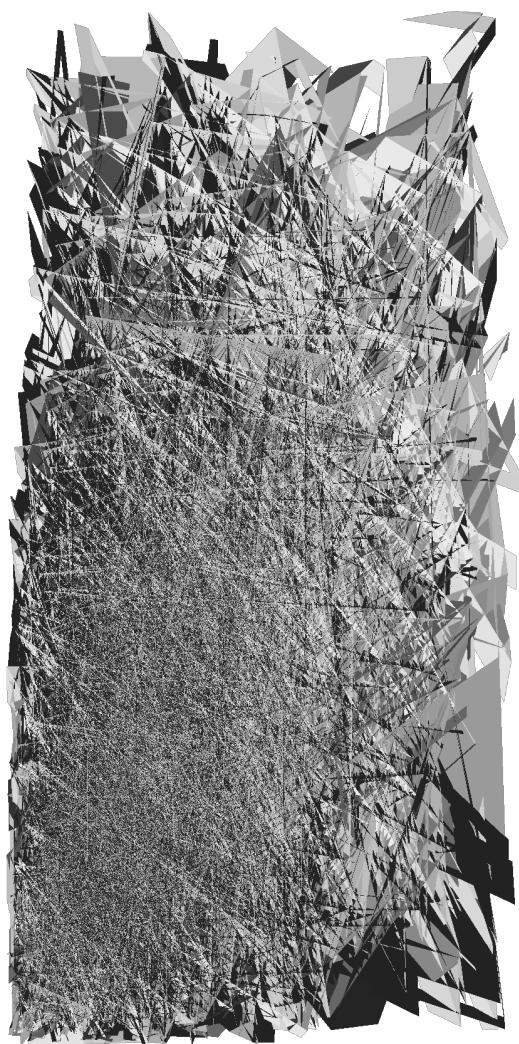
Perturbed vertices, Slice 20 of 23



Perturbed vertices, Slice 13 of 23



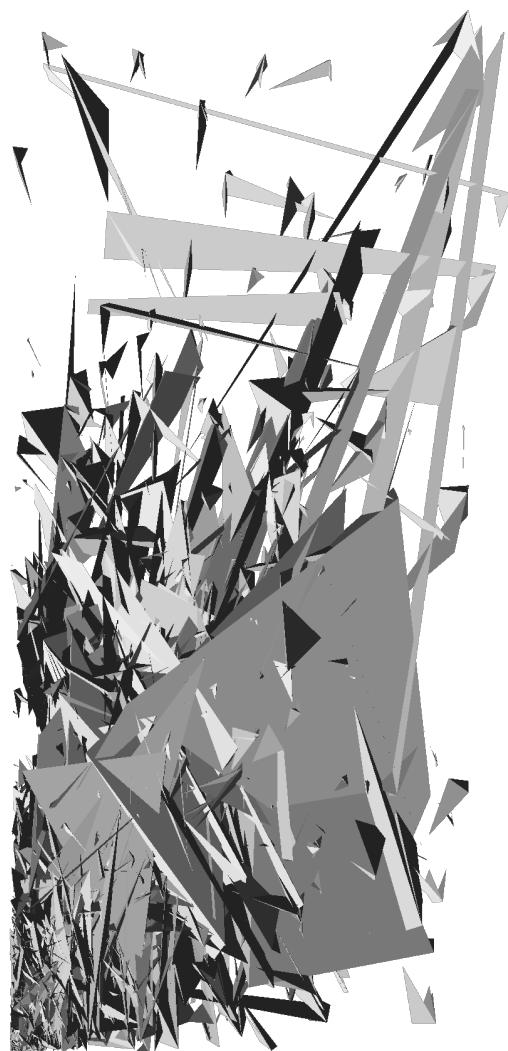
Perturbed vertices, Slice 5 of 23



Perturbed vertices, Slice 2 of 23



Perturbed vertices, Slice 1 of 23



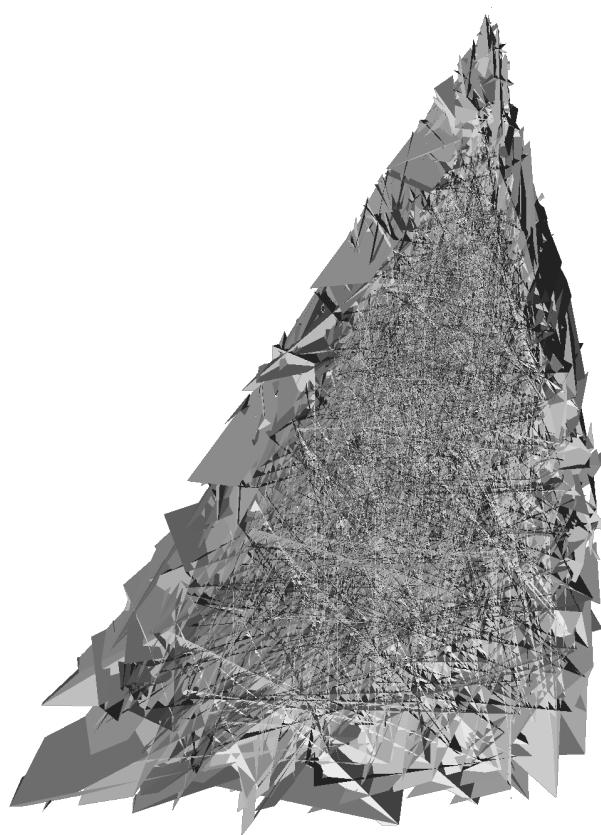
Rotation 2, Perturbed vertices, Slice 23 of 23



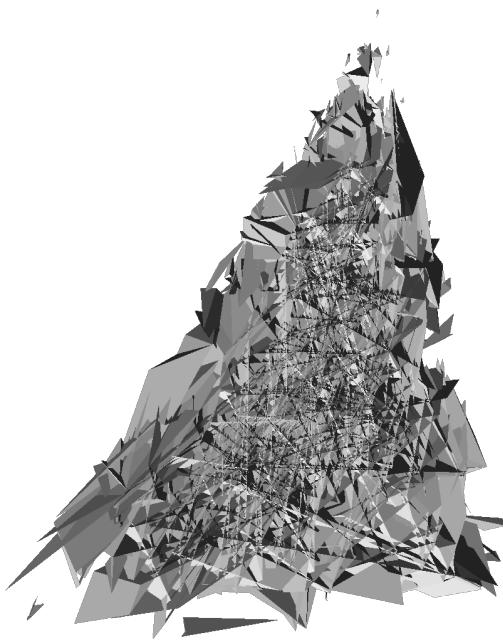
Rotation 2, Perturbed vertices, Slice 22 of 23



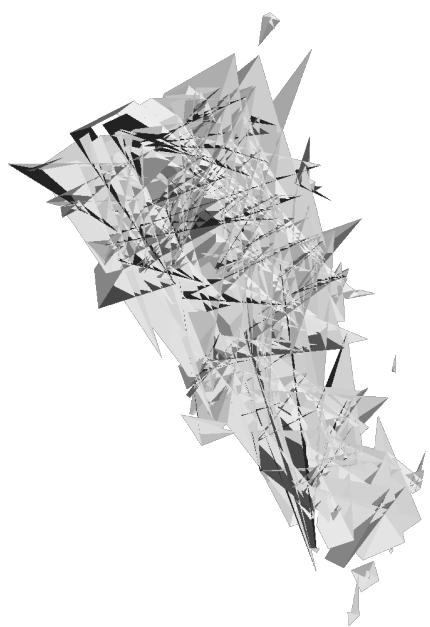
Rotation 2, Perturbed vertices, Slice 8 of 23



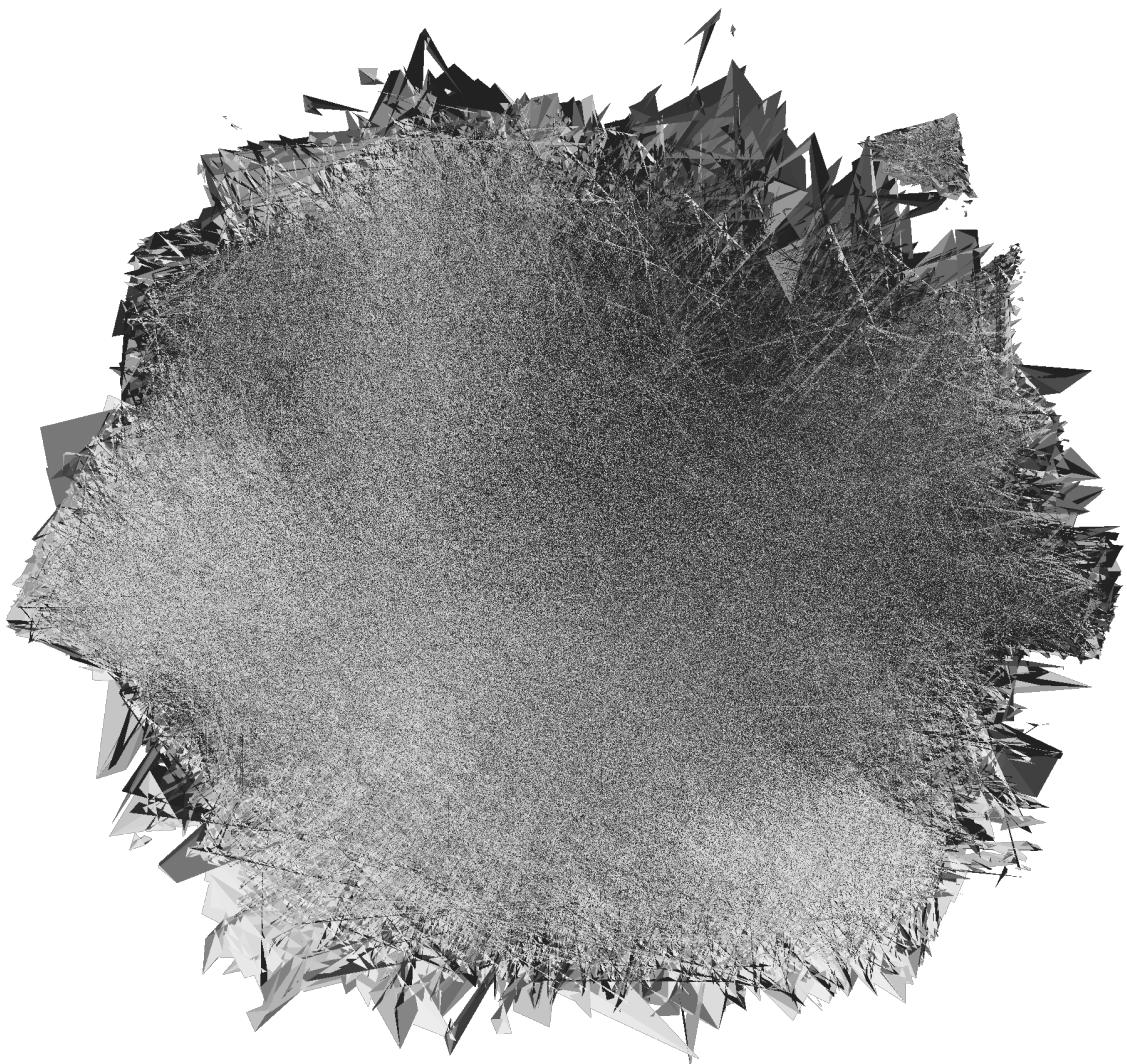
Rotation 2, Perturbed vertices, Slice 6 of 23



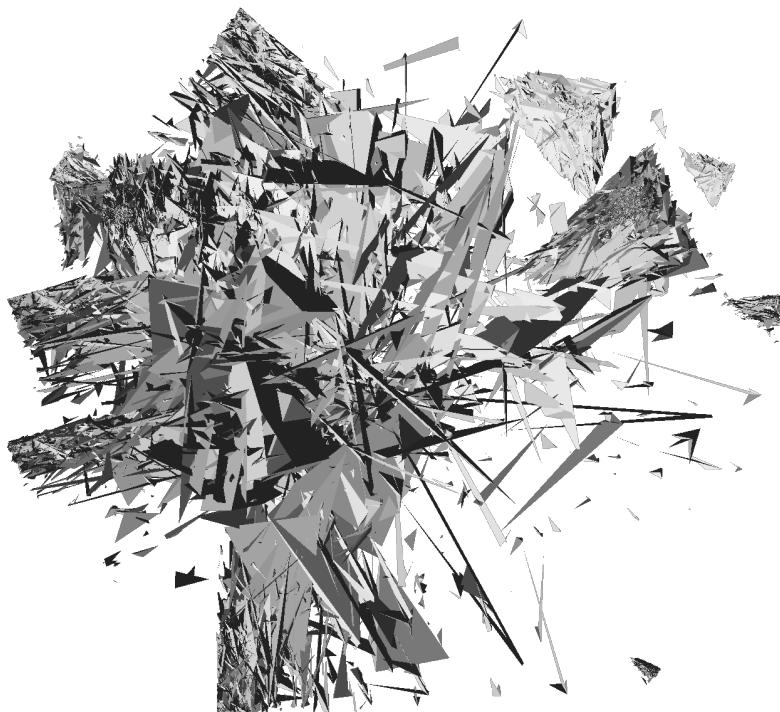
Rotation 3, Perturbed vertices, Slice 19 of 23



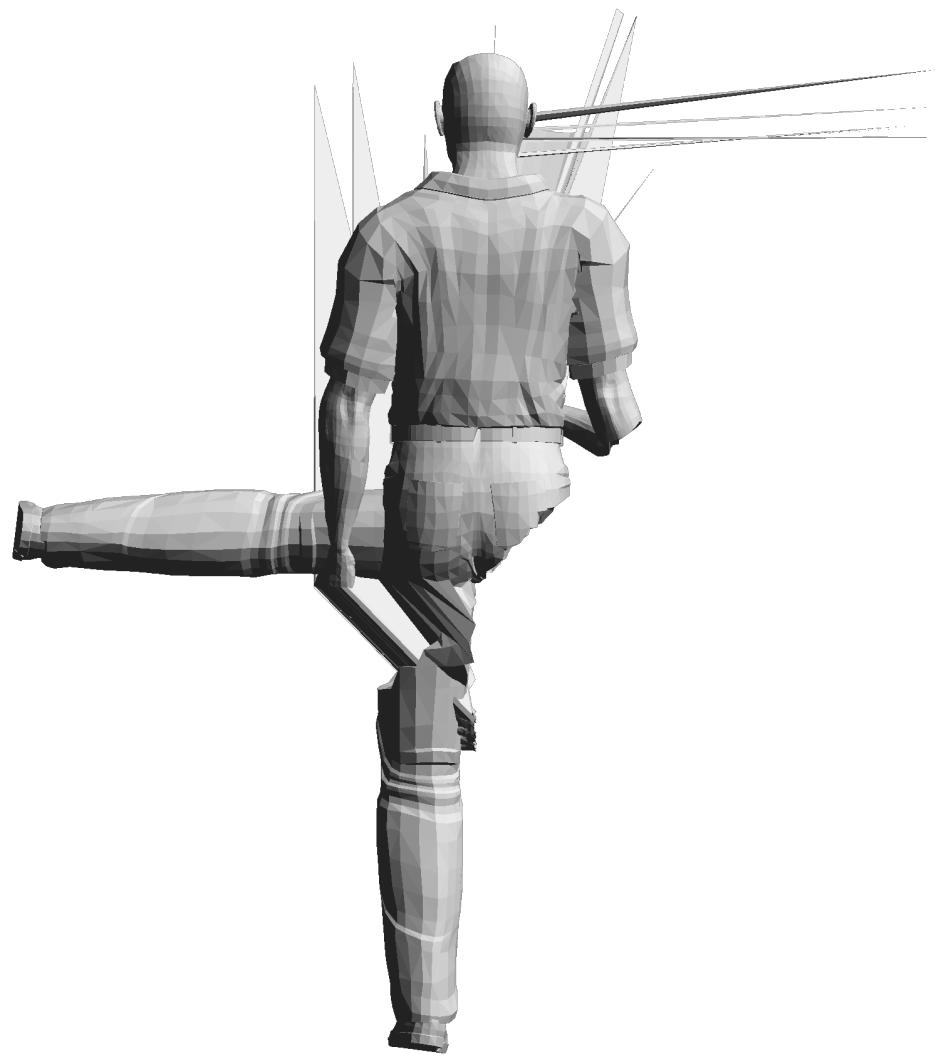
Perturbed vertices, 90 instances, Slice 18 of 23



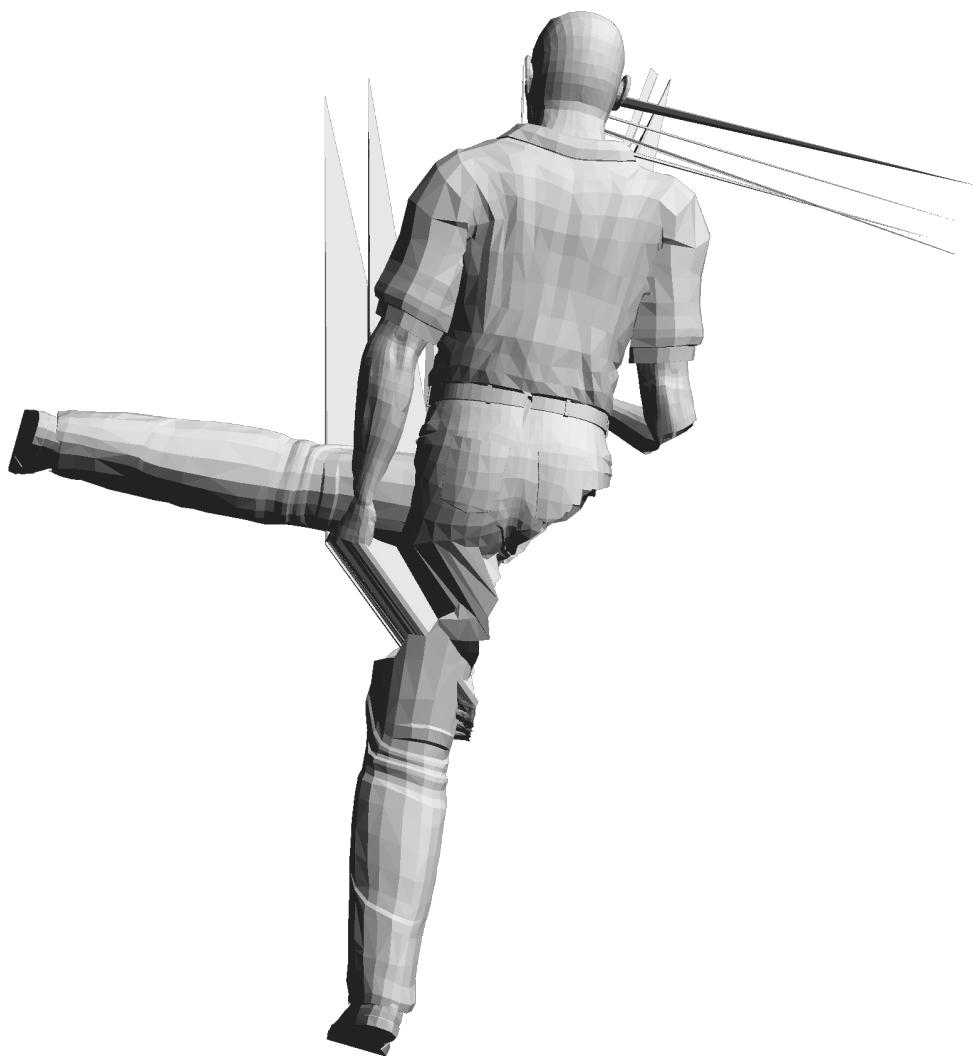
Perturbed vertices, 90 instances, Slice 1 of 23



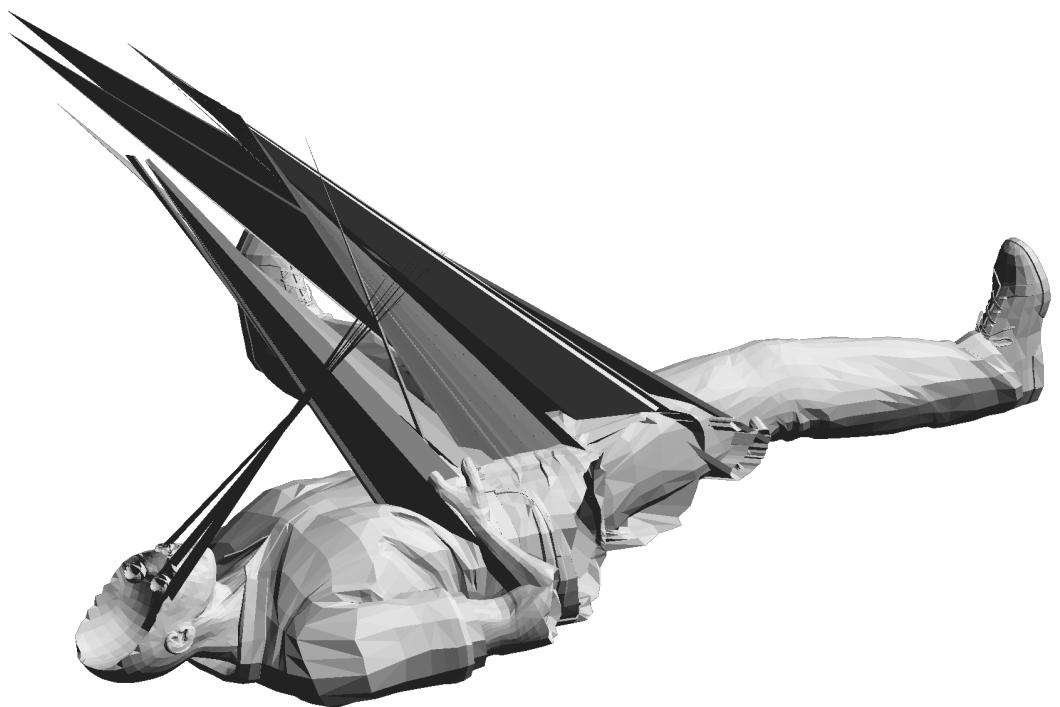
Sorted A



Rotation 1, Sorted A



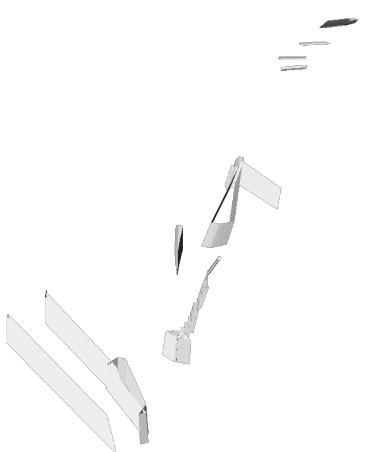
Rotation 2, Sorted A



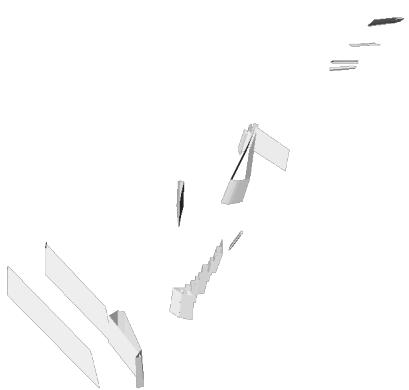
Rotation 3, Sorted A



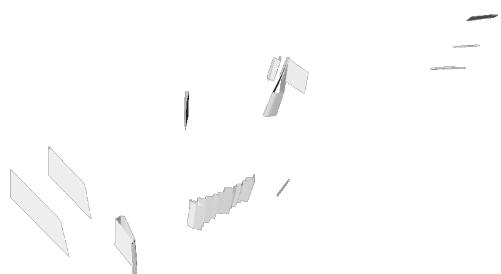
Sorted A, Slice 13 of 23



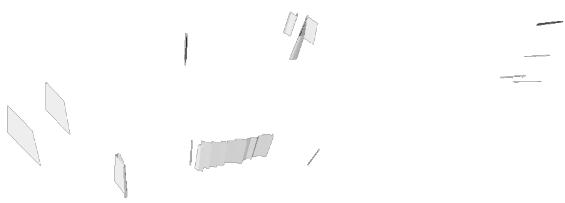
Sorted A, Slice 11 of 23



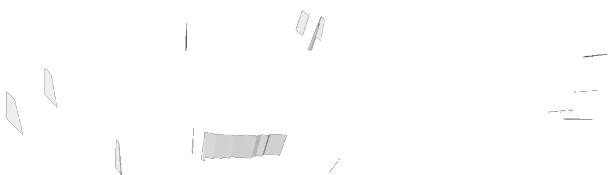
Sorted A, Slice 7 of 23



Sorted A, Slice 4 of 23



Sorted A, Slice 2 of 23



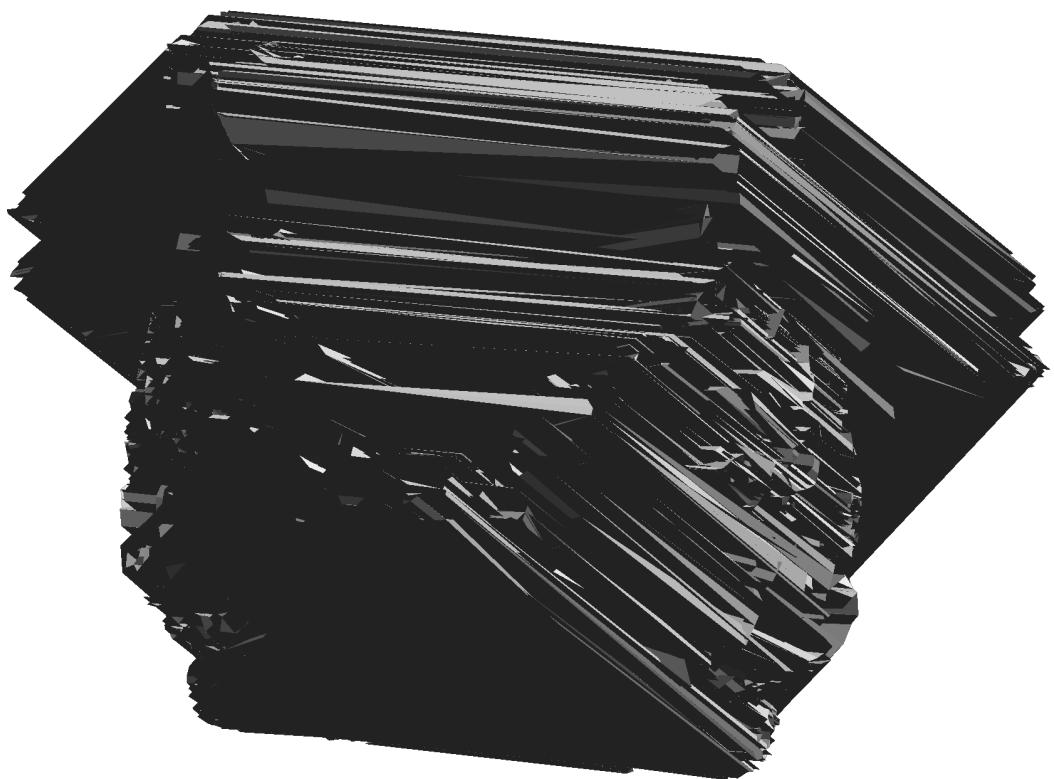
Sorted A, 90 instances, Slice 22 of 23



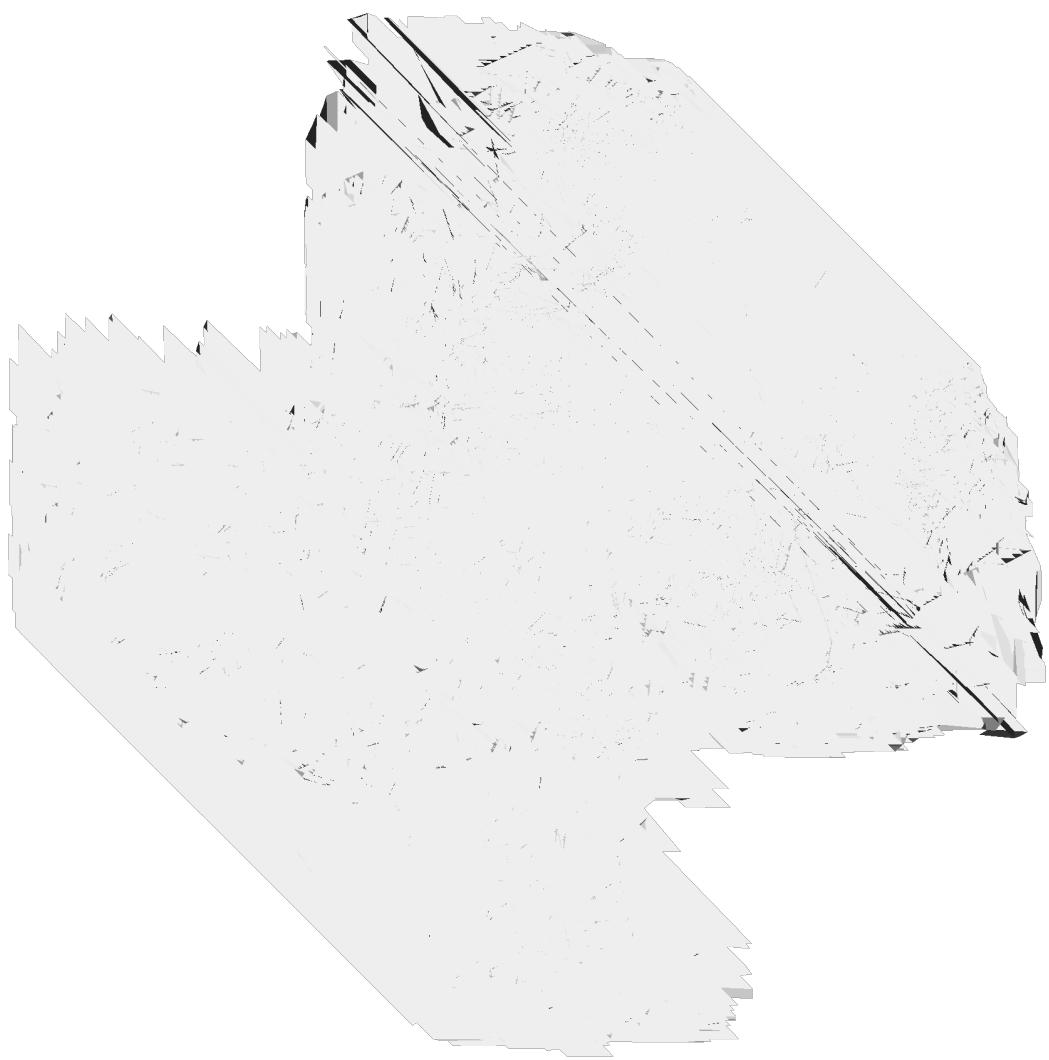
Sorted B



Rotation 2, Sorted B



Sorted B, Slice 18 of 23



Sorted B, Slice 15 of 23



Sorted B, Slice 13 of 23



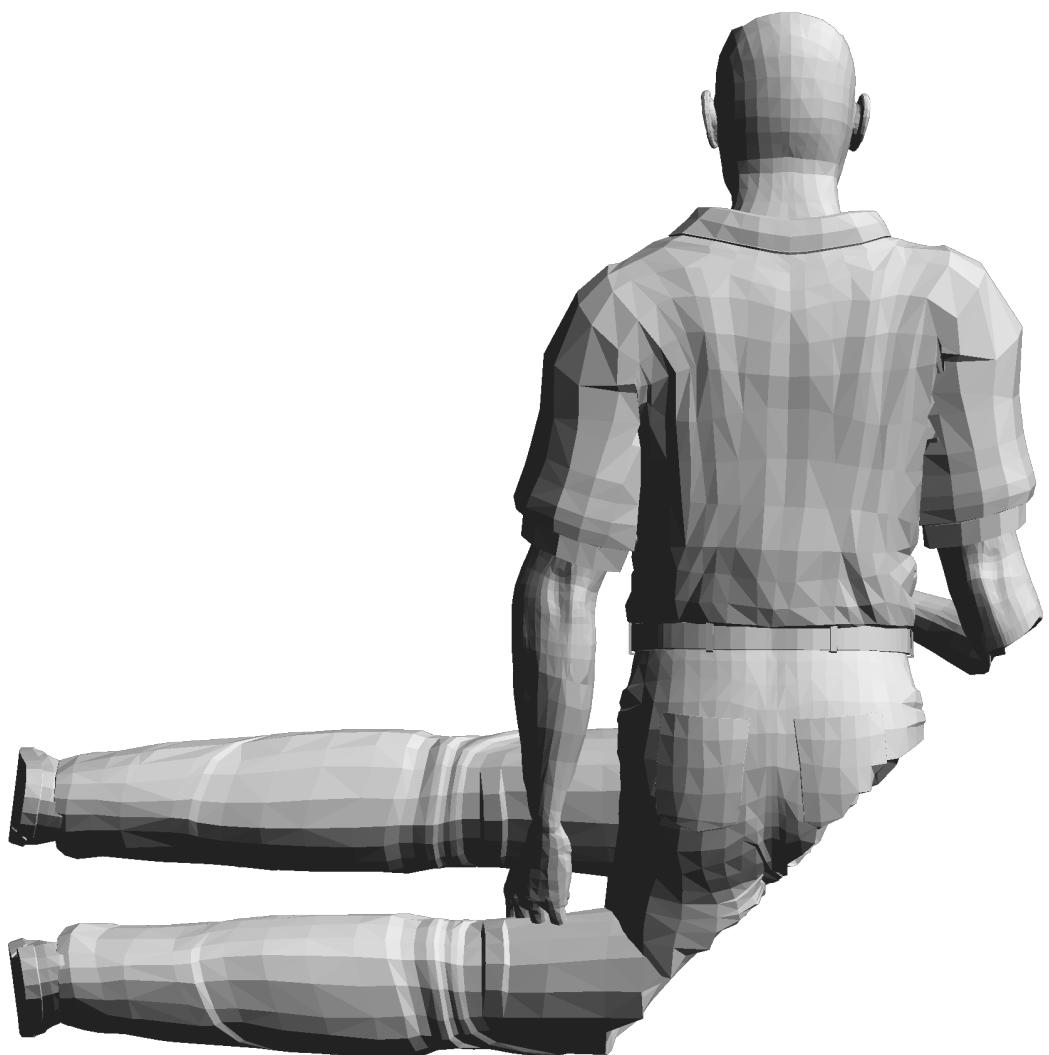
Sorted B, Slice 9 of 23



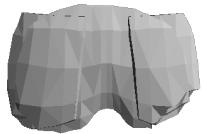
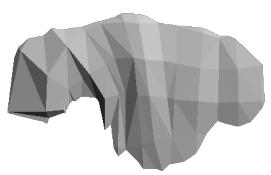
Sorted B, Slice 4 of 23



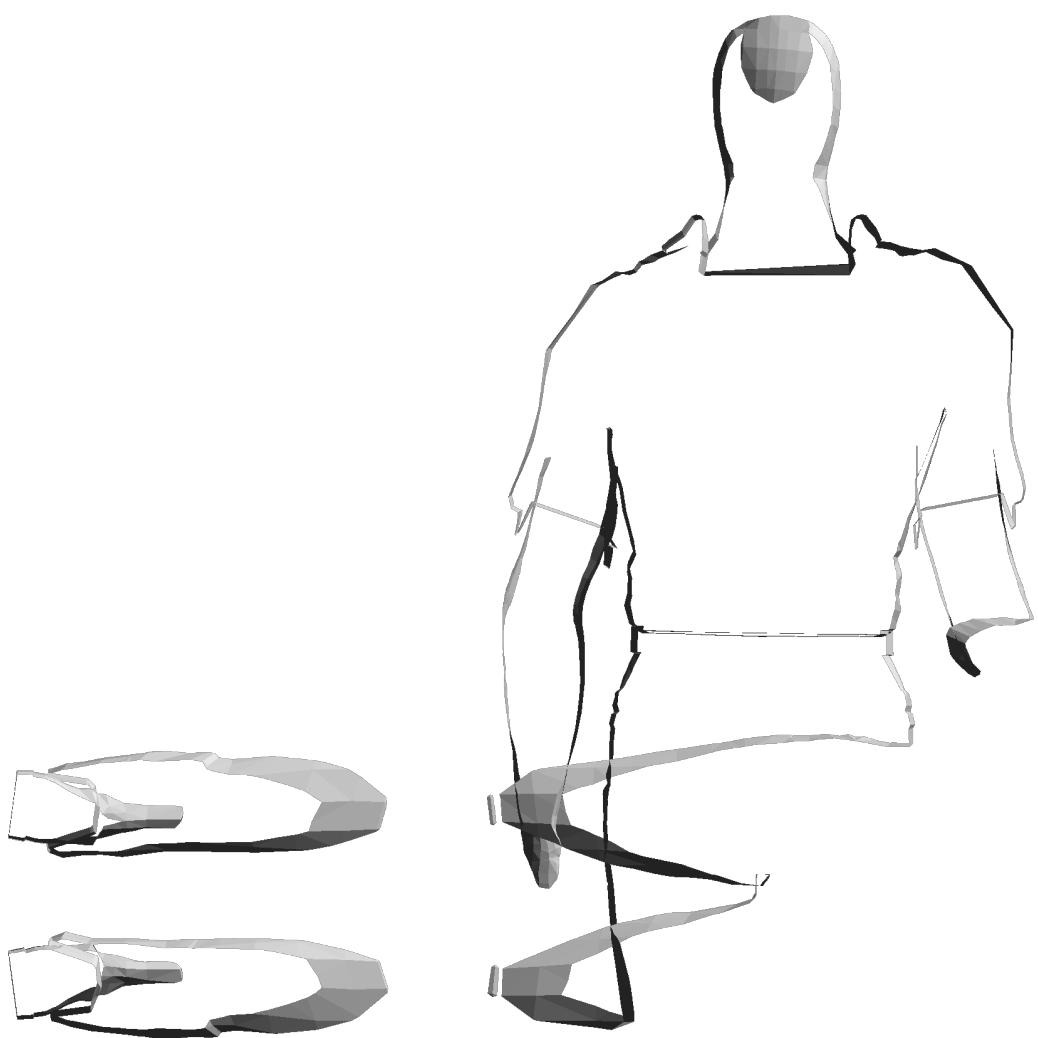
Sorted C



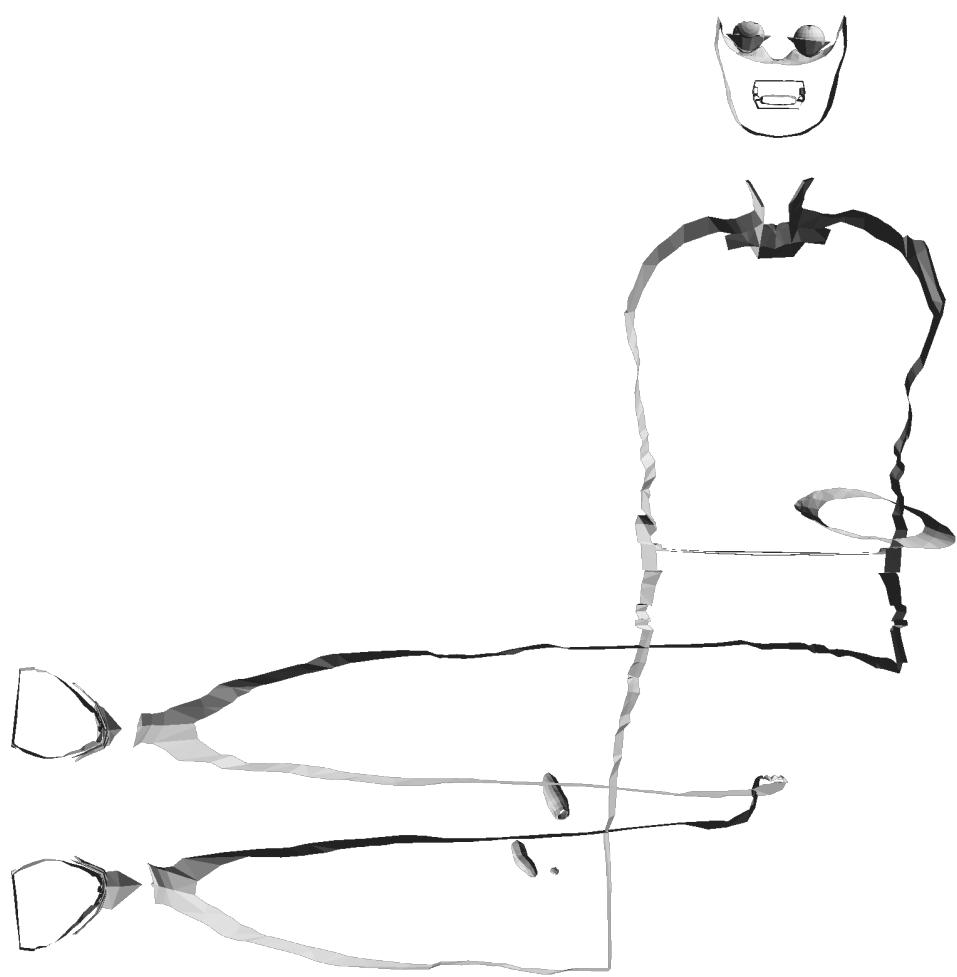
Sorted C, Slice 23 of 23



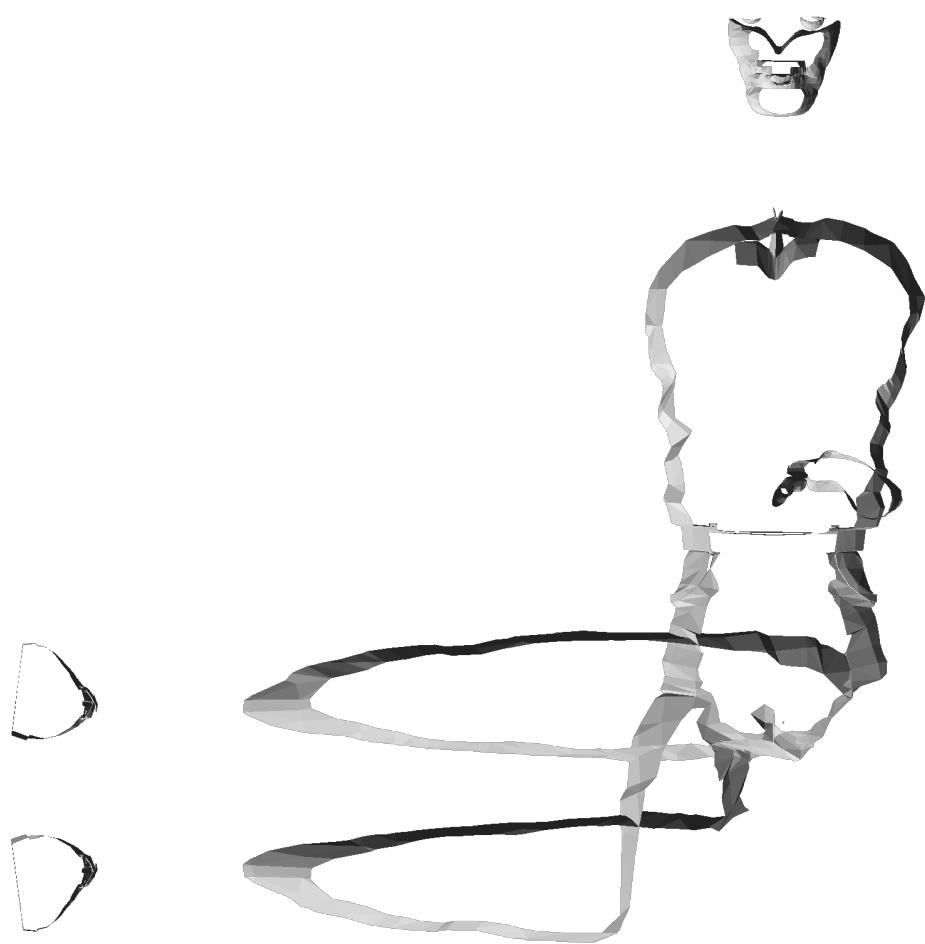
Sorted C, Slice 16 of 23



Sorted C, Slice 9 of 23



Sorted C, Slice 7 of 23



Sorted C, Slice 3 of 23

;

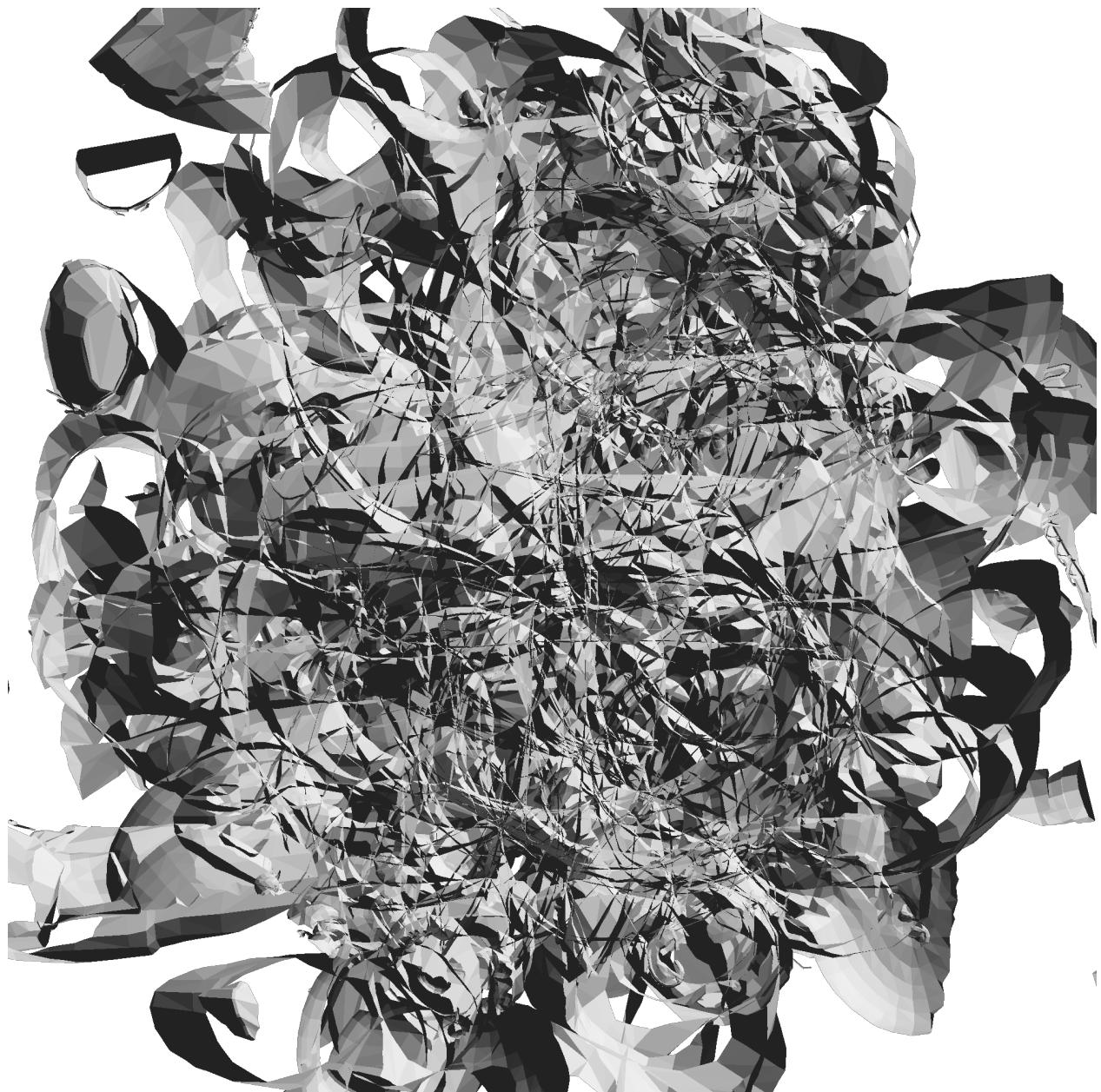
D

D

Sorted C, 90 instances, Slice 10 of 23



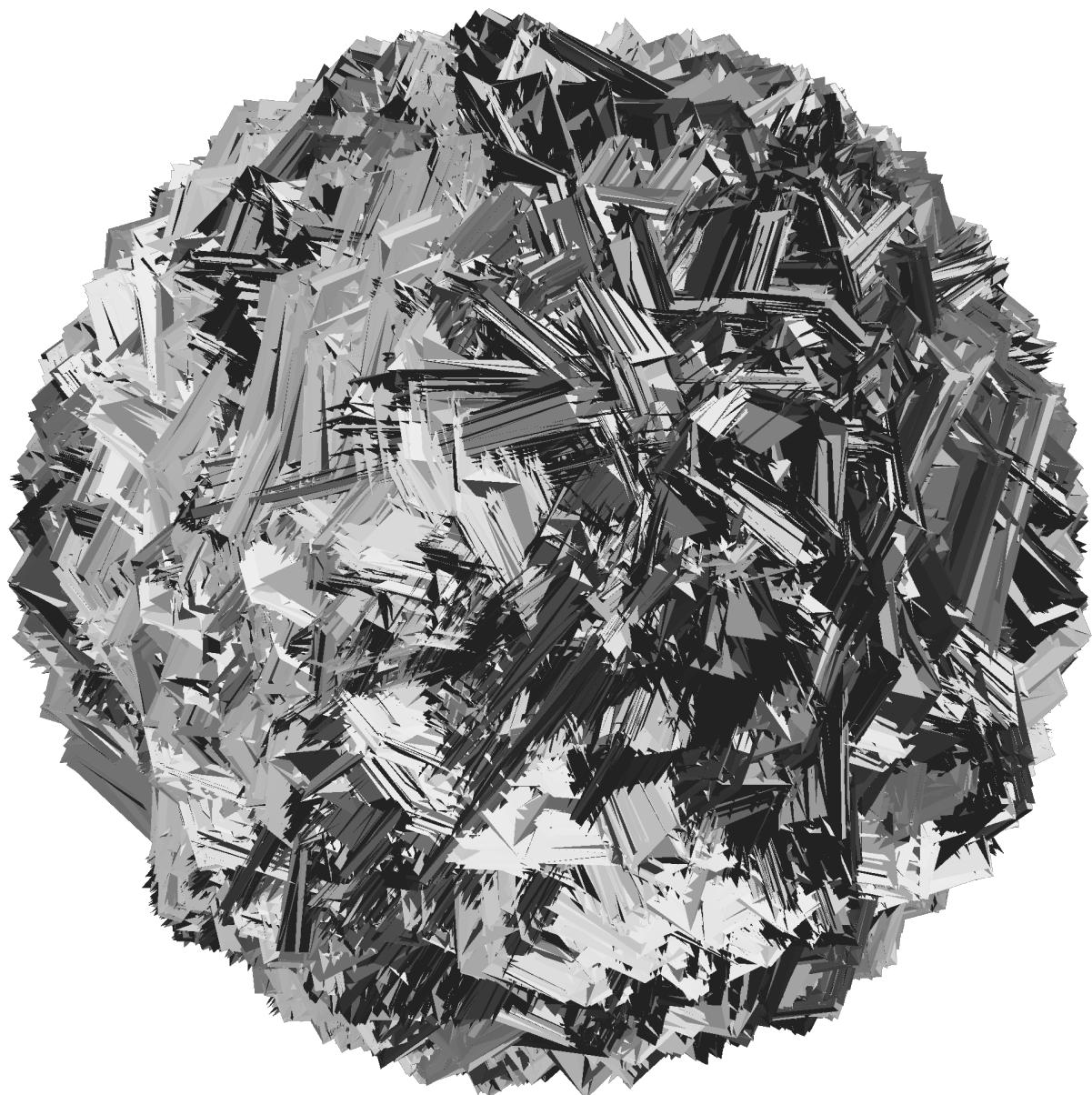
Sorted C, 90 instances, Slice 8 of 23



Sorted C (shuffled)

Sorted C (shuffled), 52 instances

Sorted B (somewhat shuffled), 87 instances



Perturbed faces (shuffled), 61 instances, Slice 1 of 26

Sorted C (somewhat shuffled)



Sorted C (faces knocked out), Slice 8 of 46



(faces knocked out)



Sorted A (shuffled), 68 instances, Slice 15 of 30

Sorted A (shuffled), Slice 27 of 30

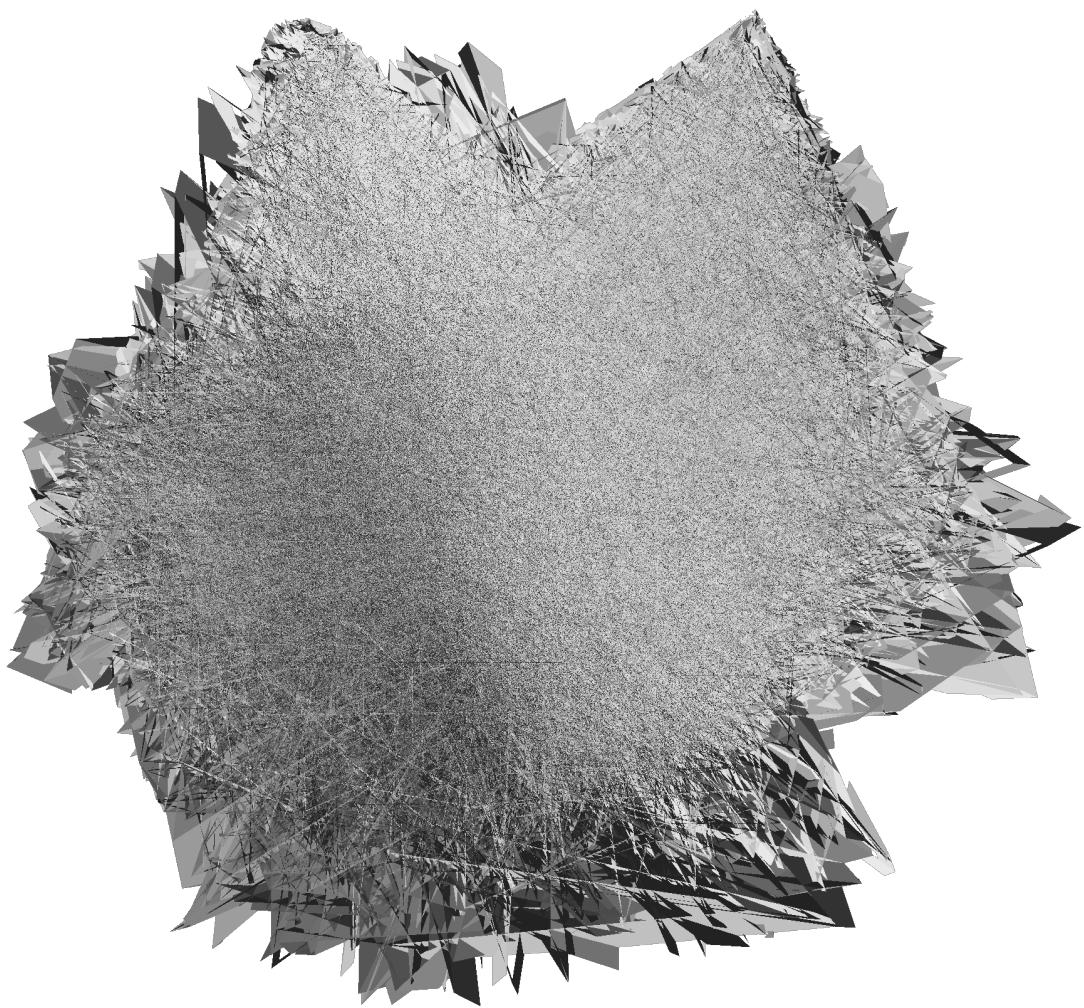
Perturbed vertices (faces knocked out), Slice 31 of 34



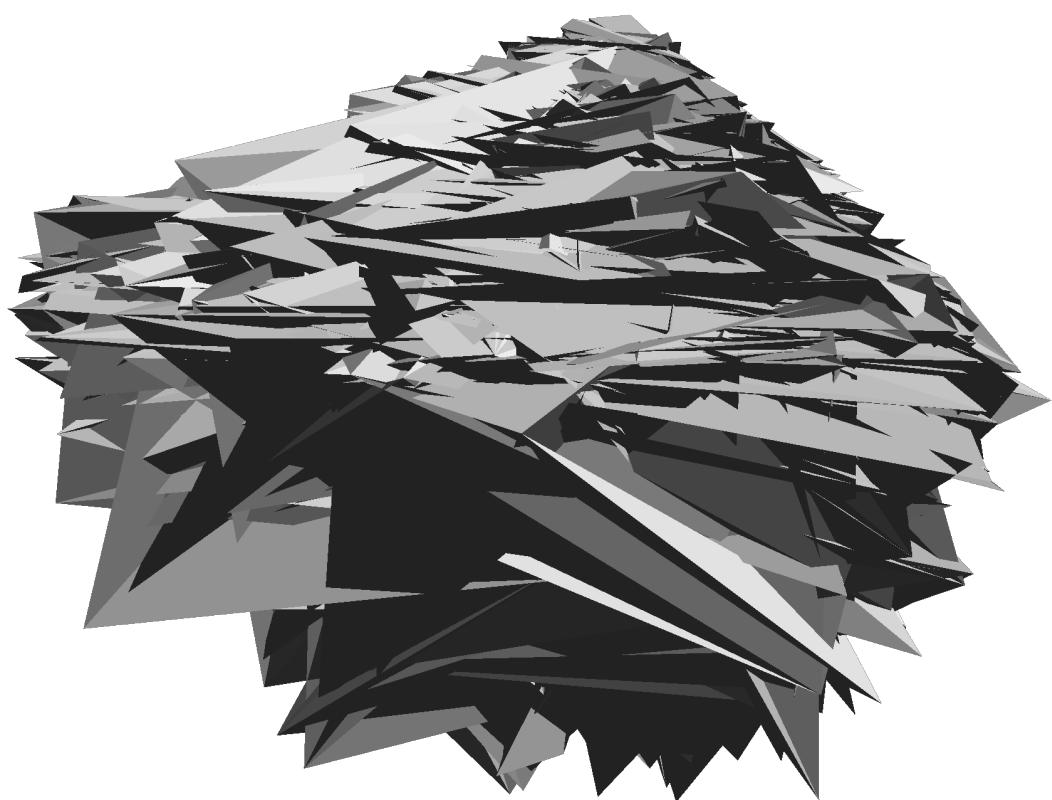
Sorted C (somewhat shuffled)



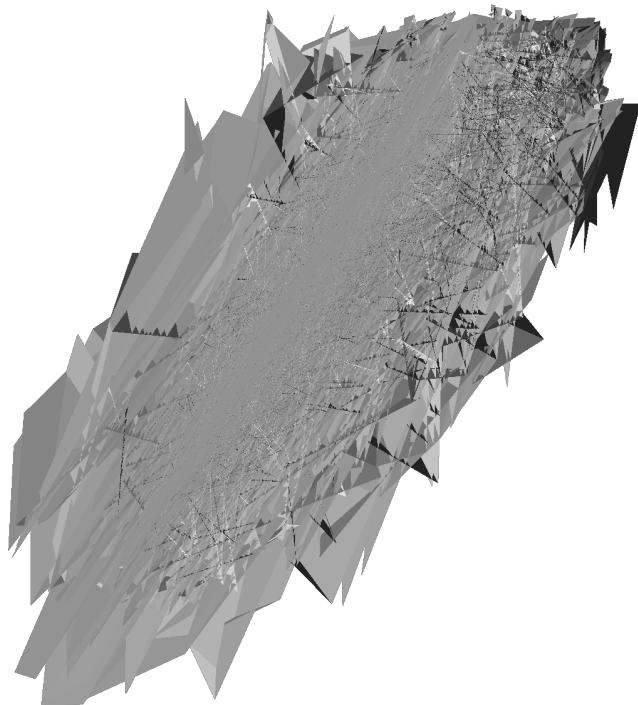
Perturbed vertices (somewhat shuffled), 9 instances, Slice 27 of 47



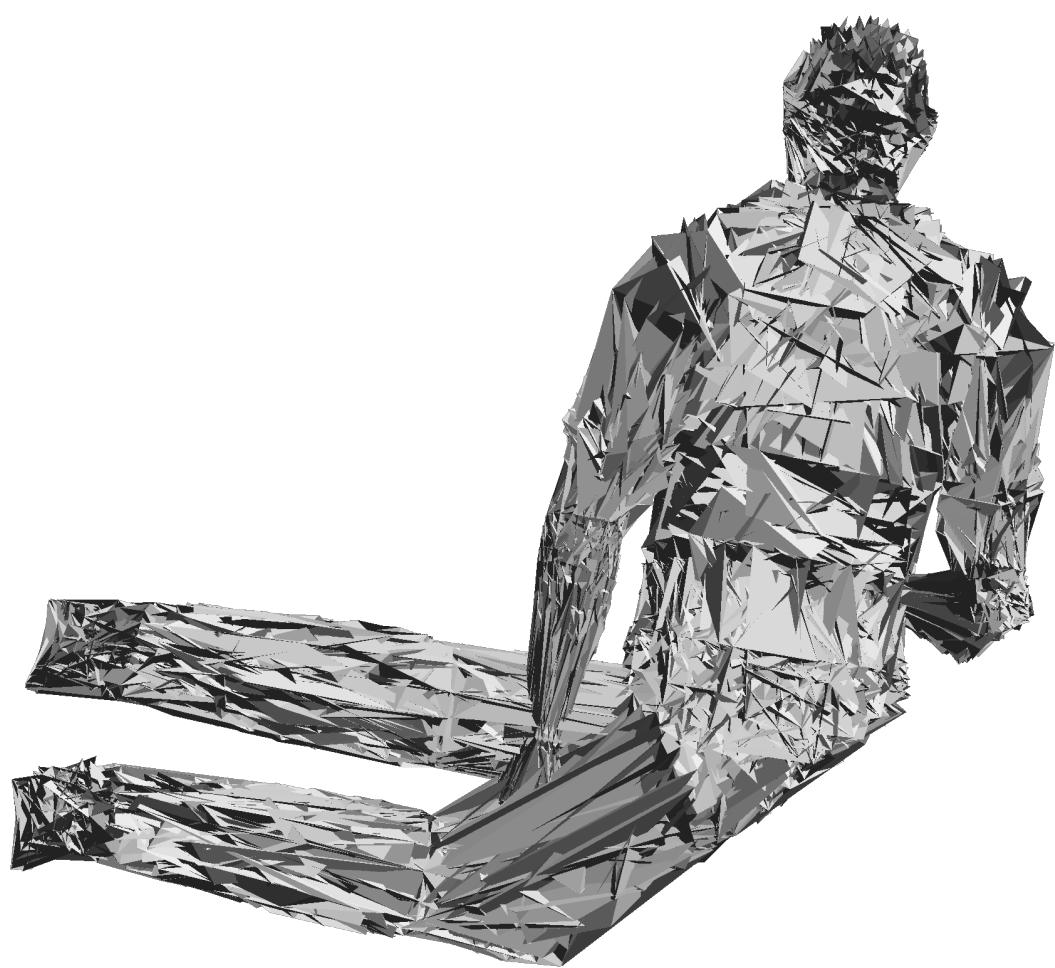
Sorted B (perturbed)



Sorted C (perturbed), Slice 6 of 19

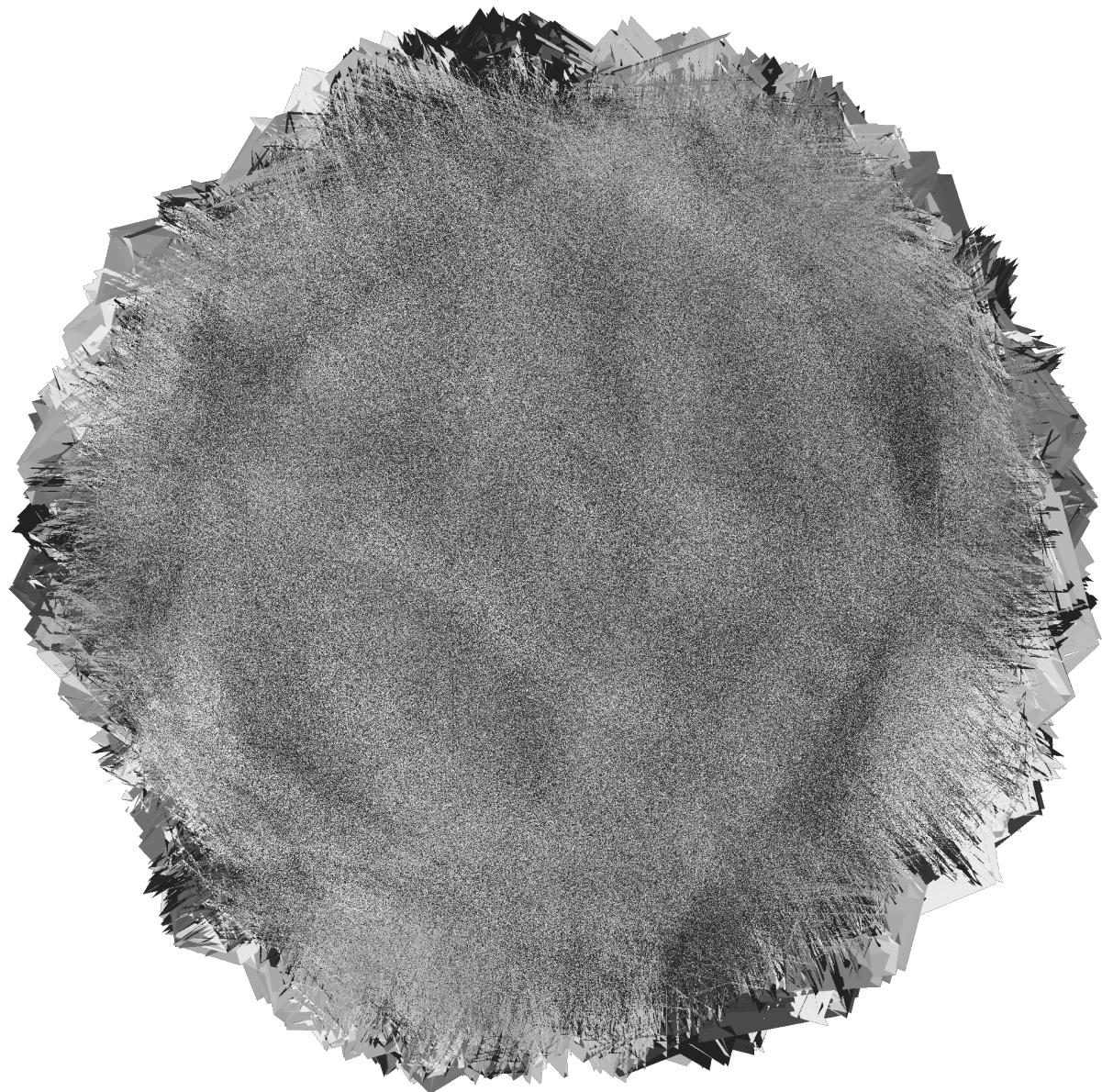


Sorted C (somewhat shuffled)

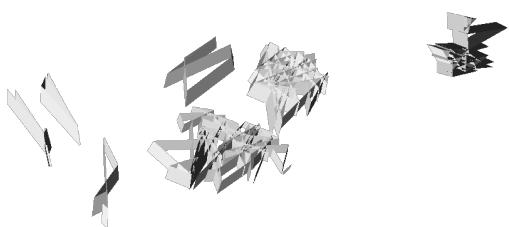


Sorted A (shuffled), Slice 9 of 16

Sorted B (somewhat shuffled), 94 instances, Slice 3 of 8



Sorted A (somewhat shuffled), Slice 28 of 39



Sorted A (somewhat shuffled), 71 instances, Slice 7 of 41



Perturbed vertices (somewhat shuffled), 57 instances, Slice 45 of 48

