

**views on an object - Y4920\_BENCH**

(from the NTU 3d model database)



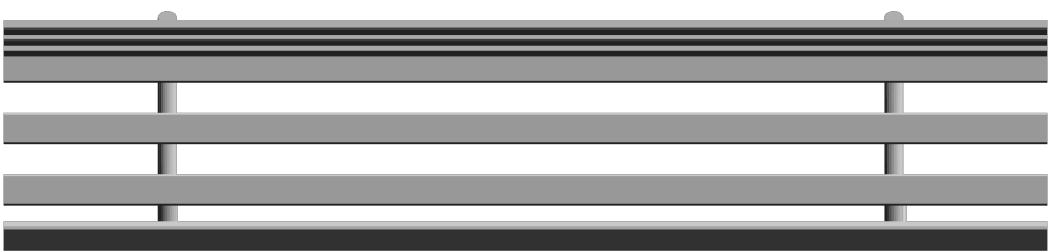
## Contents

### 1 BENCH

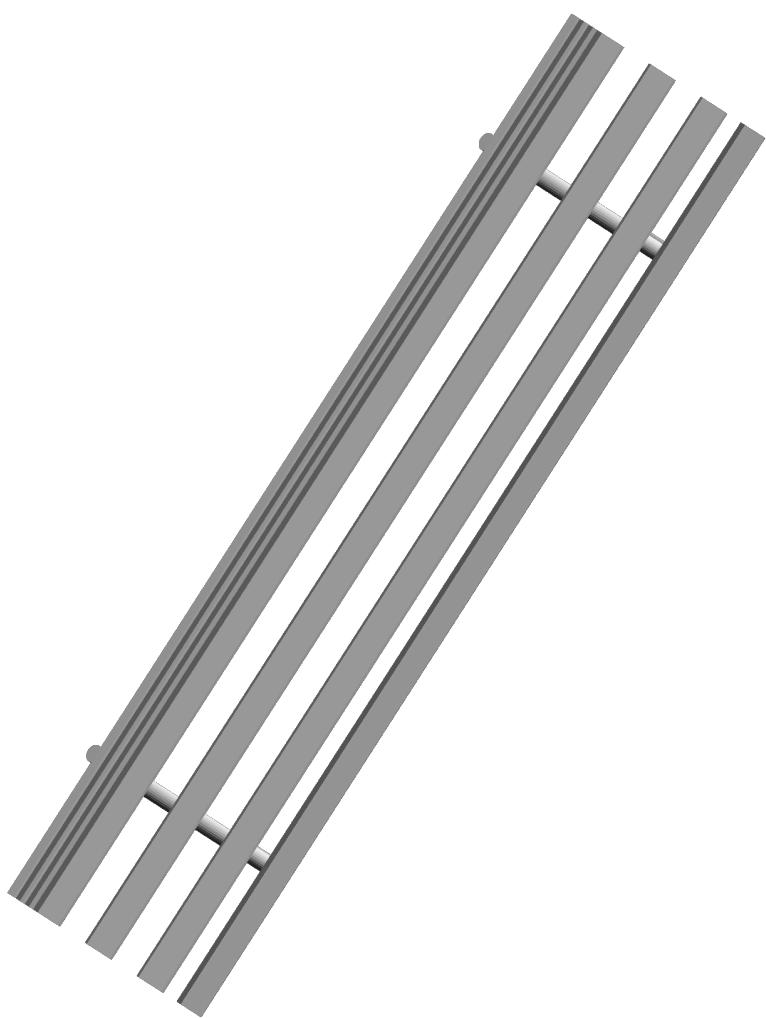
#### 1 RLS\_bench

- 1 RLS\_BENCH\_WOOD
- 2 BLACK\_PLSTC

Default rotation



Rotation 1



Rotation 2

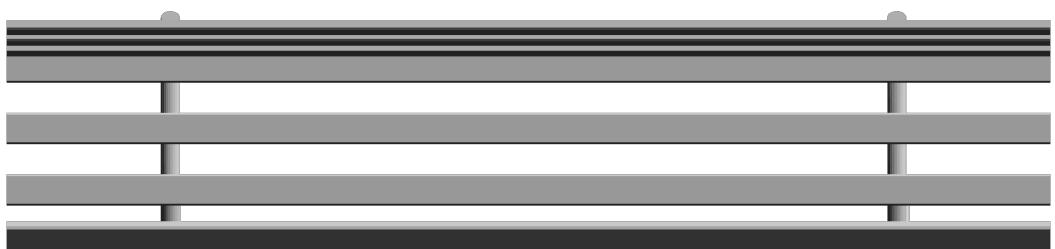


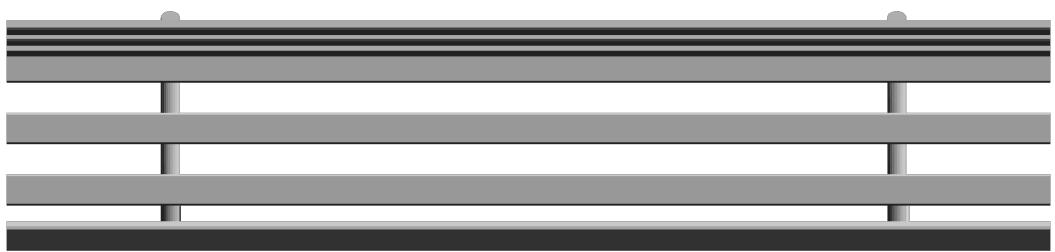
Rotation 3



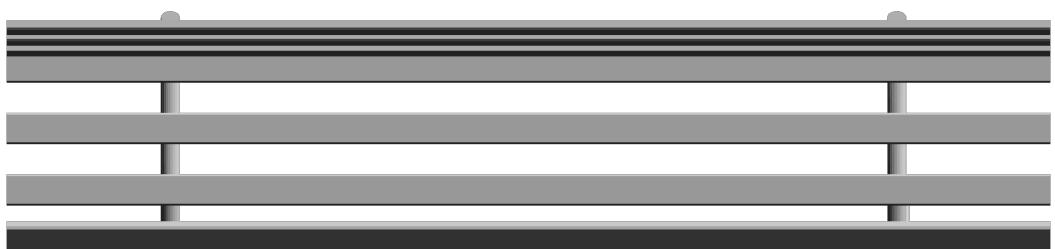
Truncation 20 of 20



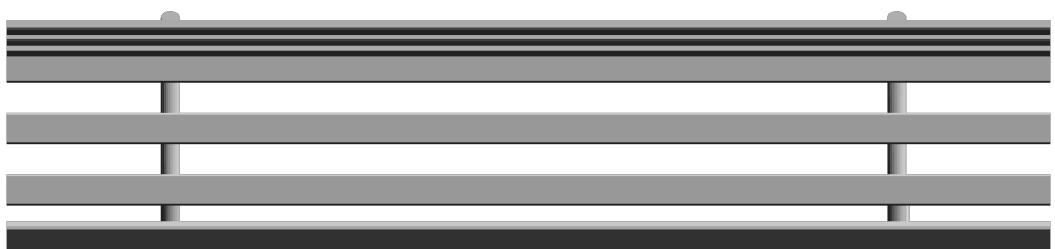




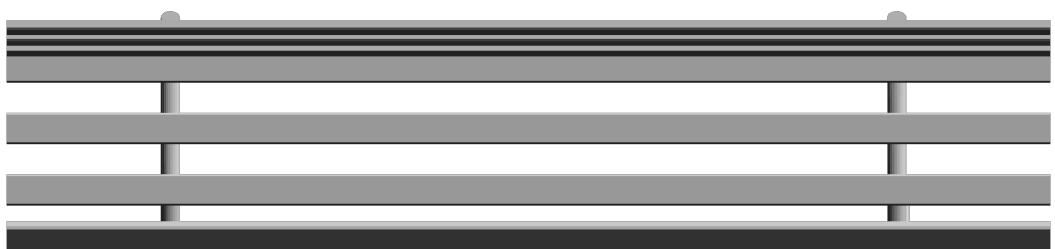
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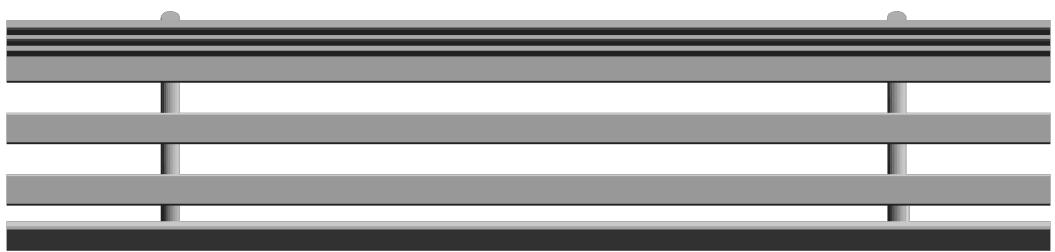
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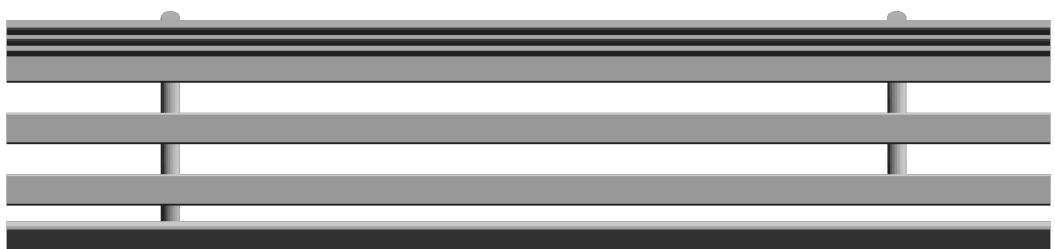


Truncation 14 of 20





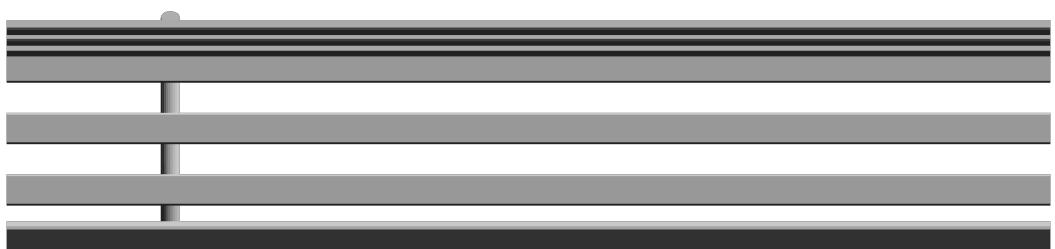
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Truncation 11 of 20



Truncation 10 of 20



Truncation 9 of 20



Truncation 8 of 20



Truncation 7 of 20

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Slice 14 of 14



Slice 13 of 14



Slice 12 of 14



Slice 11 of 14



Slice 10 of 14



Slice 9 of 14



Slice 8 of 14



Slice 7 of 14



Slice 6 of 14



Slice 5 of 14



Slice 4 of 14



Slice 3 of 14



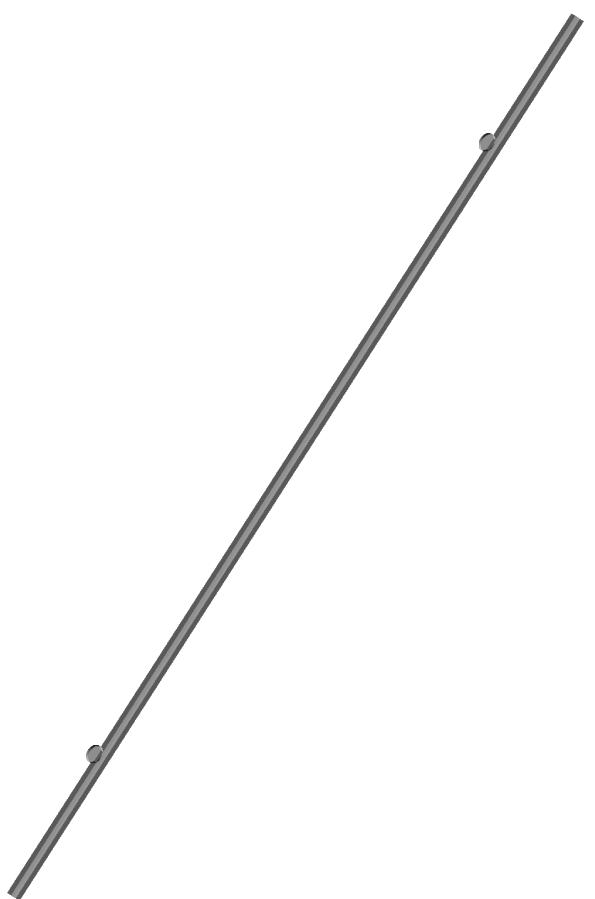
Slice 2 of 14



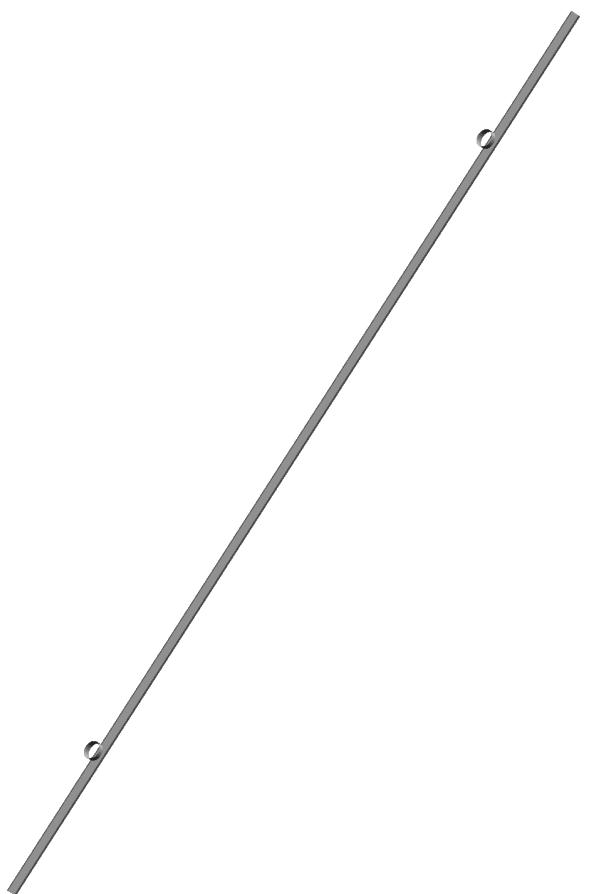
Slice 1 of 14



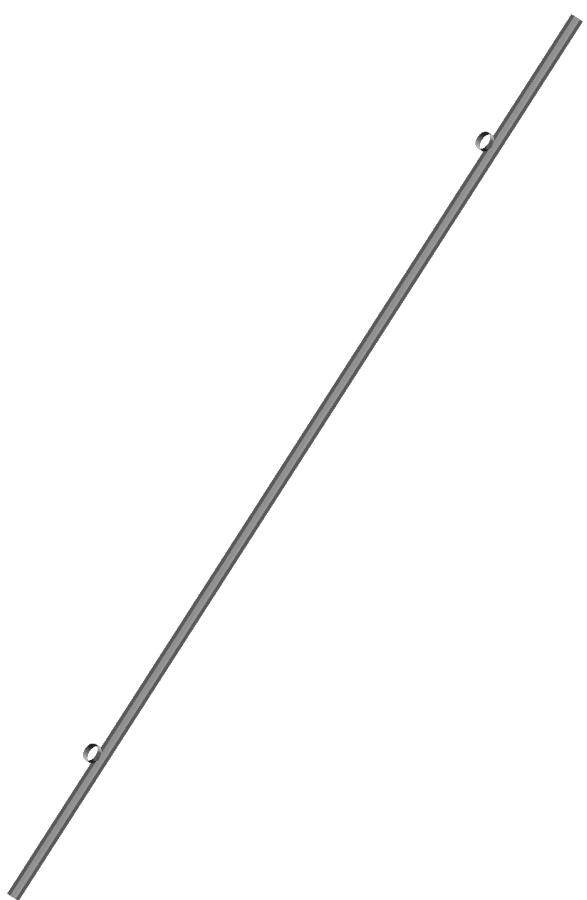
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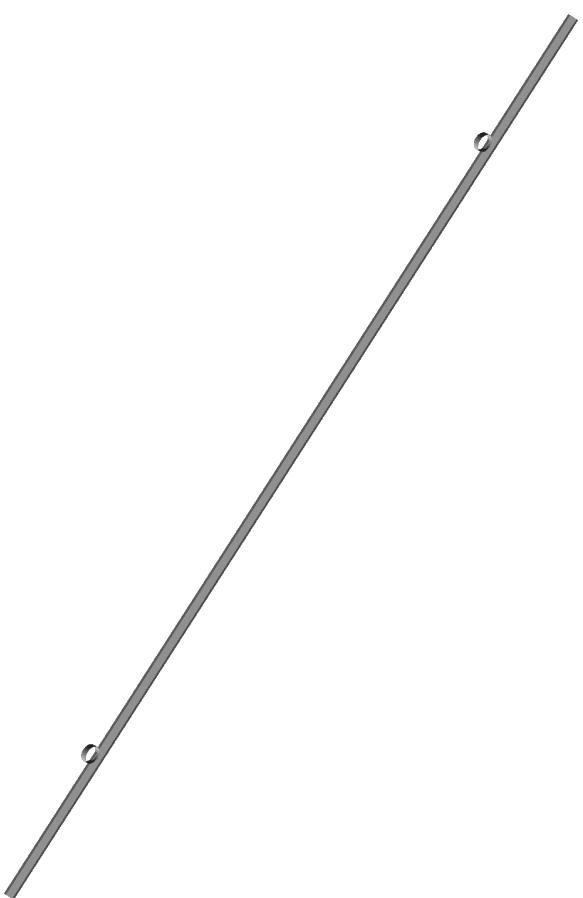
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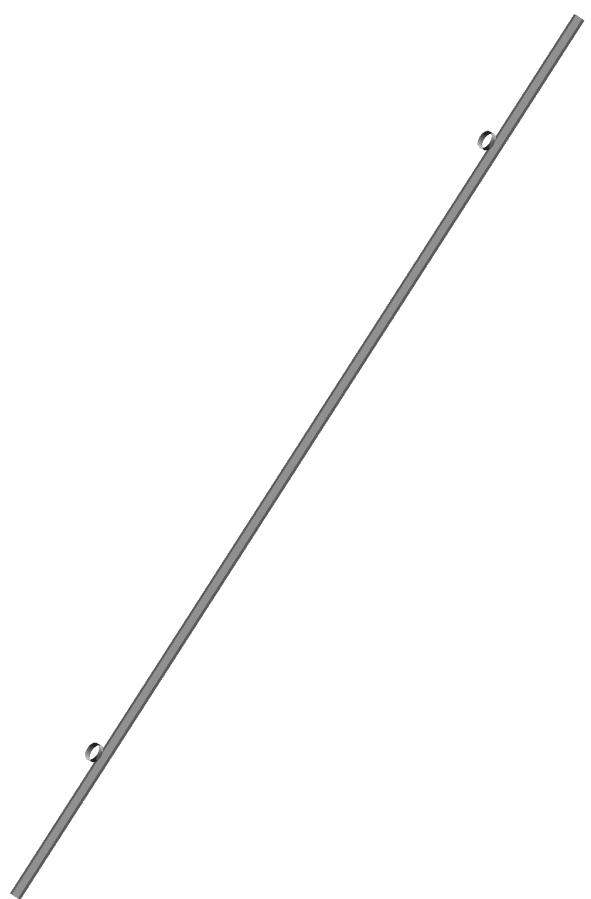
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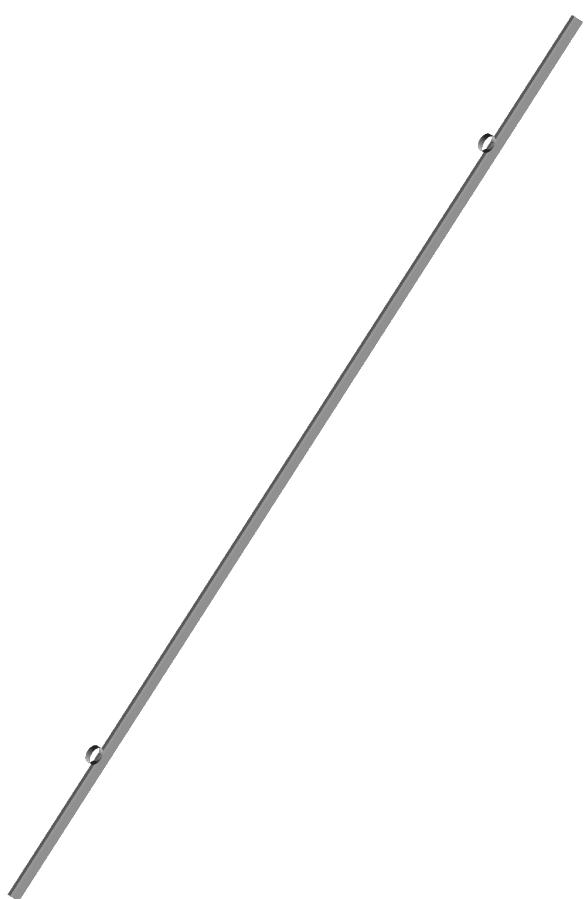
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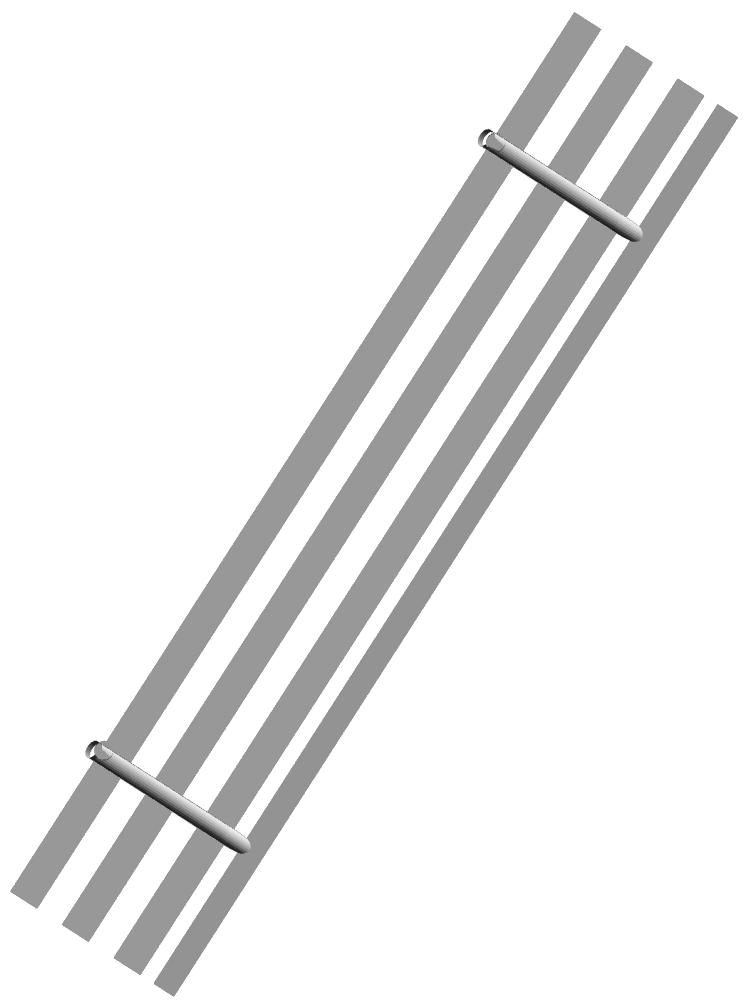
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Rotation 1, Slice 9 of 14



Rotation 1, Slice 8 of 14



Rotation 1, Slice 7 of 14



Rotation 1, Slice 6 of 14



Rotation 1, Slice 5 of 14



Rotation 1, Slice 4 of 14



Rotation 1, Slice 3 of 14

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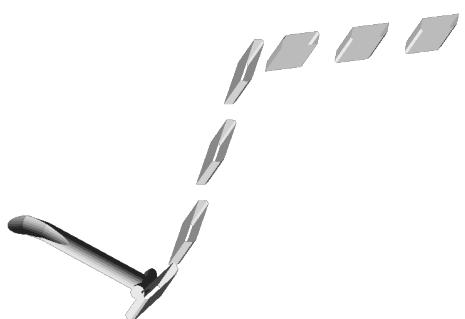
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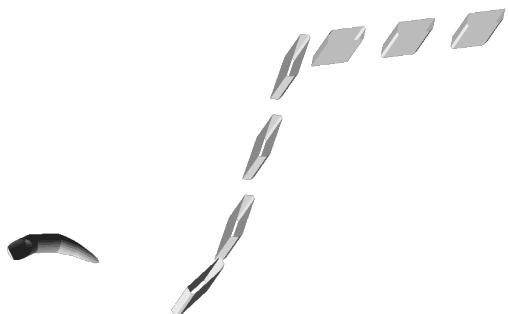
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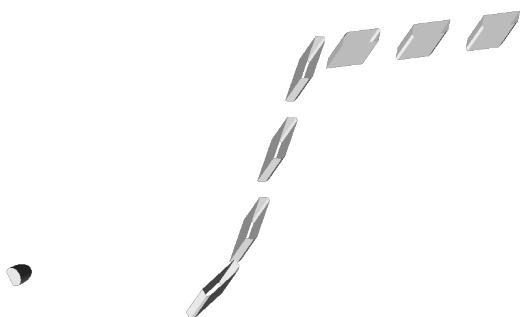
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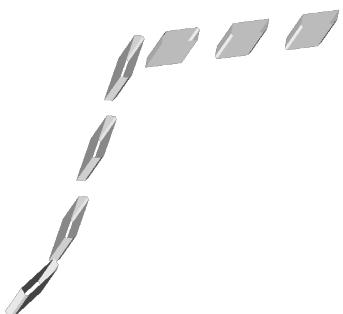
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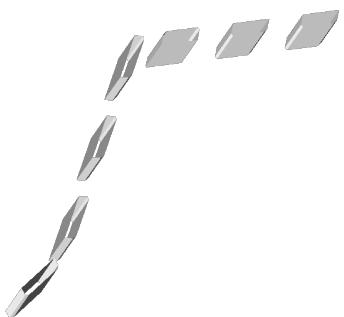
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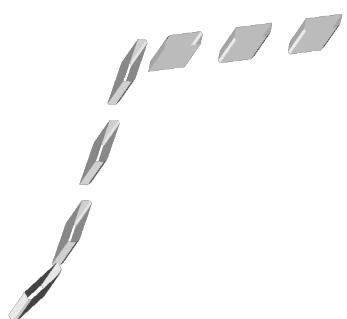
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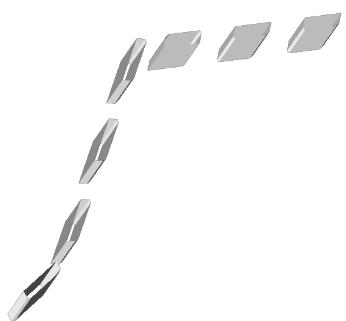
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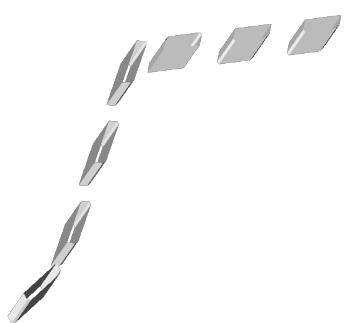
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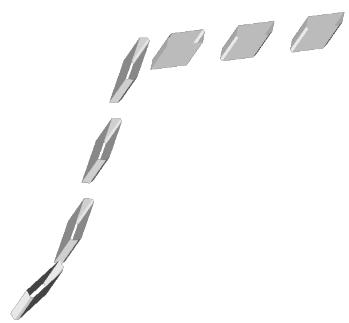
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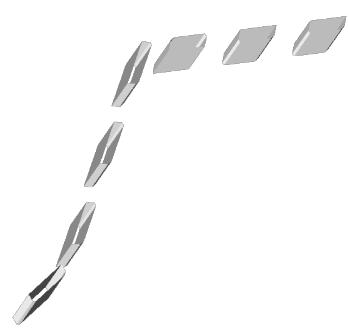
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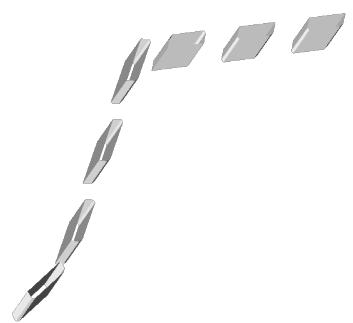
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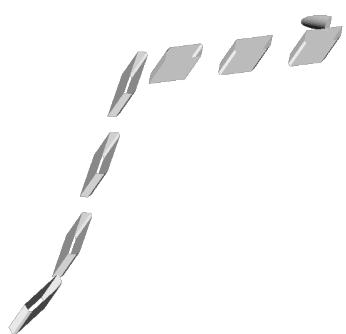
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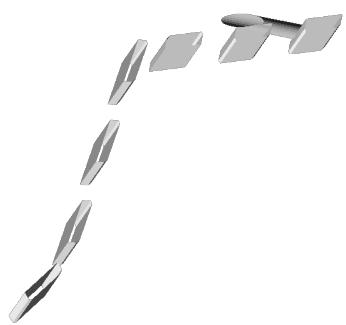
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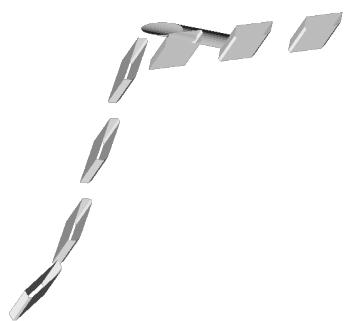
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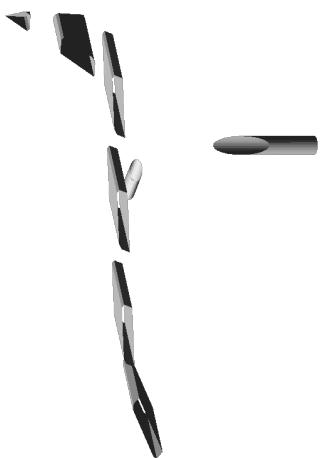
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Rotation 2, Slice 1 of 14



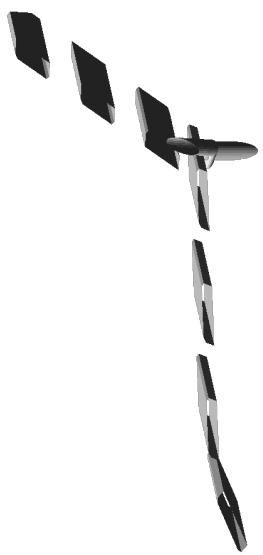
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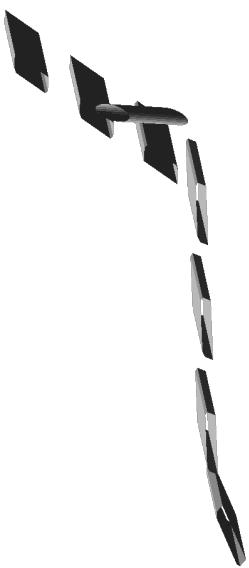
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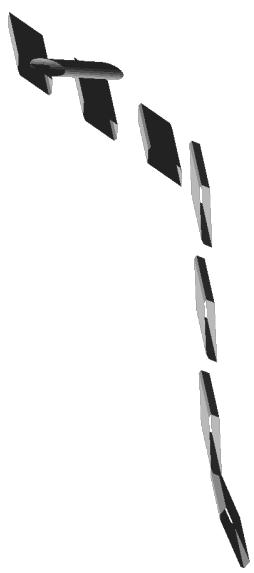
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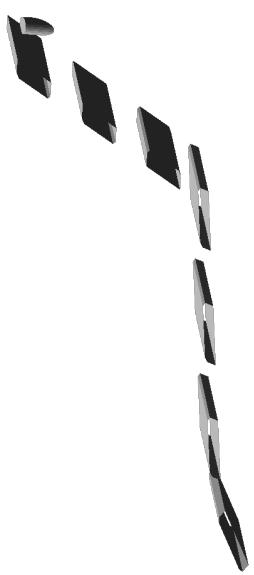
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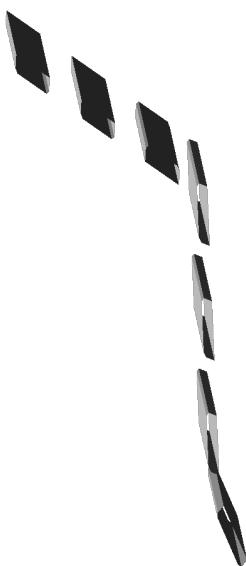
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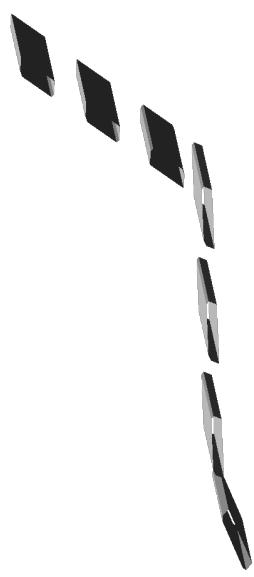
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Rotation 3, Slice 7 of 14



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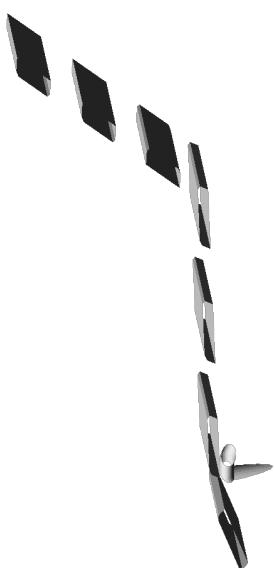
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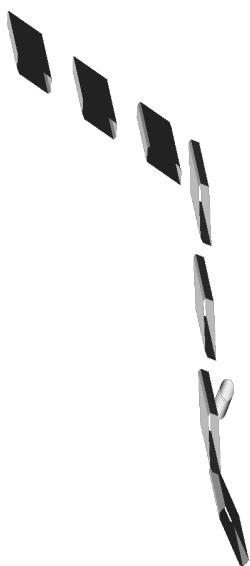
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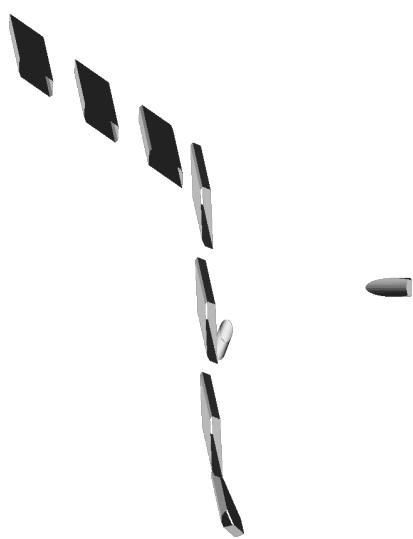
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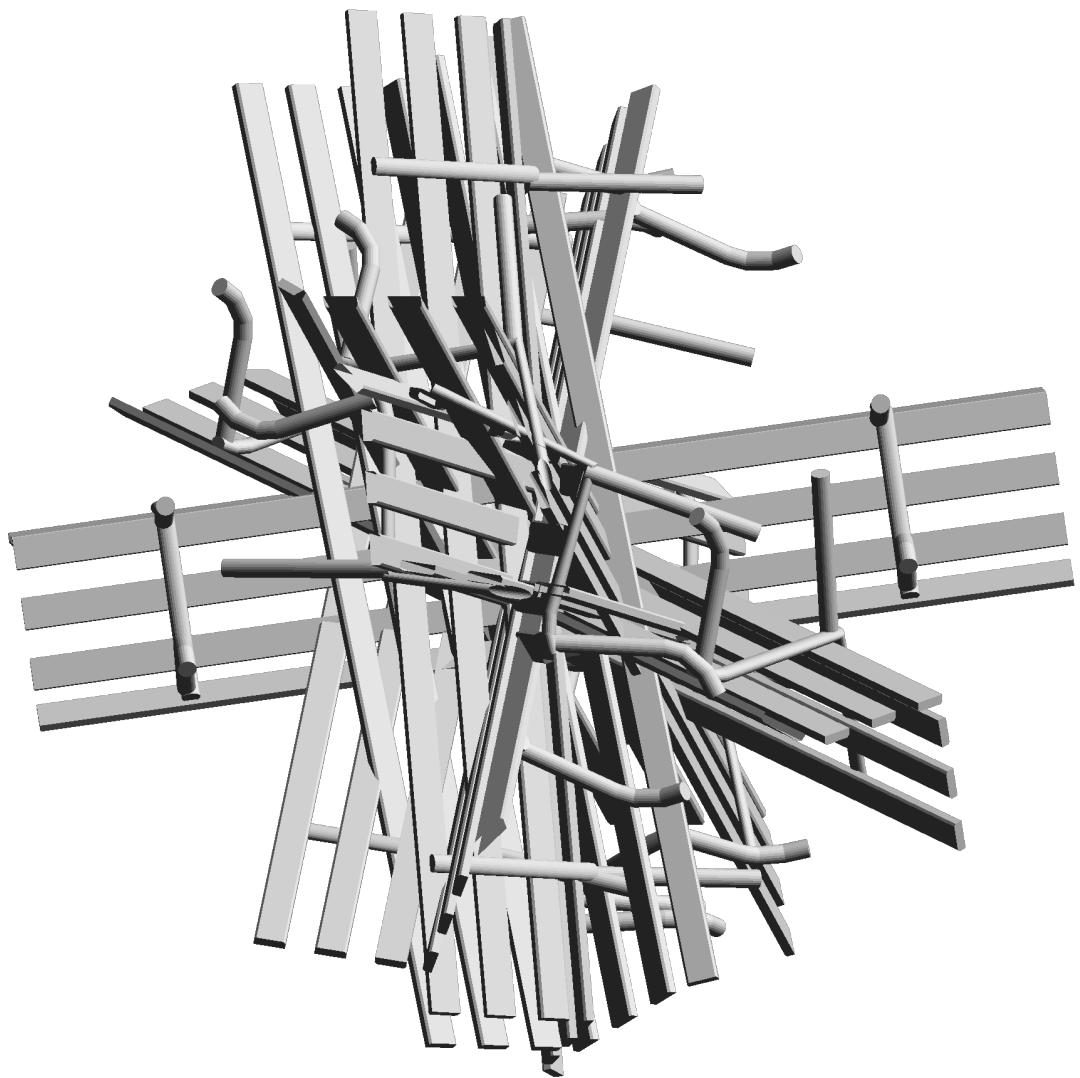
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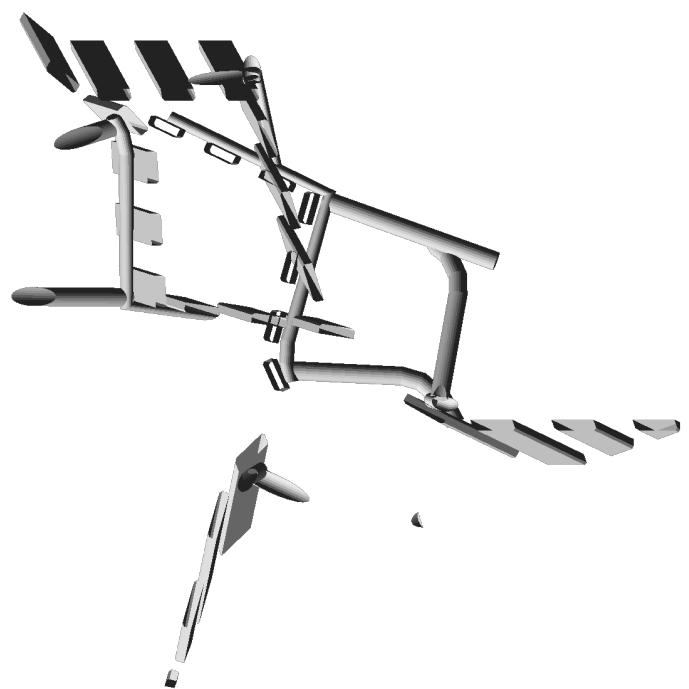
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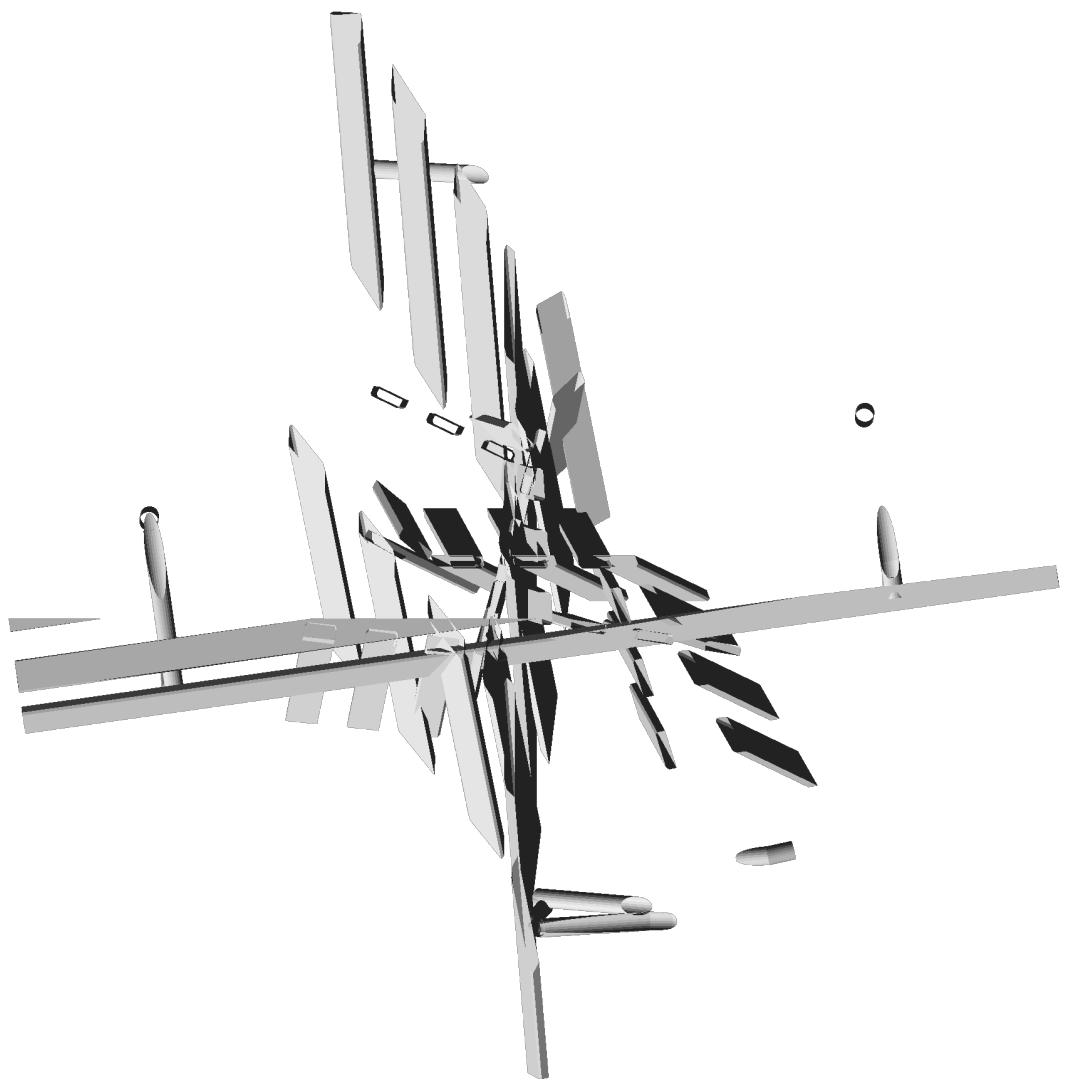
8 instances



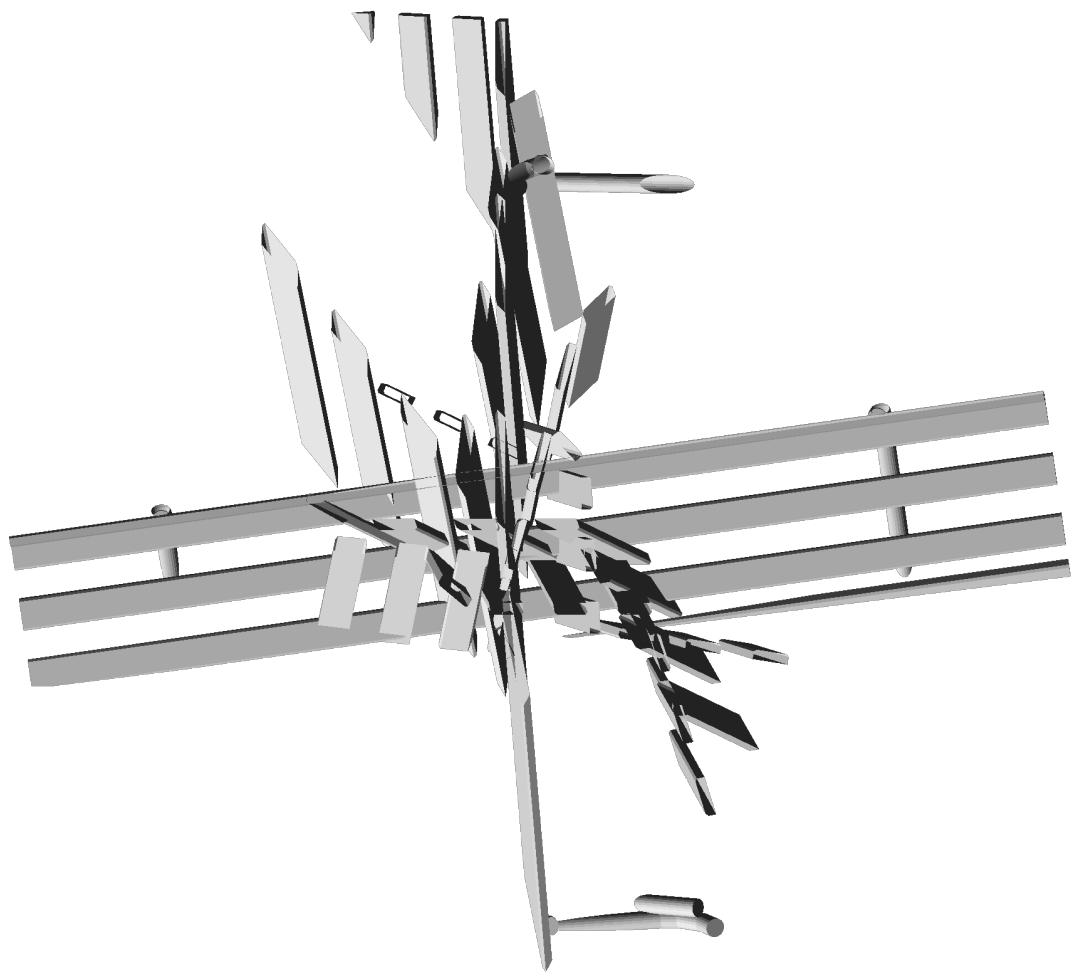
8 instances, Slice 12 of 14



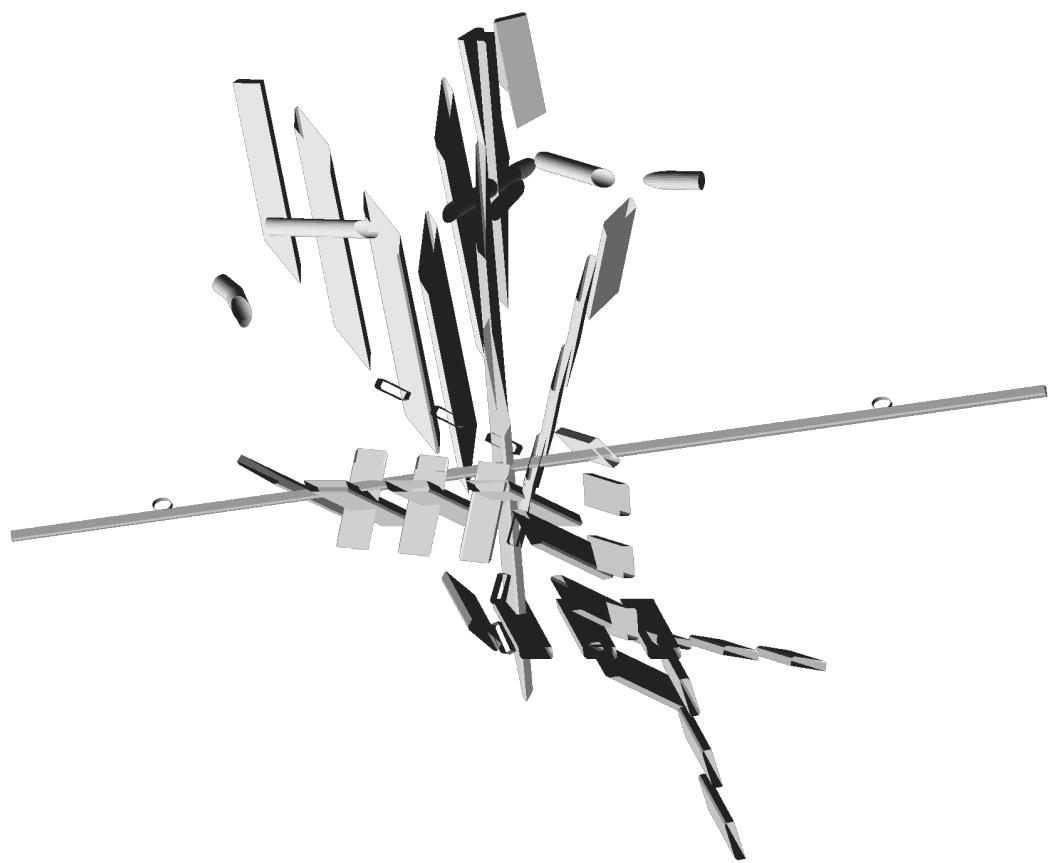
8 instances, Slice 8 of 14



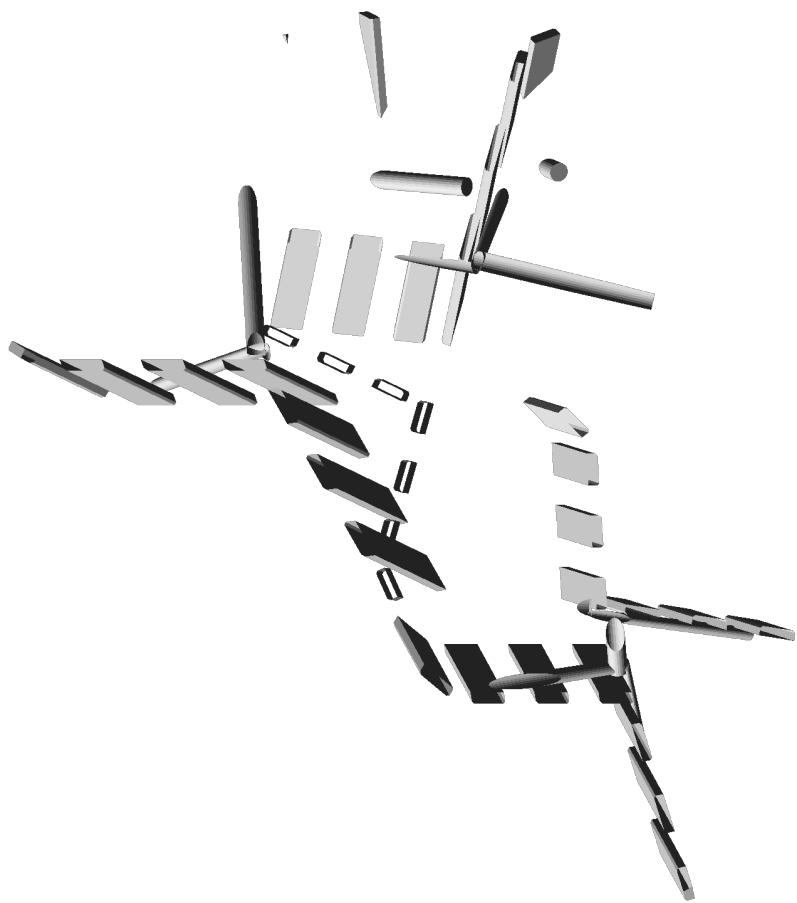
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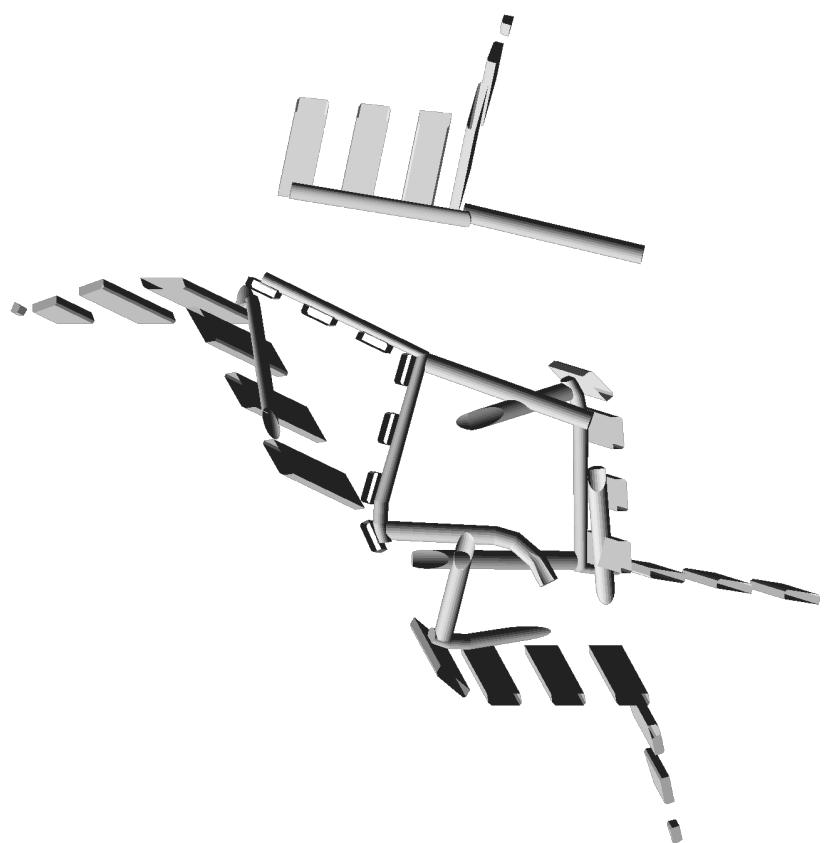
8 instances, Slice 6 of 14



8 instances, Slice 4 of 14



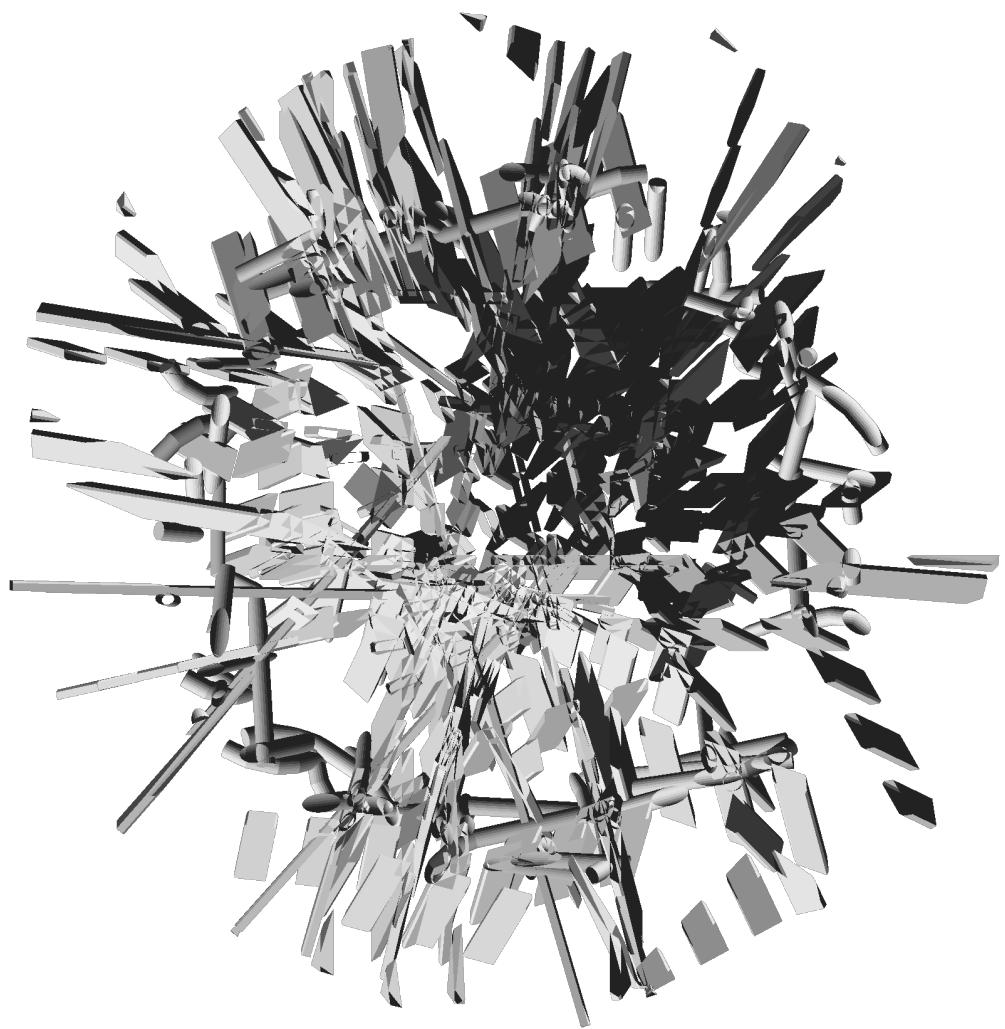
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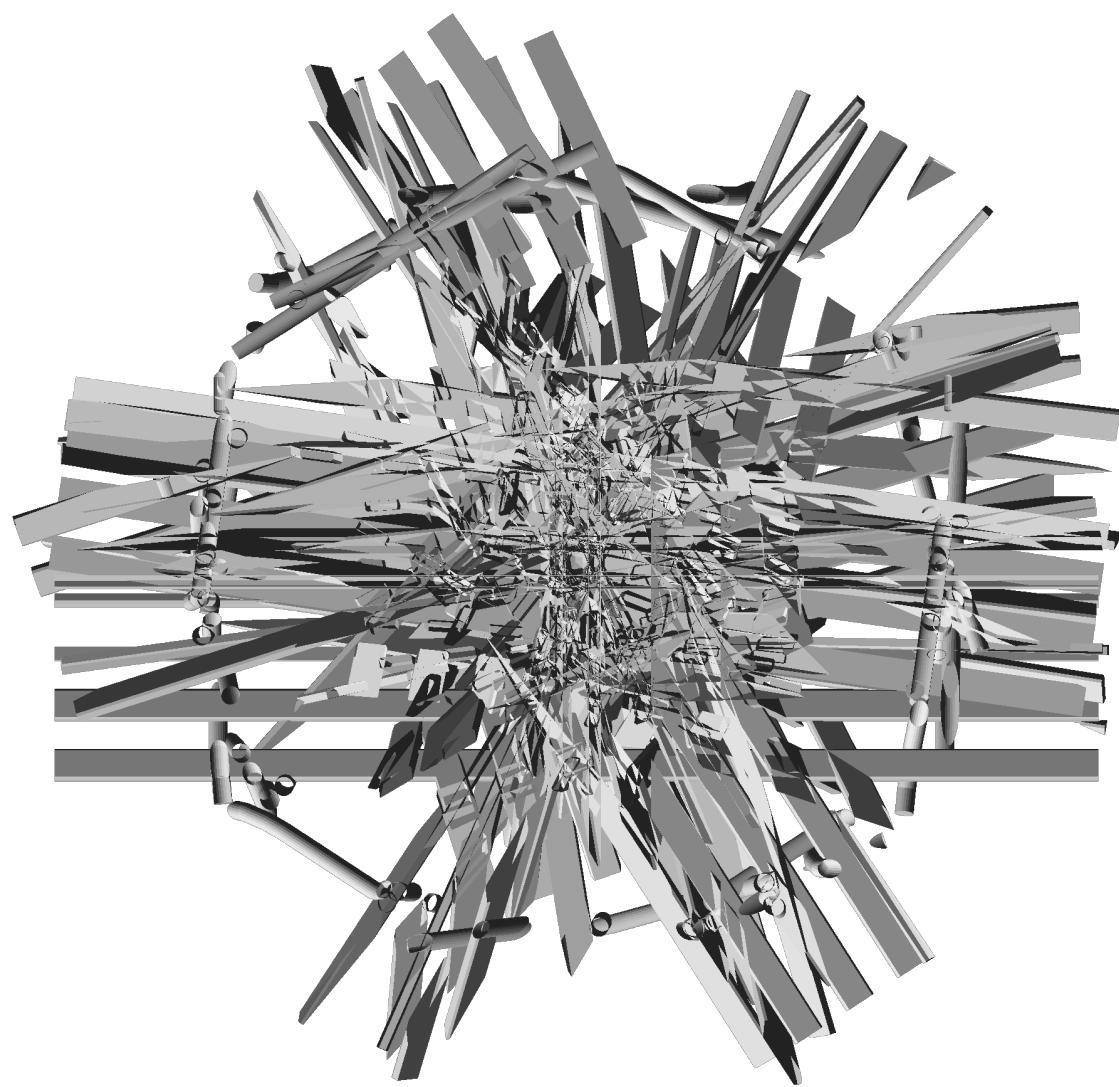
94 instances, Slice 20 of 20



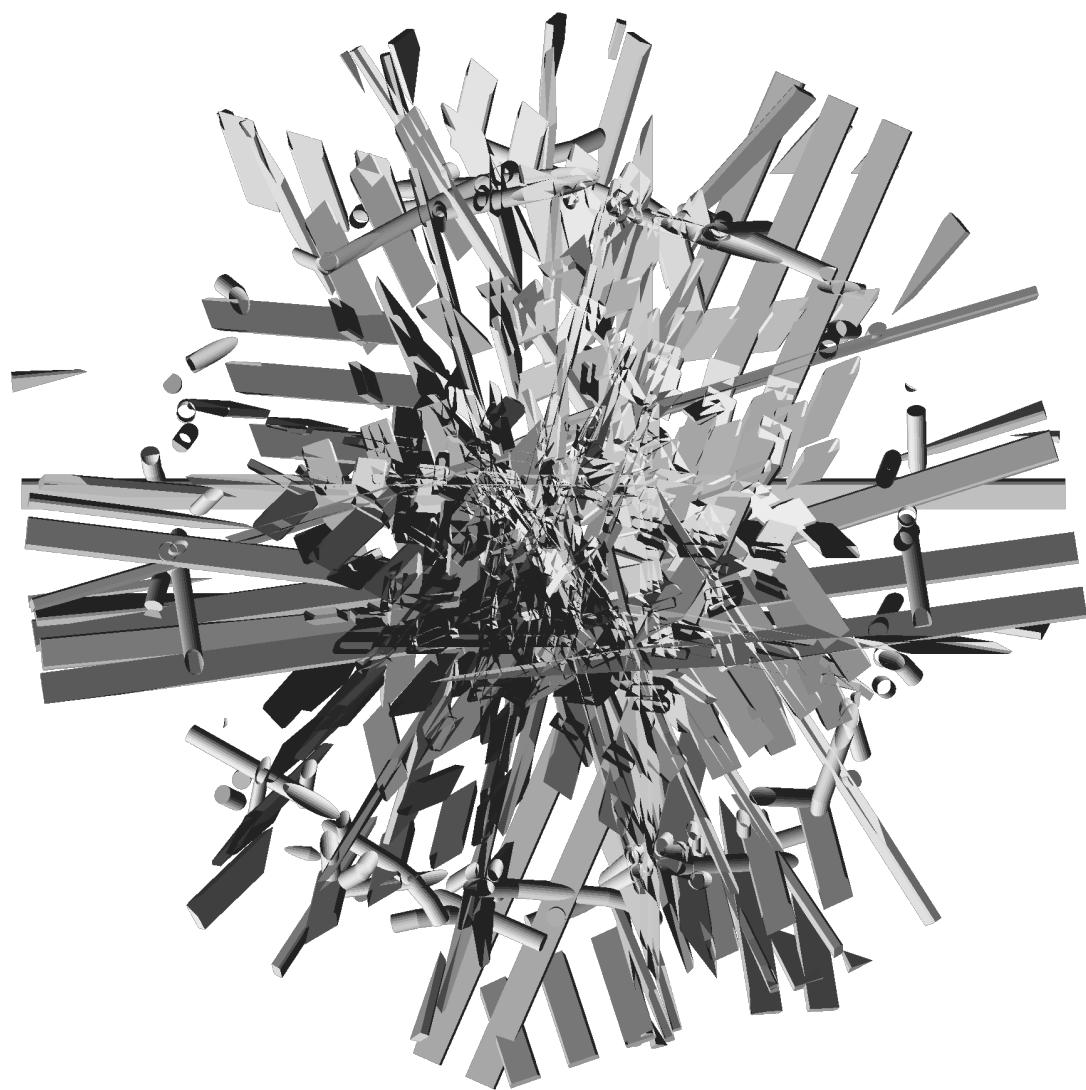
94 instances, Slice 15 of 20



94 instances, Slice 11 of 20



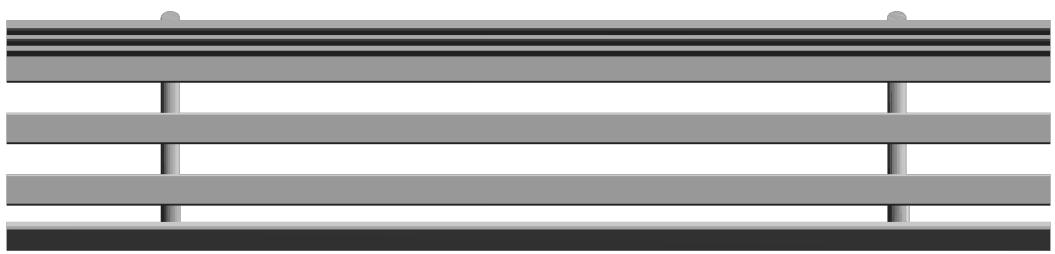
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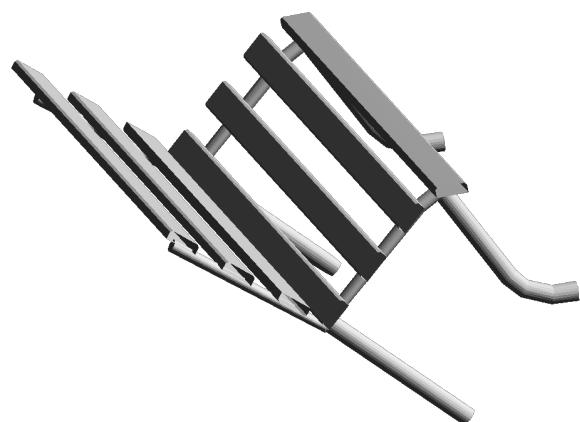
94 instances, Slice 2 of 20



Perturbed vertices



Rotation 1, Perturbed vertices



Rotation 2, Perturbed vertices



Rotation 3, Perturbed vertices



Perturbed vertices, Slice 20 of 20



Perturbed vertices, Slice 19 of 20



Perturbed vertices, Slice 15 of 20

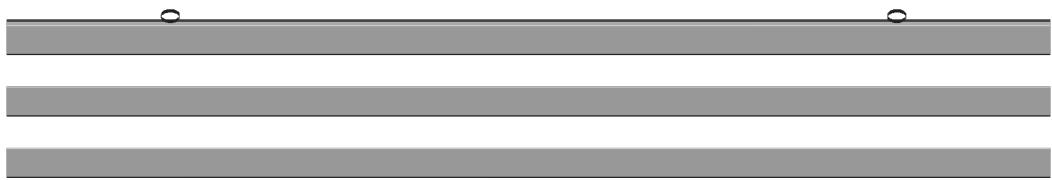
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Perturbed vertices, Slice 14 of 20



Perturbed vertices, Slice 12 of 20



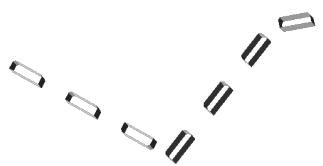
Perturbed vertices, Slice 5 of 20



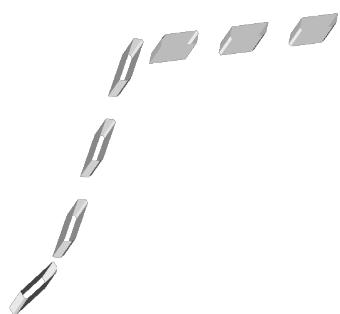
Perturbed vertices, Slice 2 of 20



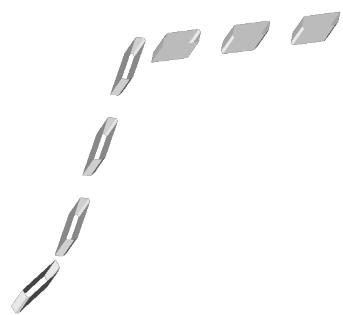
Rotation 1, Perturbed vertices, Slice 7 of 20



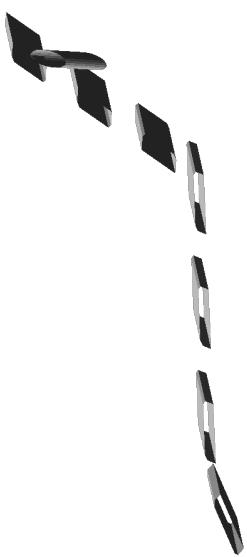
Rotation 2, Perturbed vertices, Slice 11 of 20



Rotation 2, Perturbed vertices, Slice 6 of 20



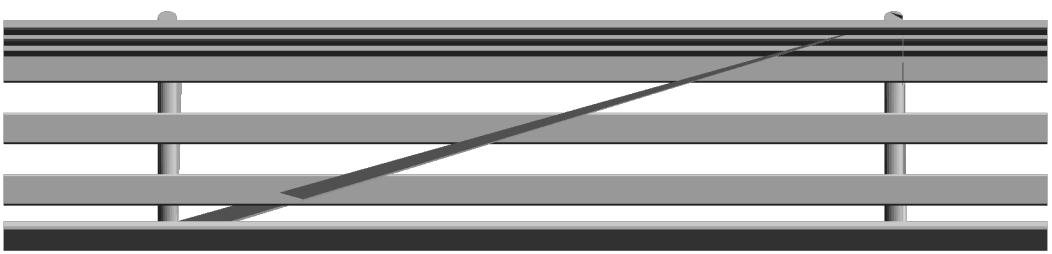
Rotation 3, Perturbed vertices, Slice 14 of 20



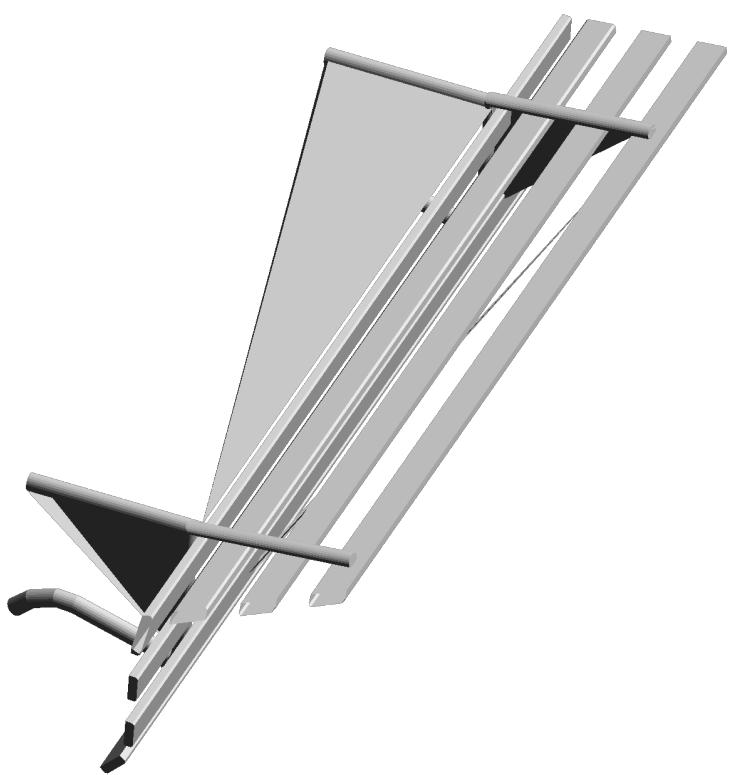
Rotation 3, Perturbed vertices, Slice 5 of 20



Perturbed faces



Rotation 2, Perturbed faces



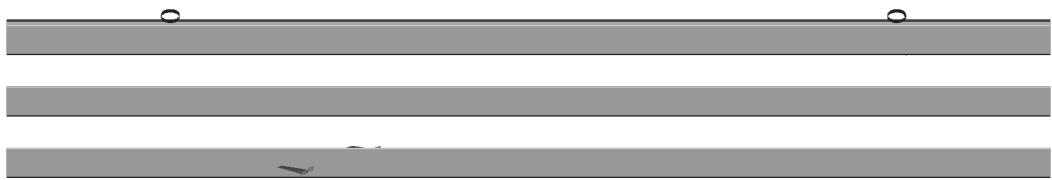
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Perturbed faces, Slice 15 of 20



Perturbed faces, Slice 12 of 20



Perturbed faces, Slice 11 of 20



Perturbed faces, Slice 9 of 20



Perturbed faces, Slice 7 of 20



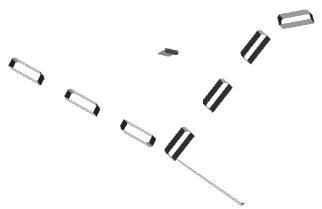
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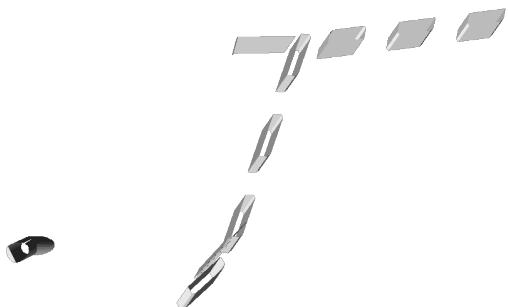
Perturbed faces, Slice 4 of 20



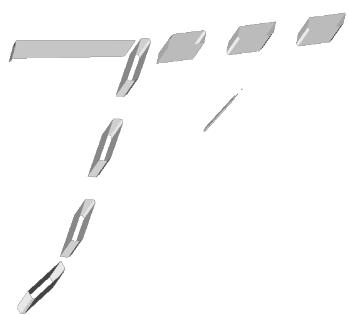
Rotation 1, Perturbed faces, Slice 12 of 20



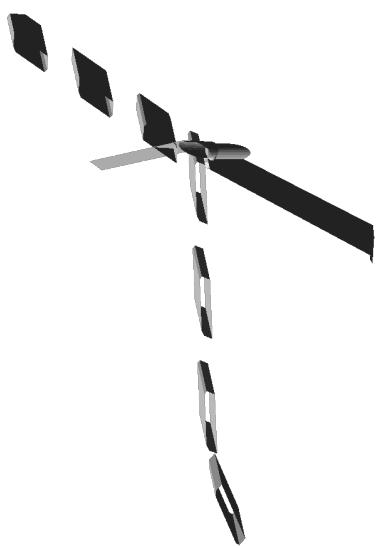
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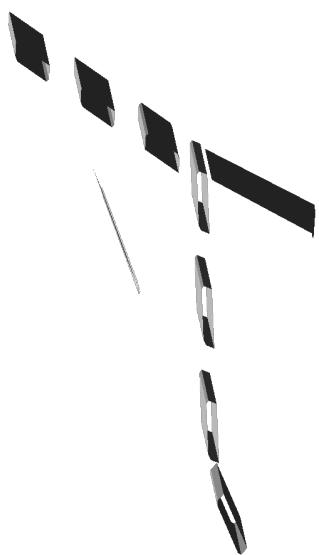
Rotation 2, Perturbed faces, Slice 9 of 20



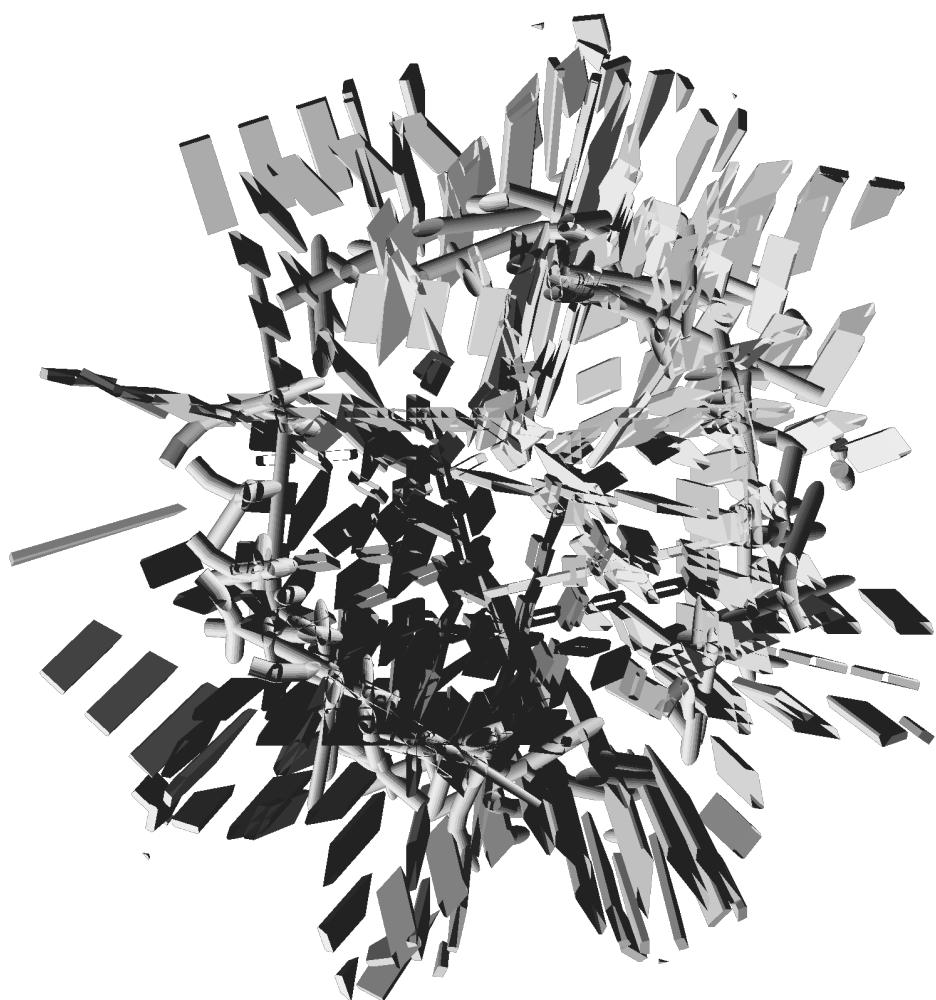
Rotation 3, Perturbed faces, Slice 17 of 20



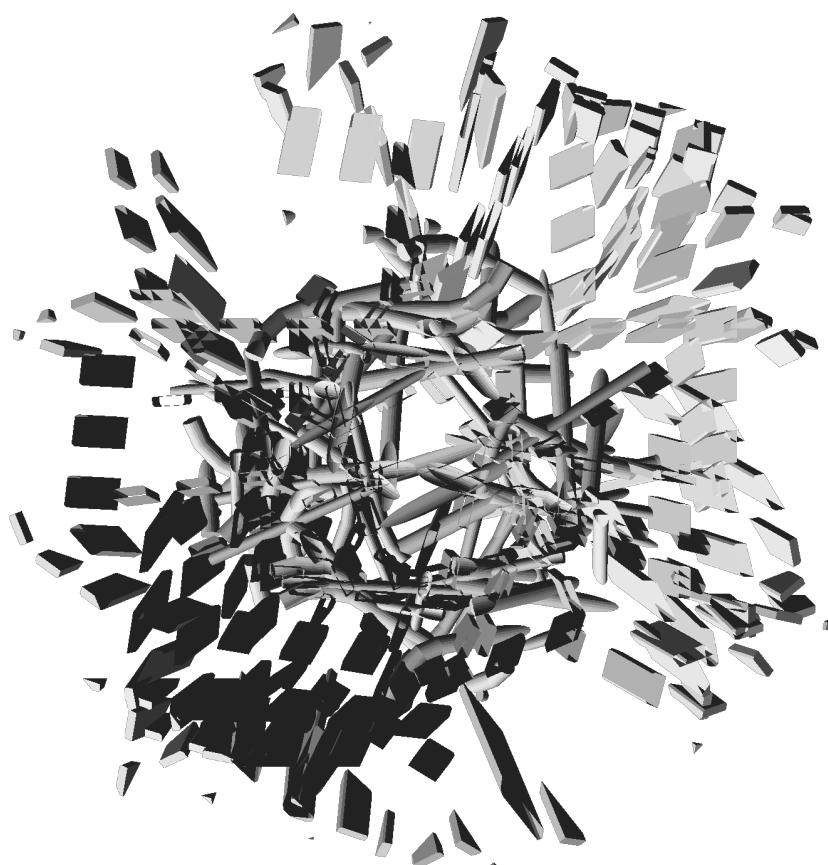
Rotation 3, Perturbed faces, Slice 10 of 20



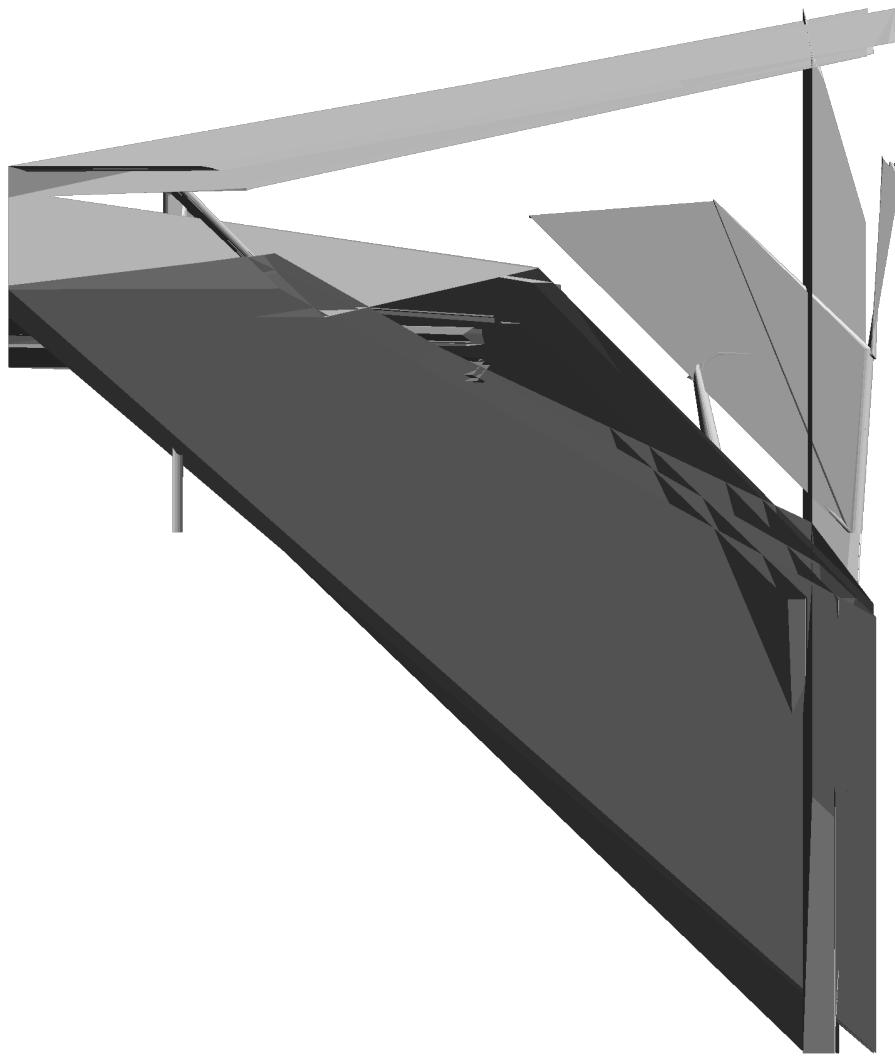
Perturbed vertices, 94 instances, Slice 5 of 20



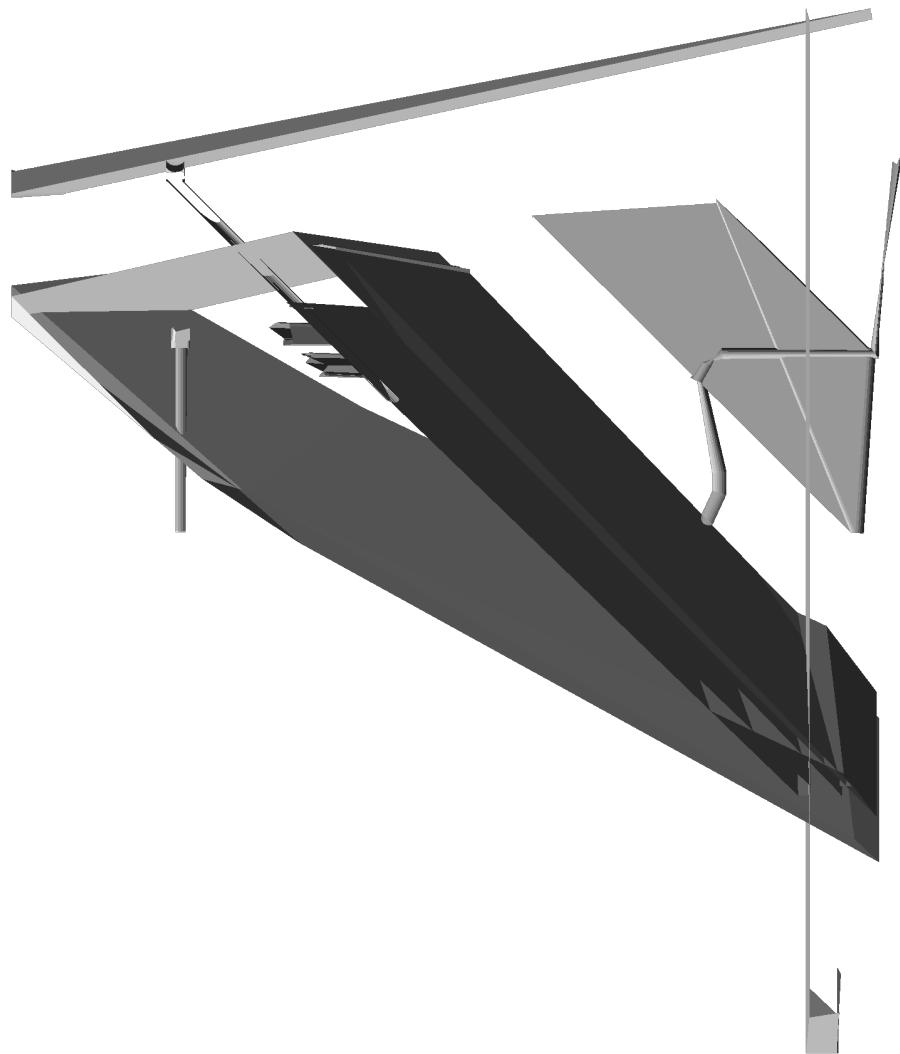
Perturbed vertices, 94 instances, Slice 3 of 20



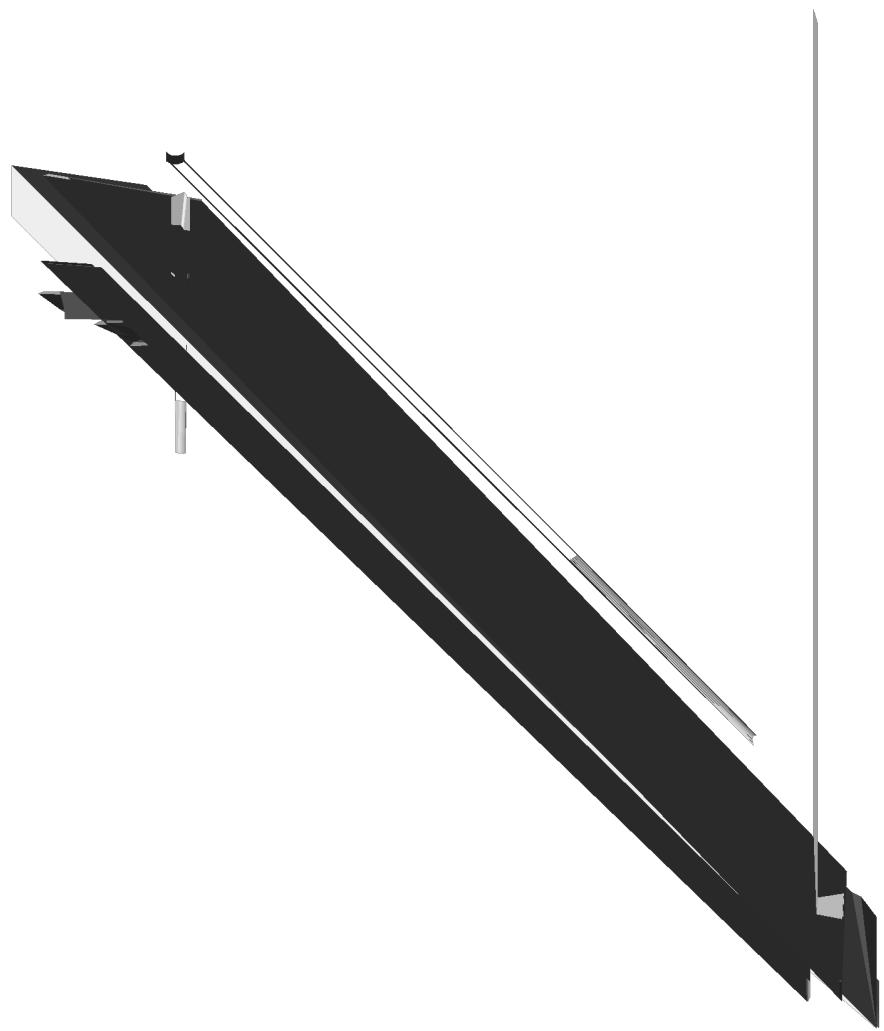
Sorted A



Sorted A, Slice 17 of 20



Sorted A, Slice 15 of 20

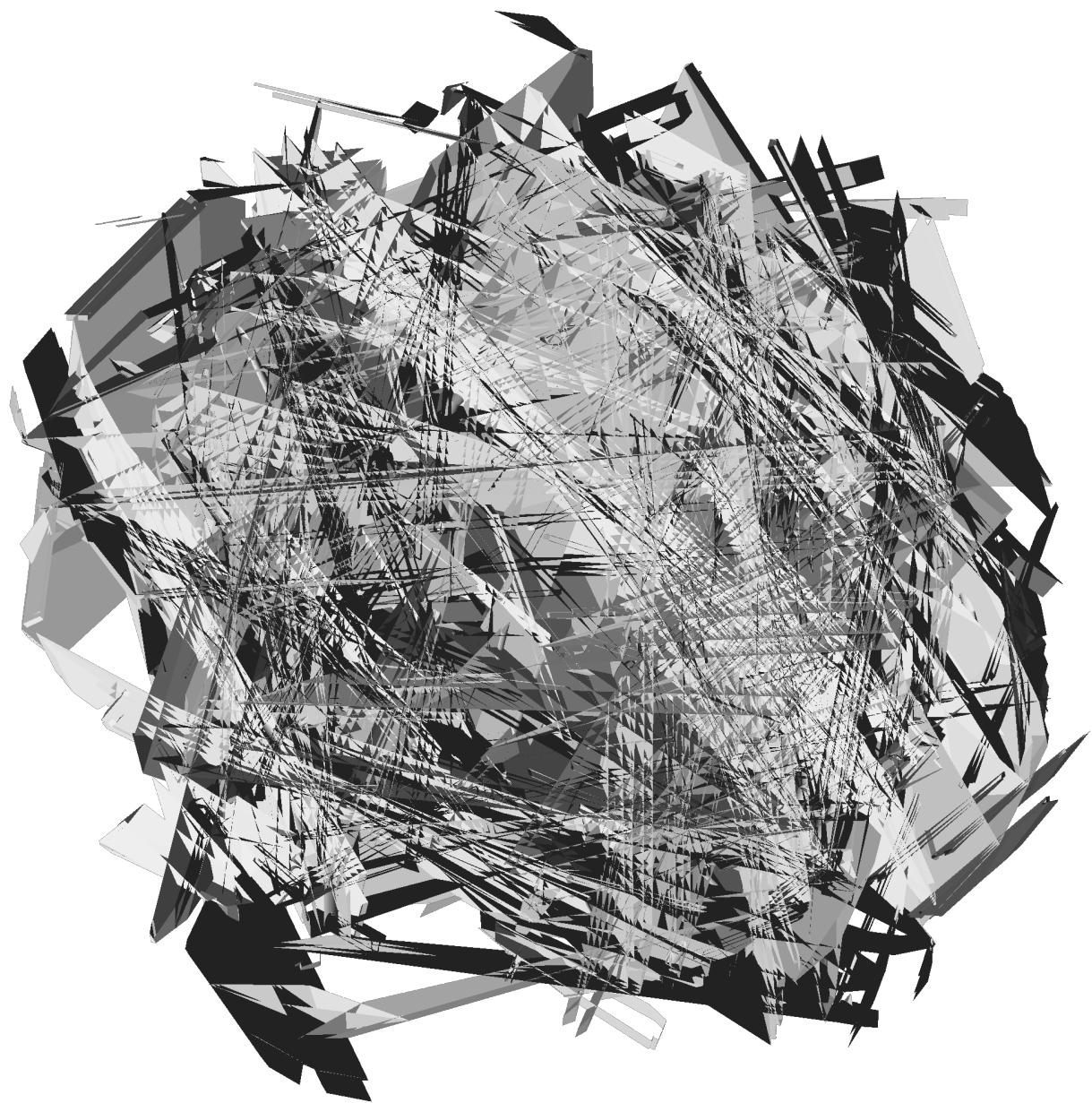


Sorted A, Slice 4 of 20

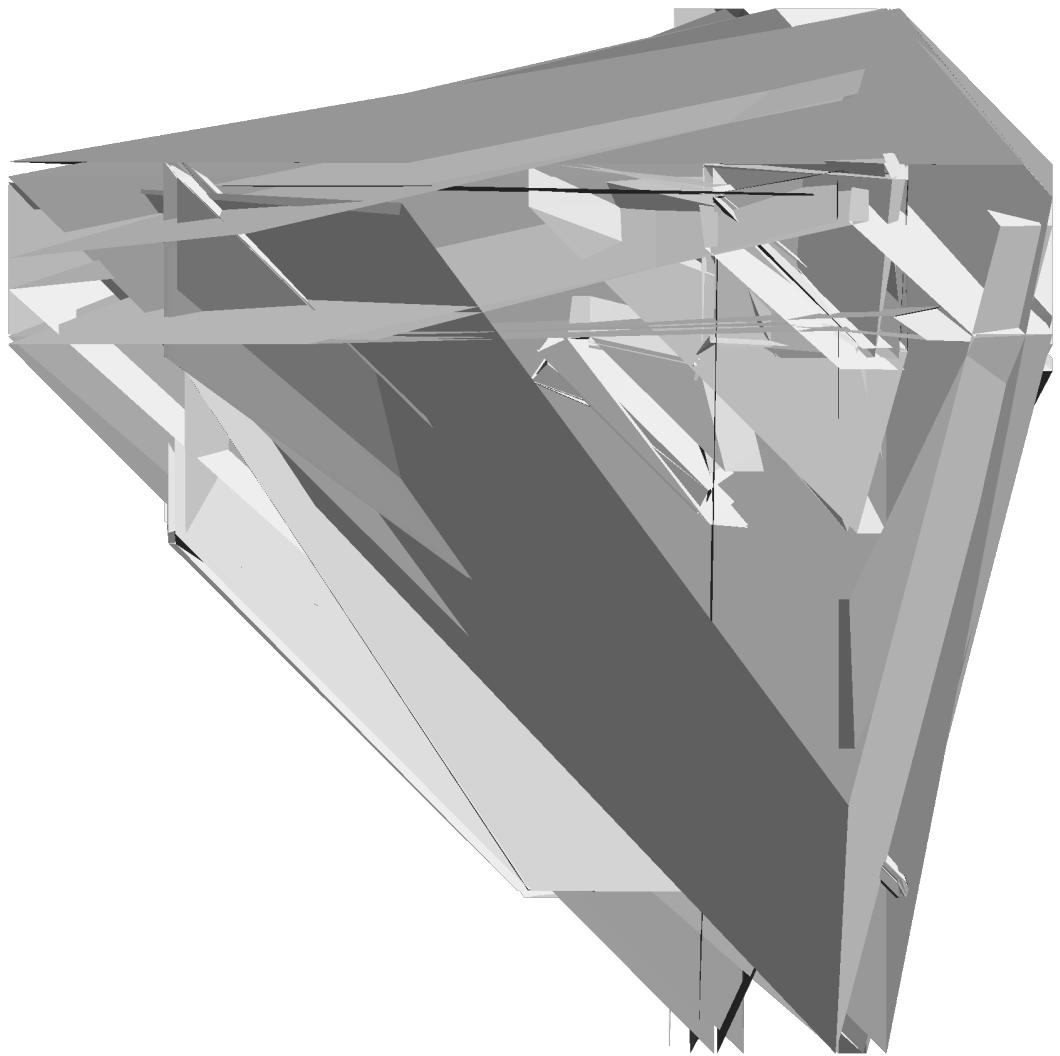


Sorted A, Slice 1 of 20

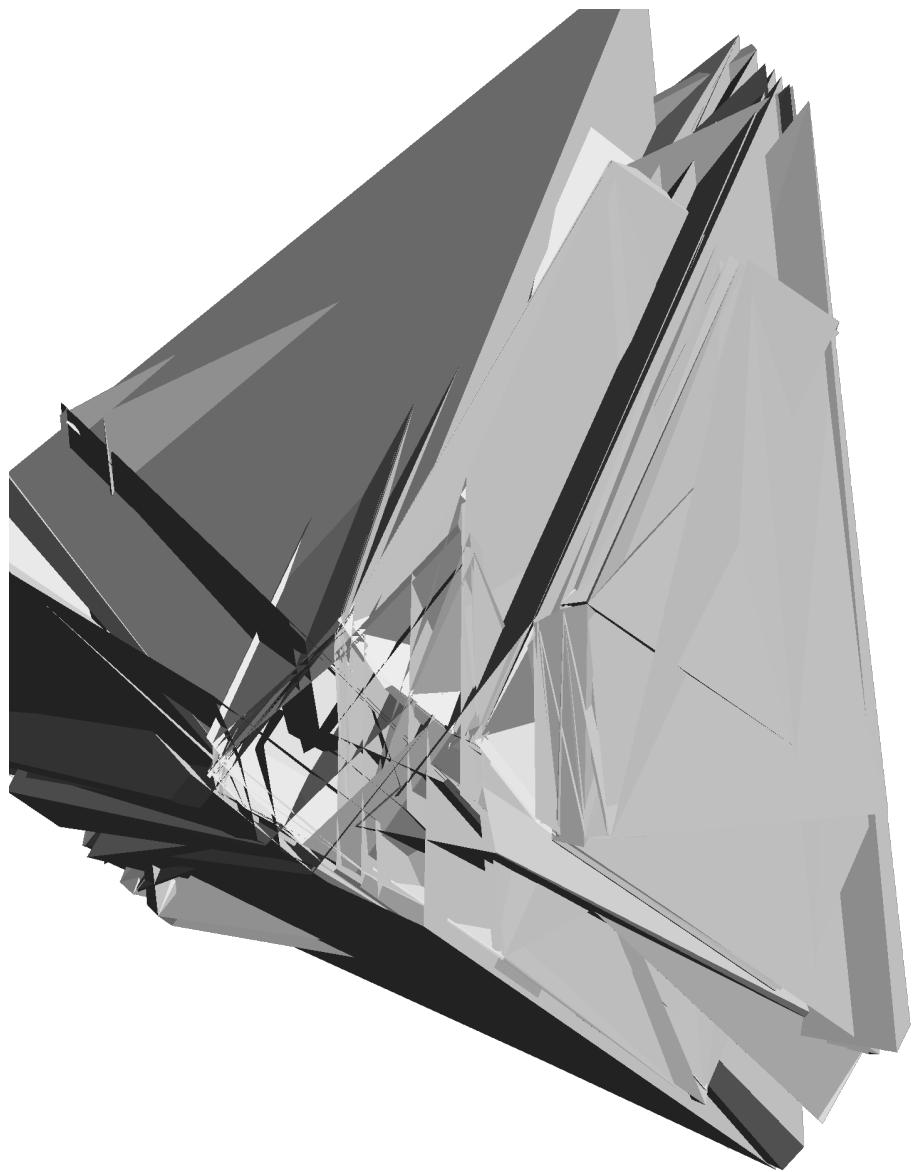
Sorted A, 94 instances, Slice 14 of 20



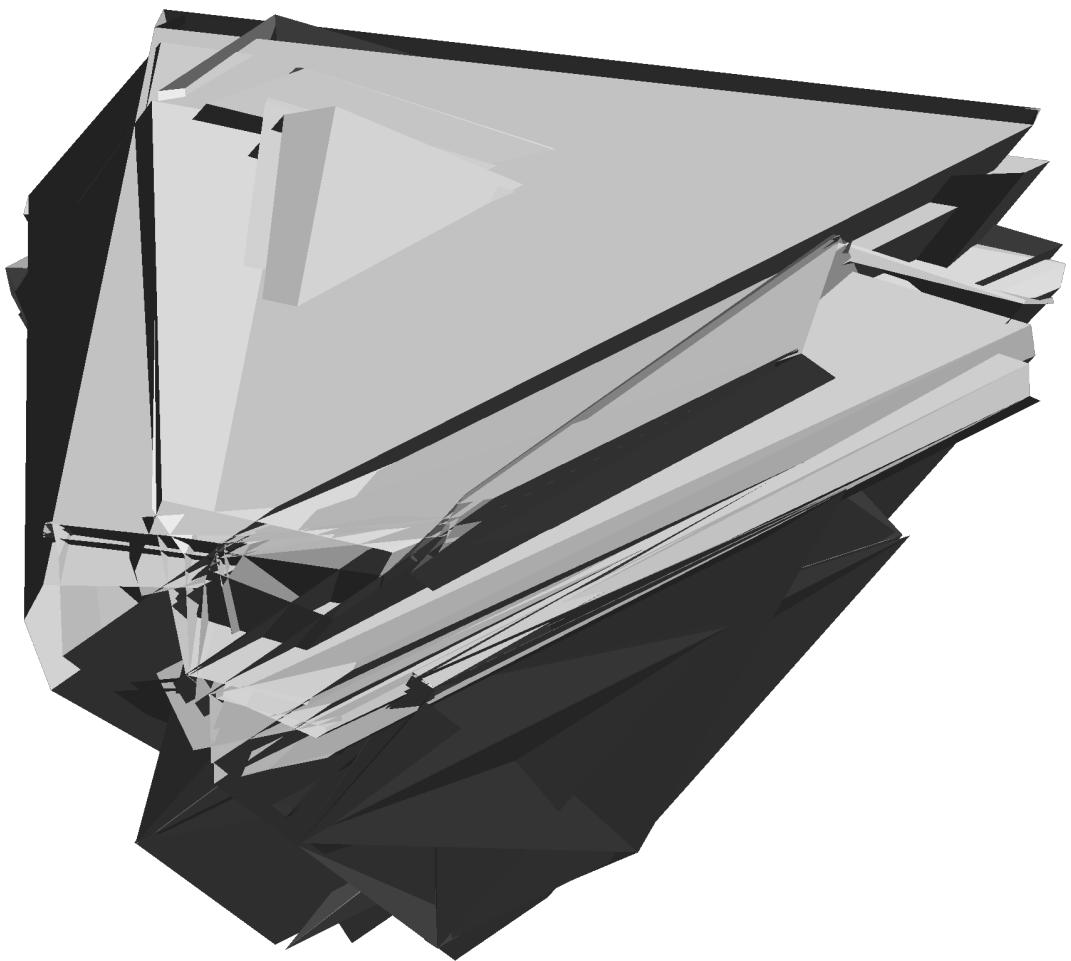
Sorted B



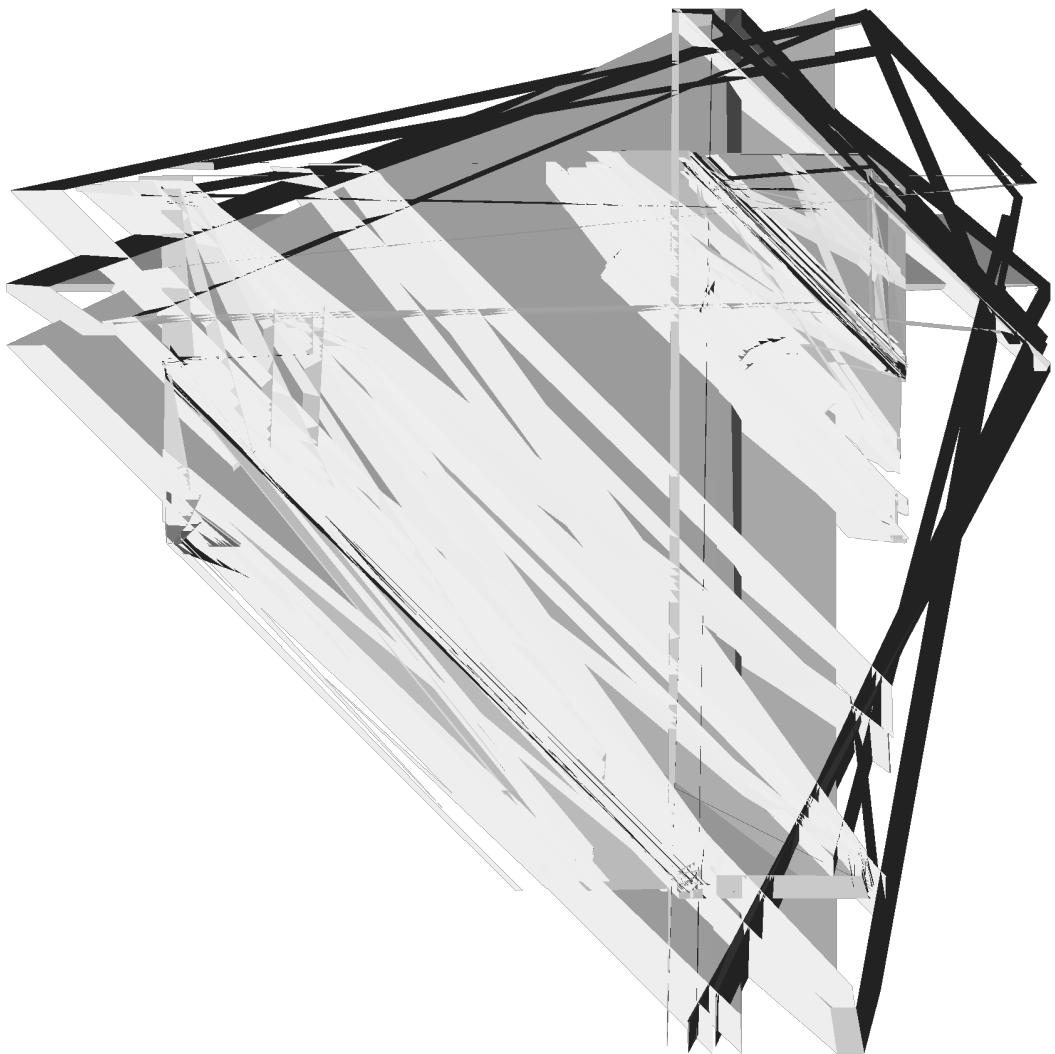
Rotation 1, Sorted B



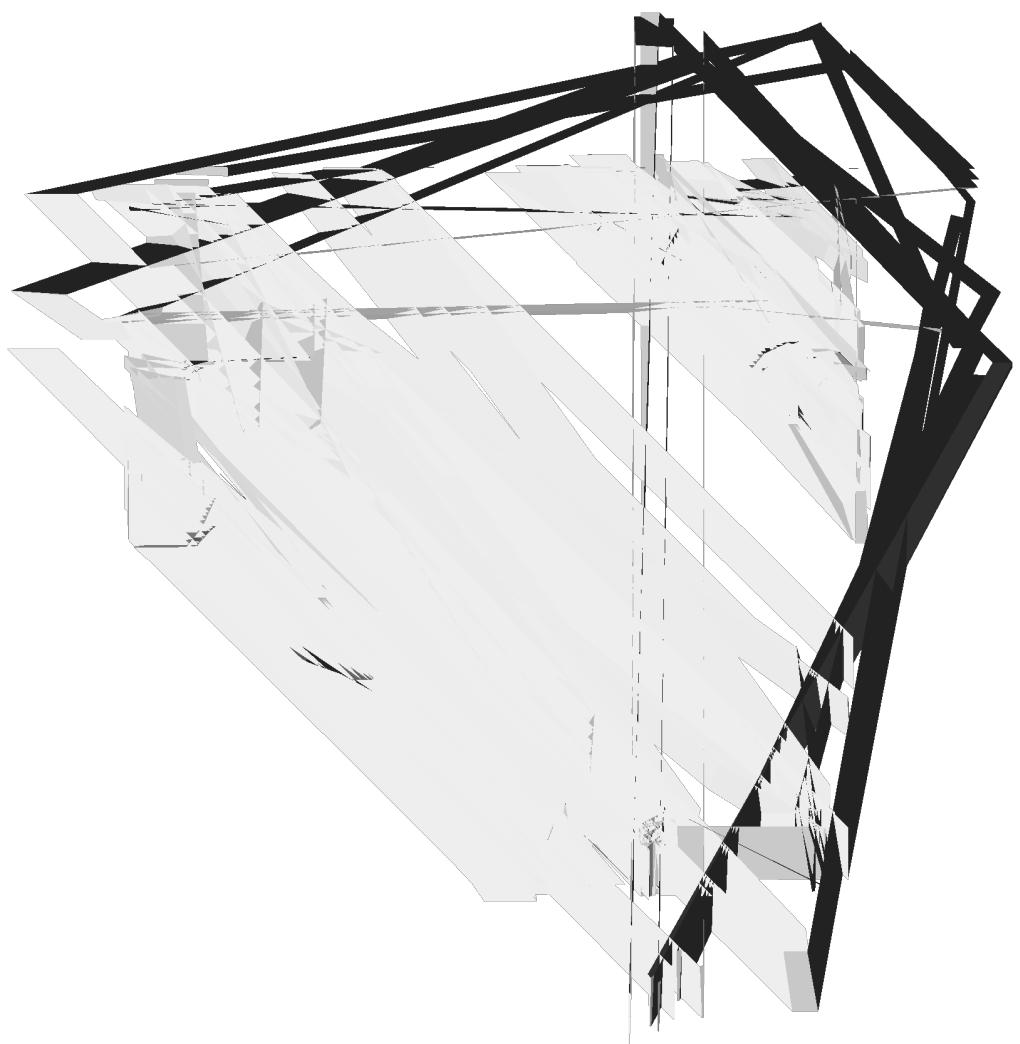
Rotation 3, Sorted B



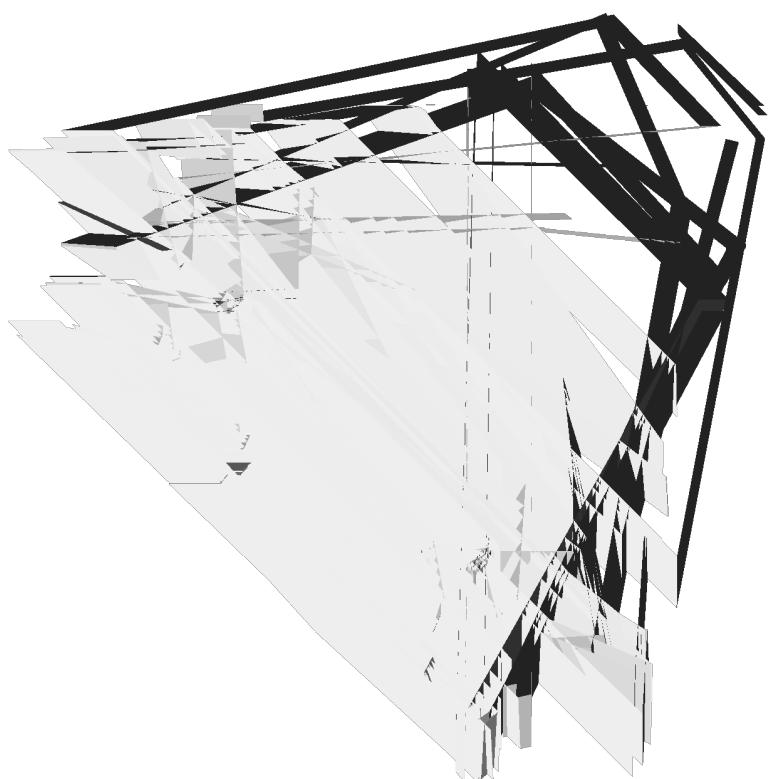
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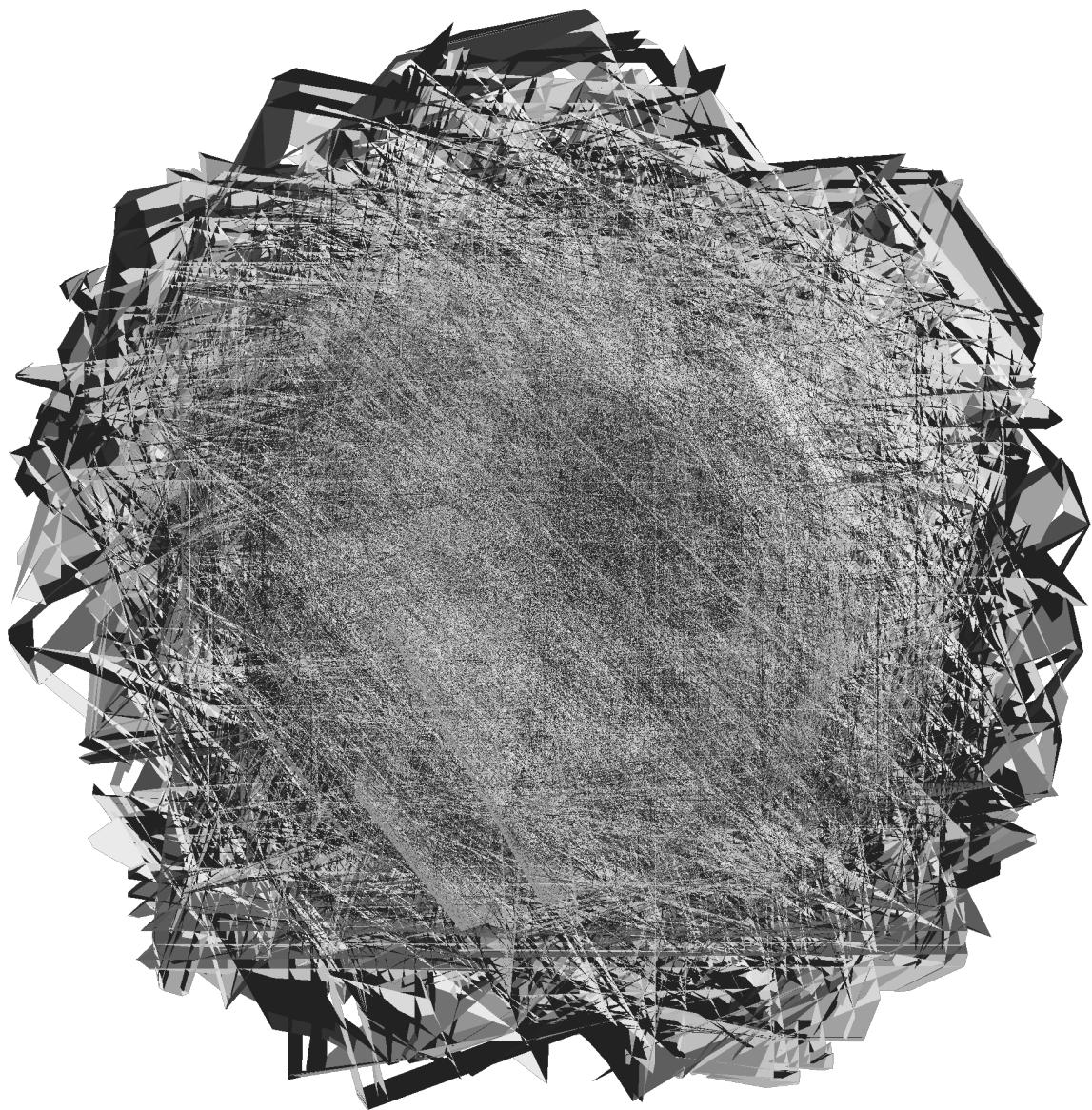
Sorted B, Slice 13 of 20



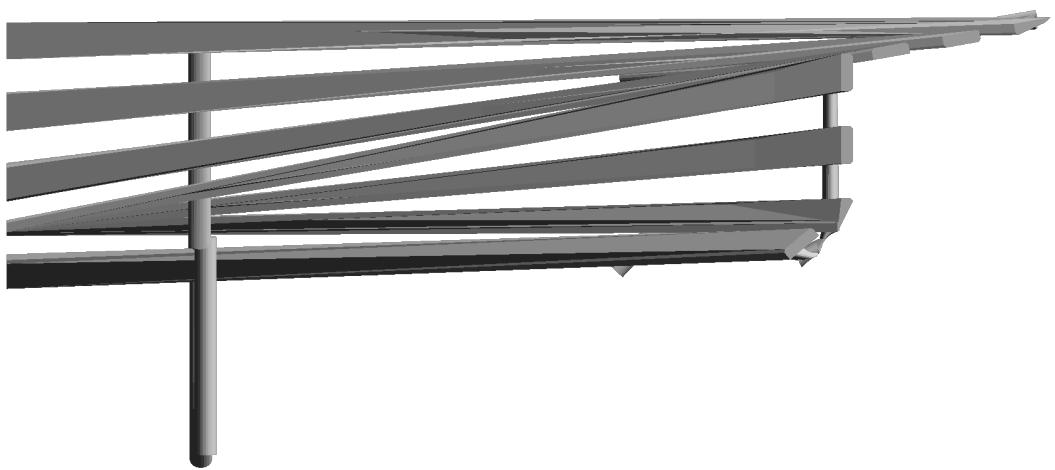
Sorted B, Slice 9 of 20



Sorted B, 94 instances, Slice 14 of 20



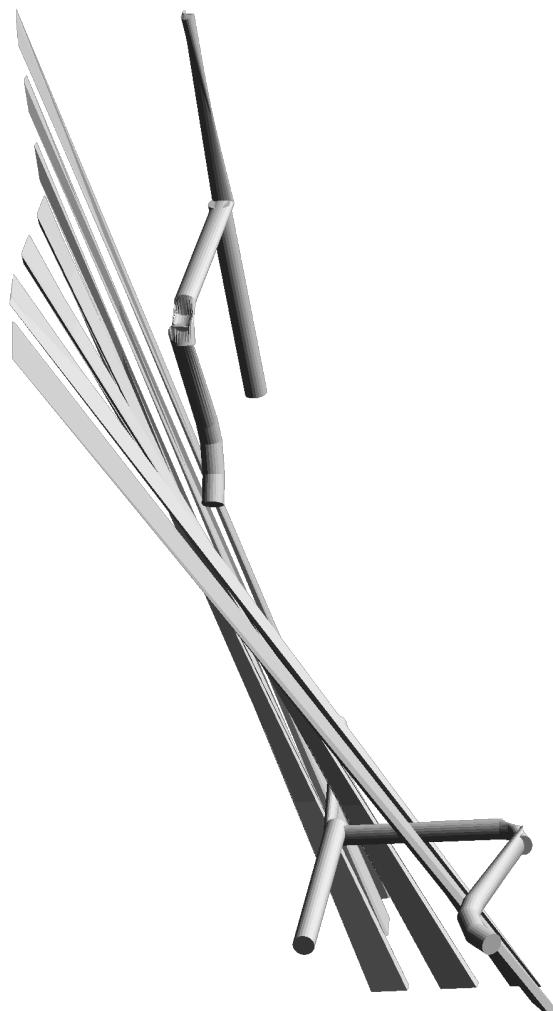
Sorted C



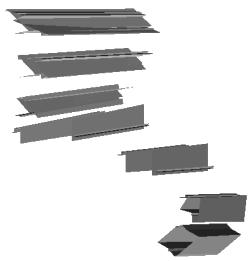
Rotation 1, Sorted C



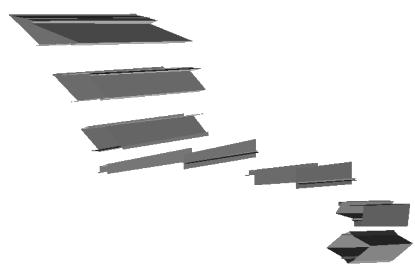
Rotation 3, Sorted C



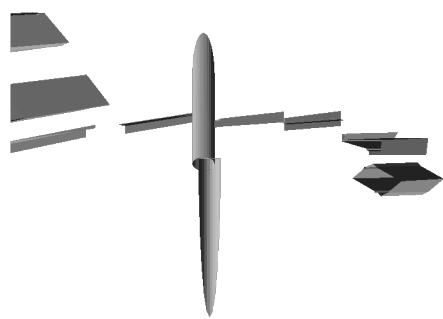
Sorted C, Slice 16 of 20



Sorted C, Slice 14 of 20



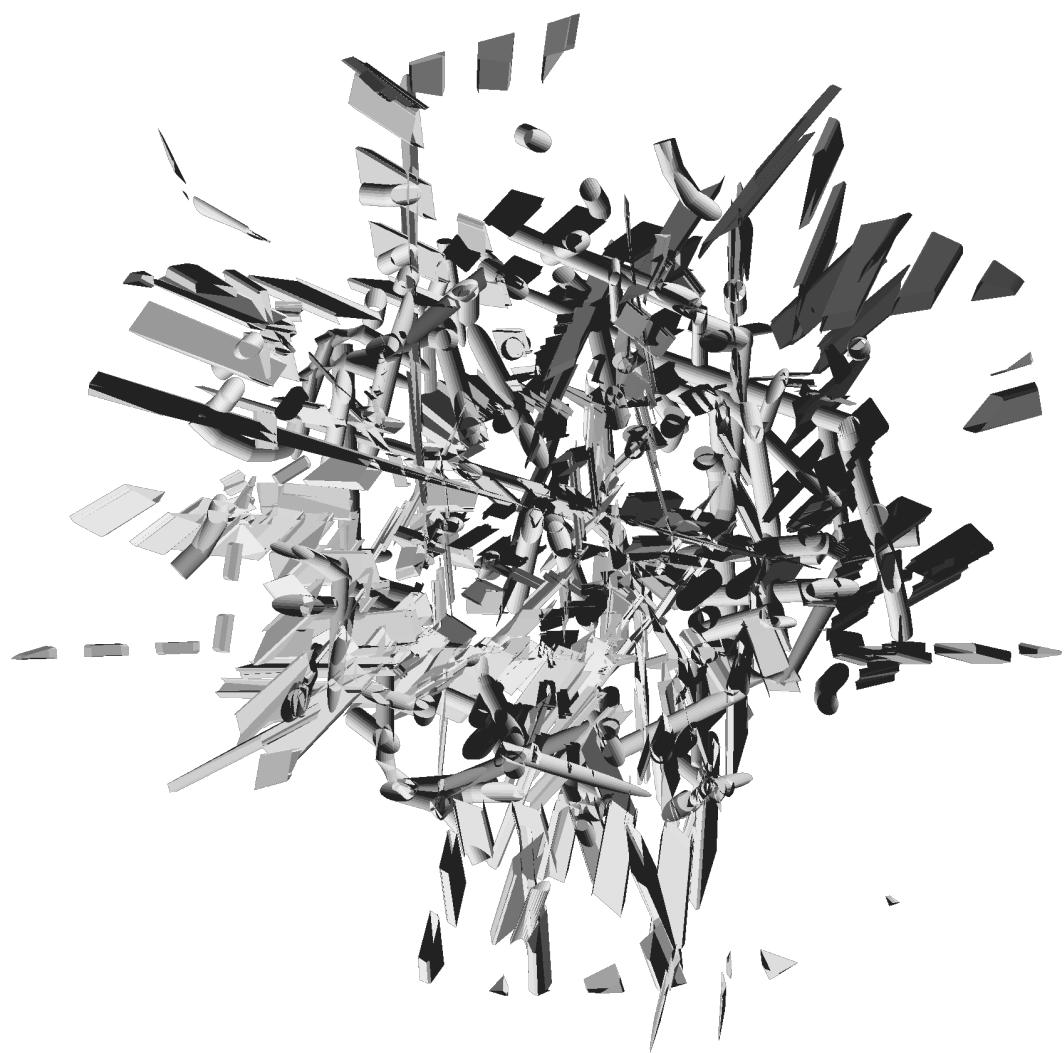
Sorted C, Slice 11 of 20



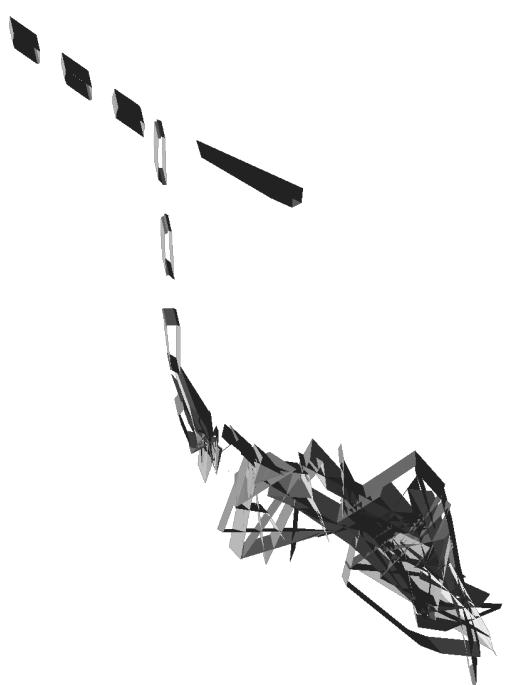
Sorted C, Slice 8 of 20



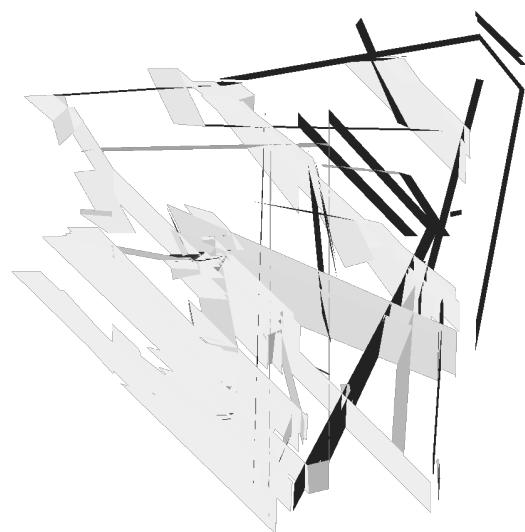
Sorted C, 94 instances, Slice 15 of 20



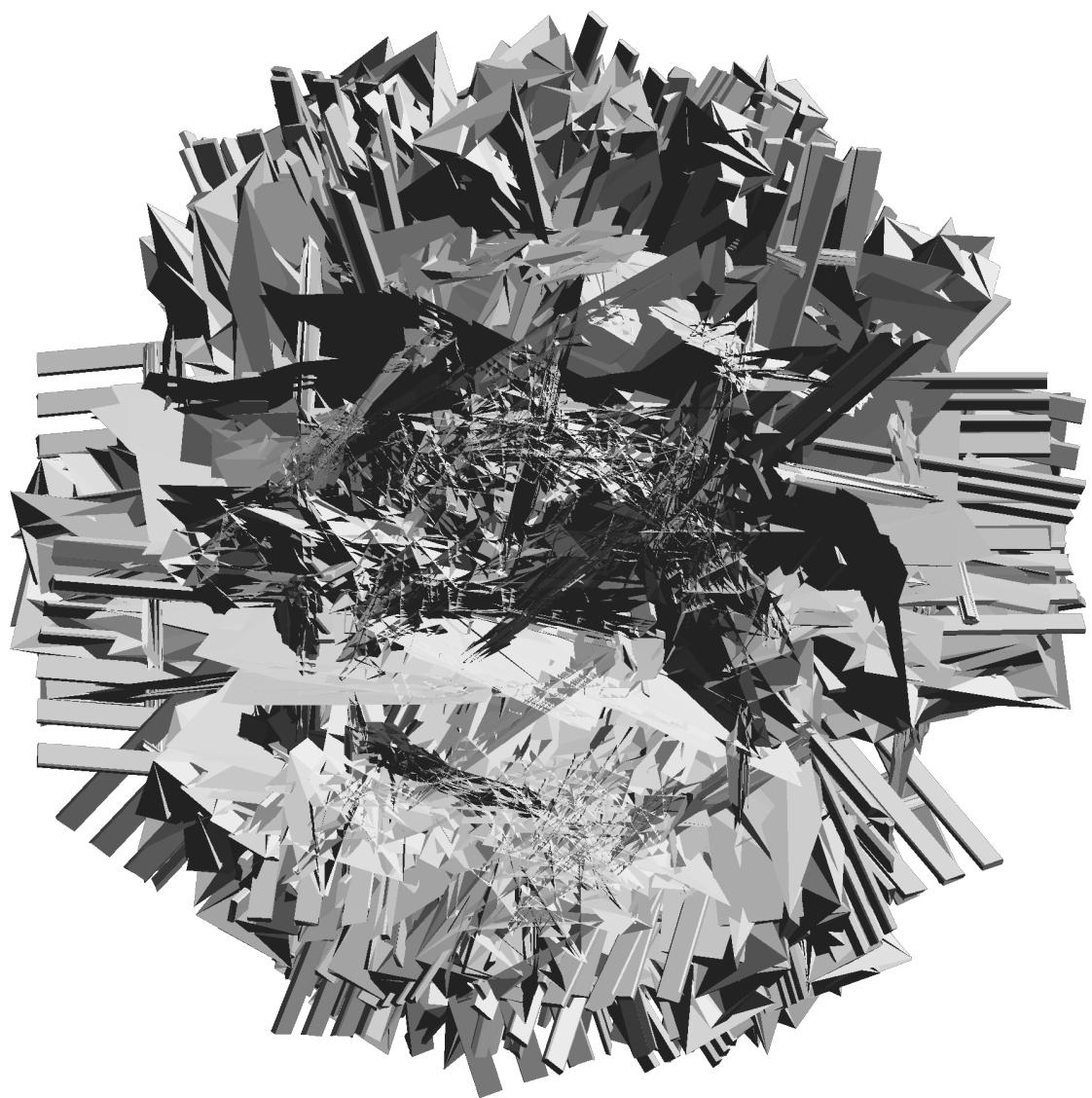
Perturbed faces (perturbed), Slice 30 of 45



Sorted B (faces knocked out), Slice 27 of 36

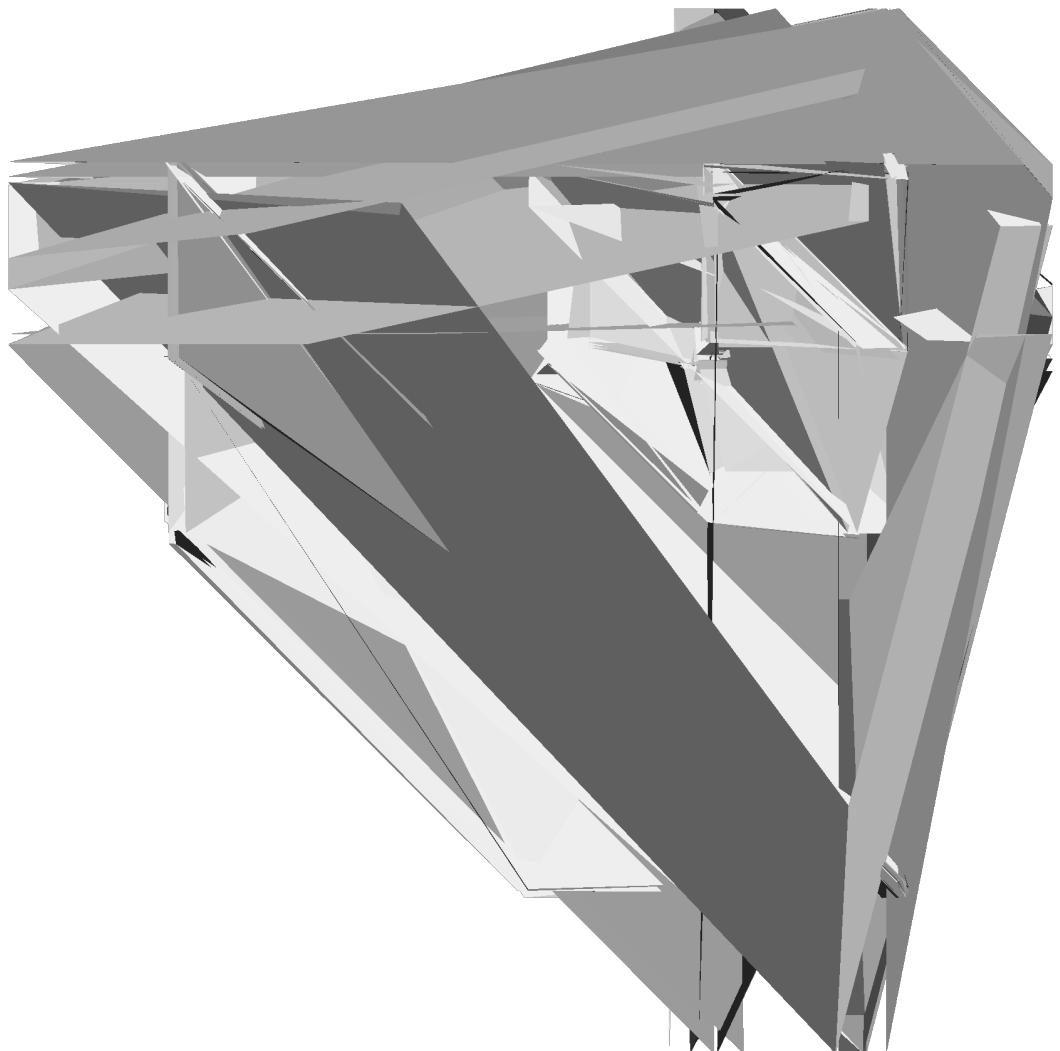


Perturbed vertices (perturbed), 84 instances

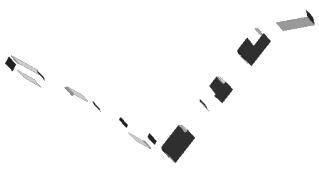


Sorted A (shuffled), 25 instances, Slice 10 of 15

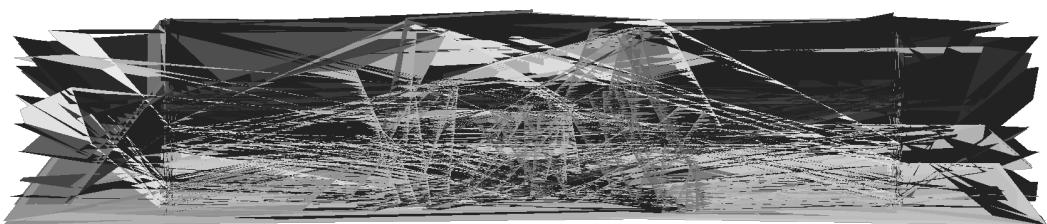
Sorted B (faces knocked out)



Perturbed vertices (faces knocked out), Slice 6 of 10



Perturbed vertices (somewhat shuffled), Slice 3 of 6



(faces knocked out), Slice 29 of 43

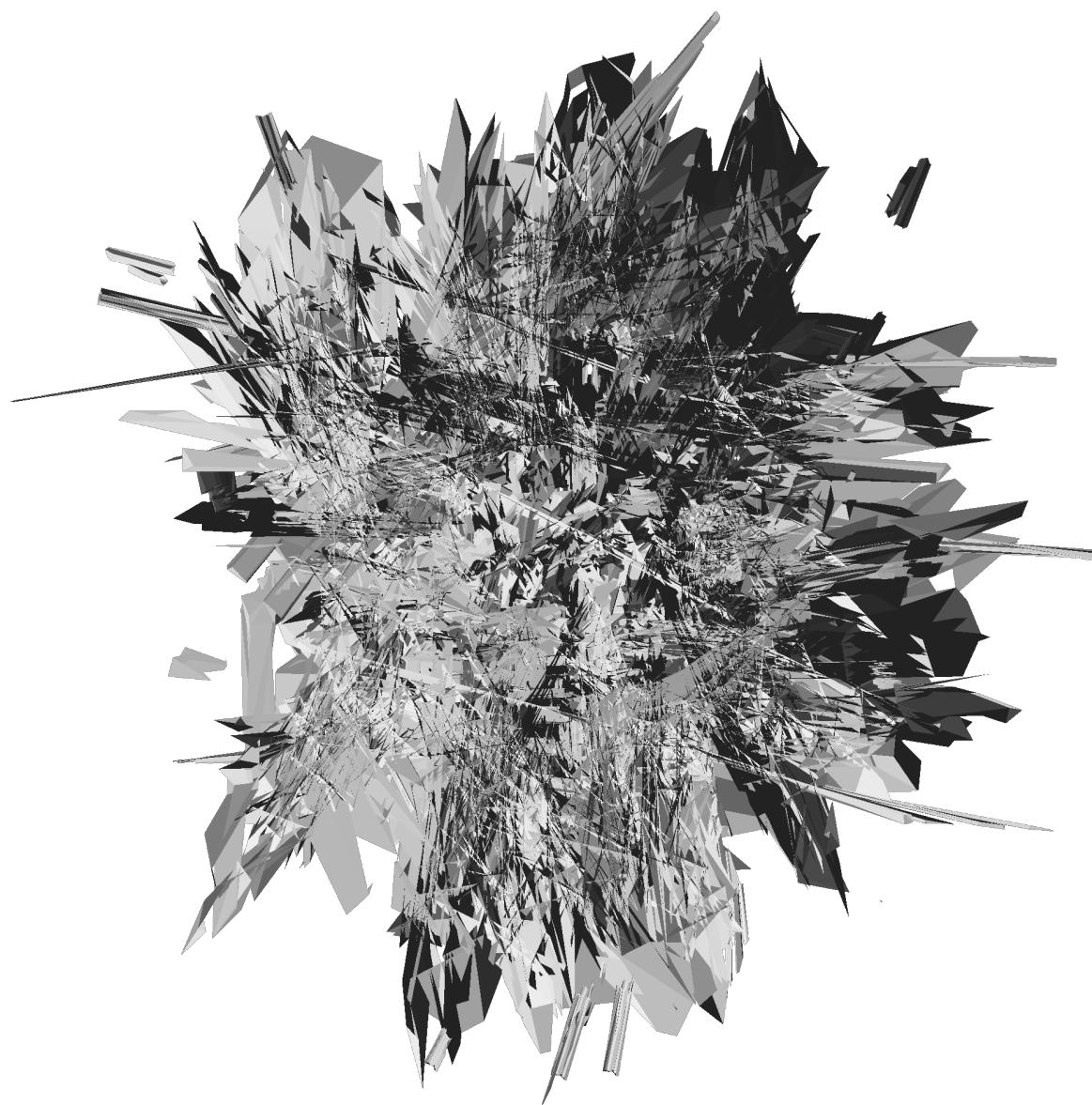


Sorted A (shuffled), Slice 19 of 25

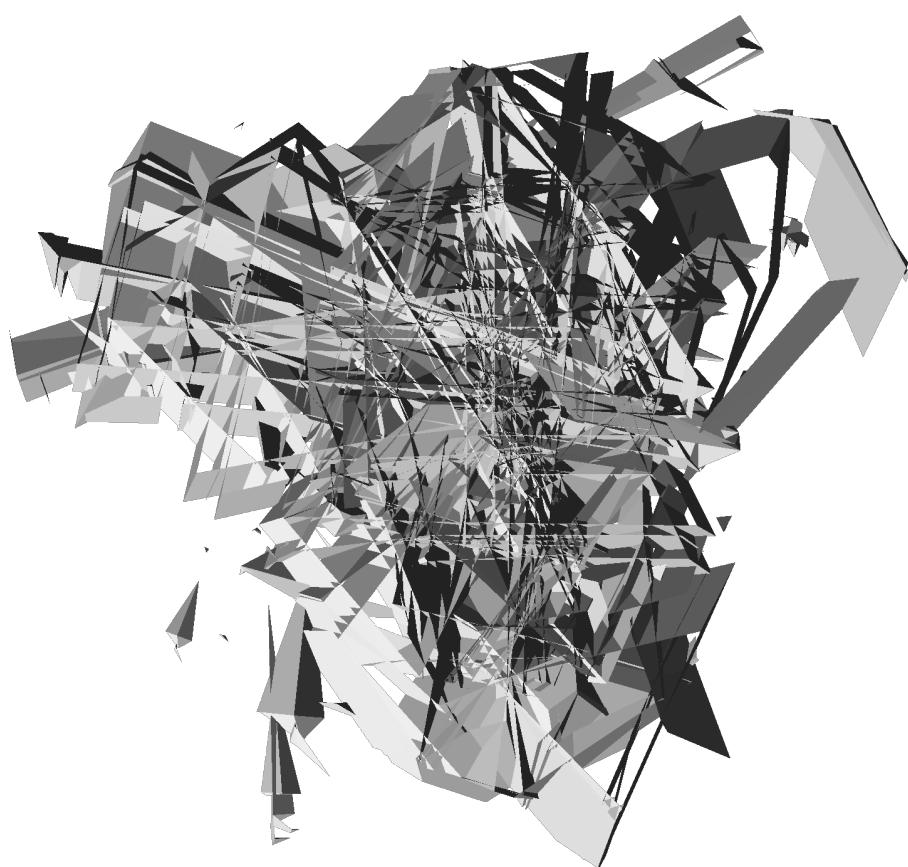
Sorted C (faces knocked out)



Sorted C (perturbed), 96 instances, Slice 7 of 20



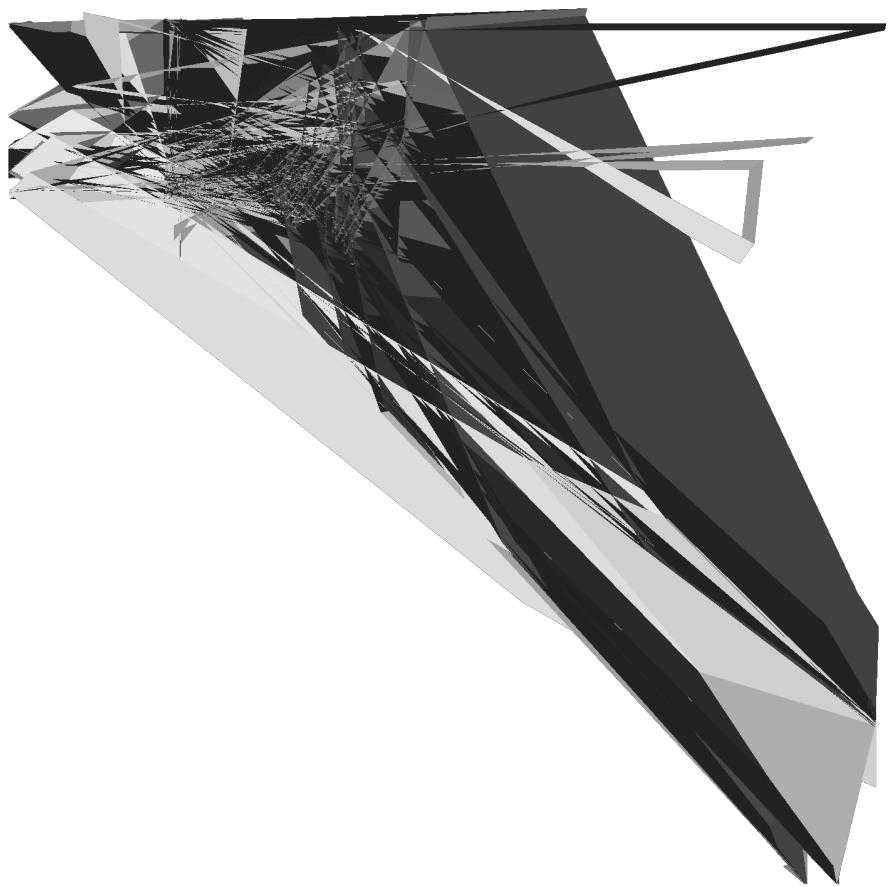
Sorted B (perturbed), 89 instances, Slice 29 of 30



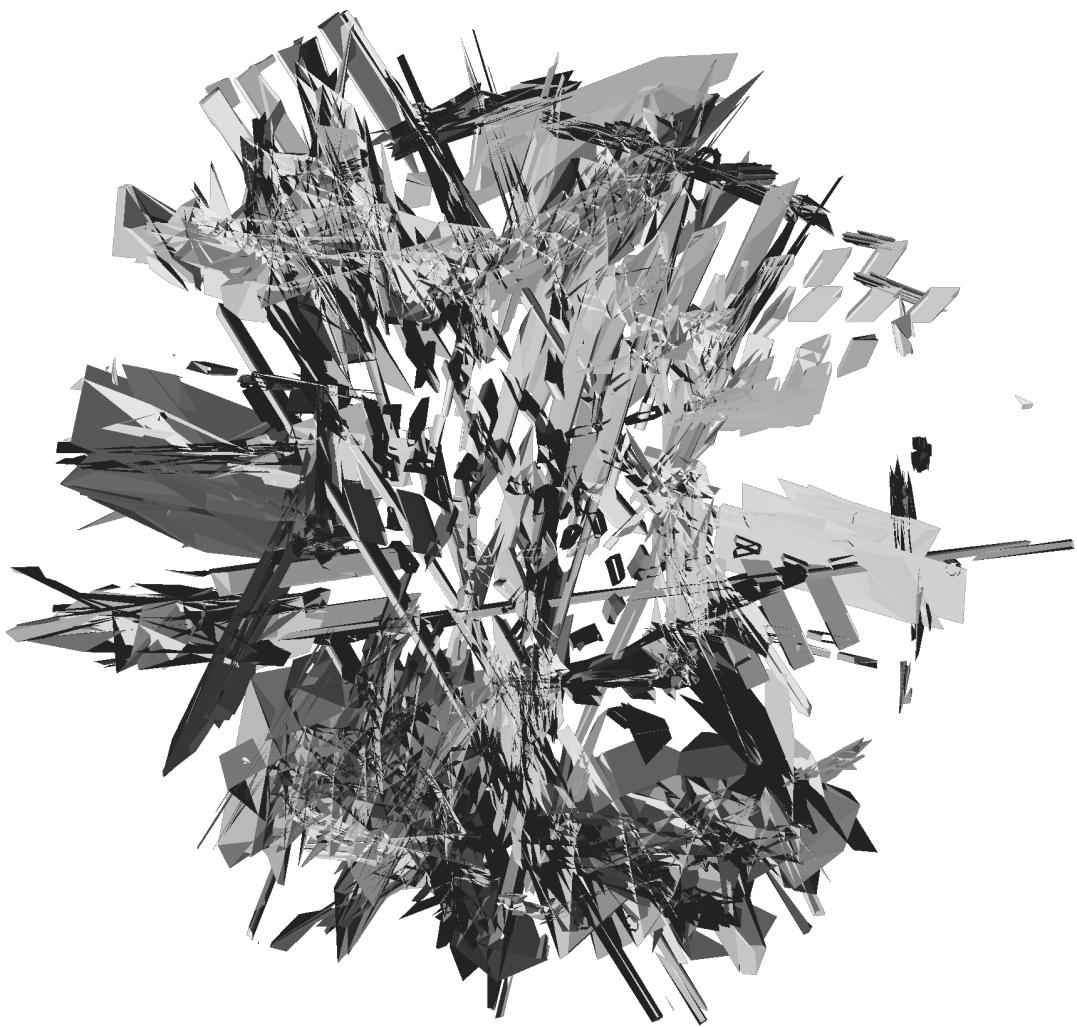
Sorted A (shuffled), 50 instances

Sorted C (shuffled), Slice 4 of 5

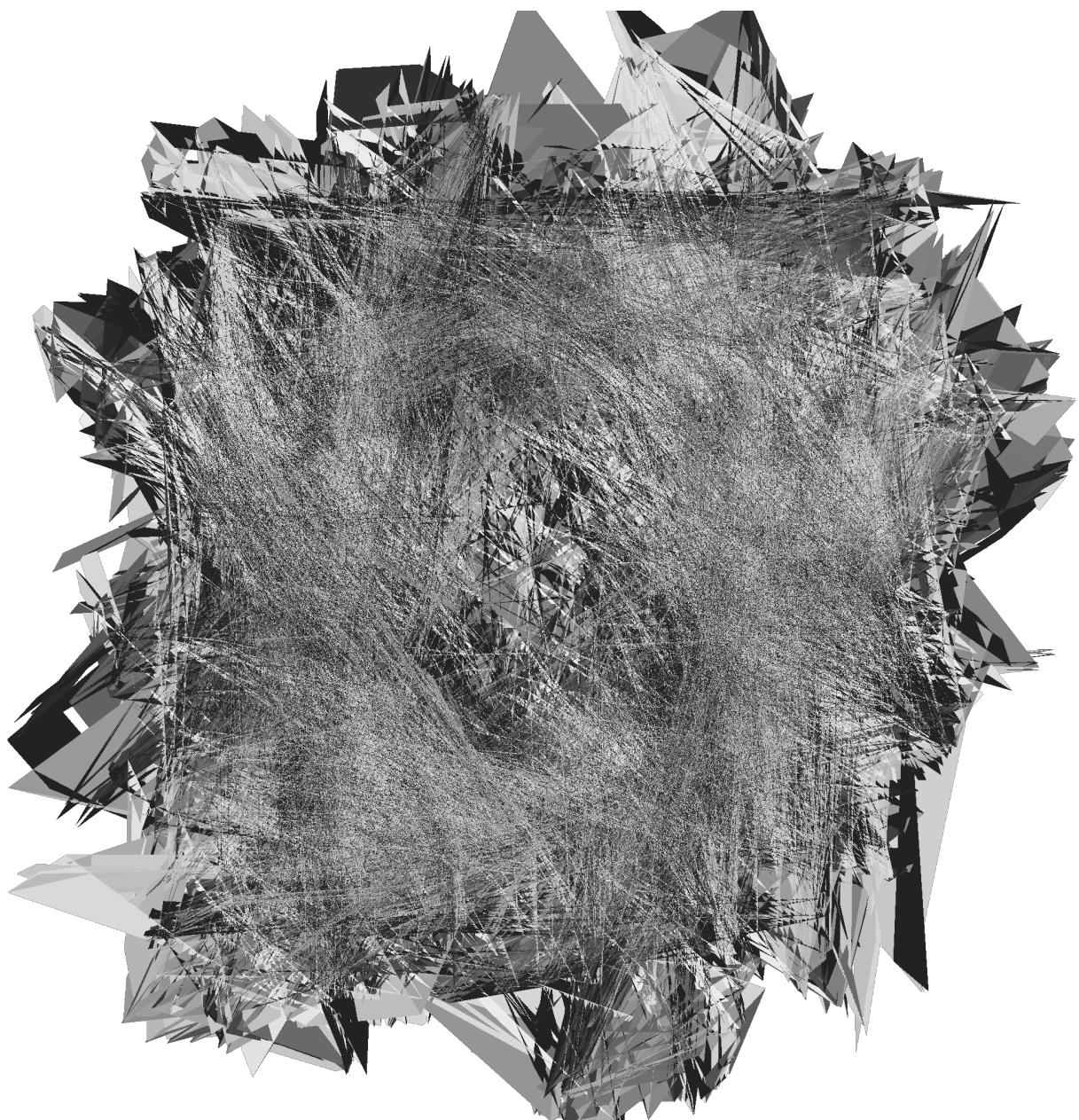
Sorted A (somewhat shuffled), Slice 4 of 13



(perturbed), 60 instances, Slice 21 of 35

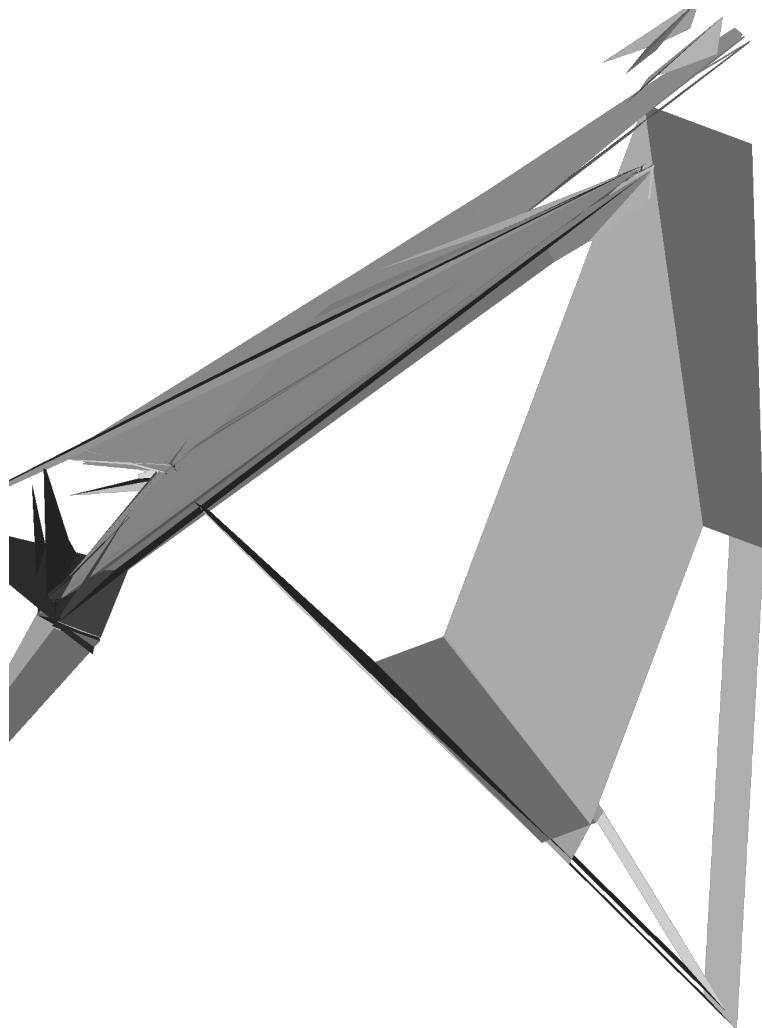


Sorted A (somewhat shuffled), 79 instances, Slice 8 of 17

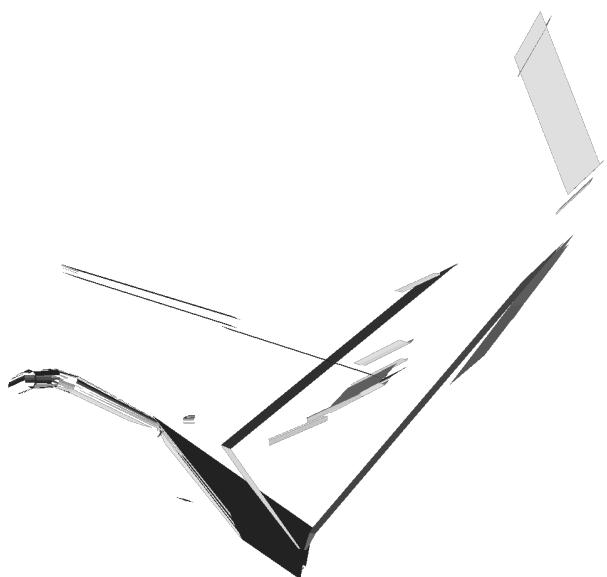


Perturbed faces (shuffled), 42 instances

Sorted A (somewhat shuffled), Slice 7 of 9



Sorted A (faces knocked out), Slice 5 of 29



Perturbed vertices (shuffled), Slice 1 of 8