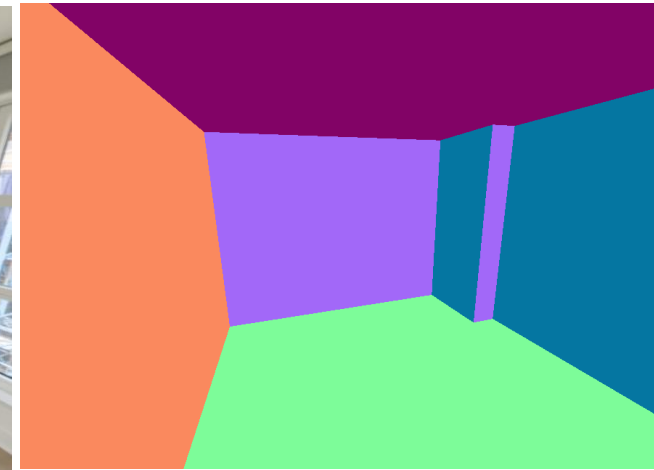
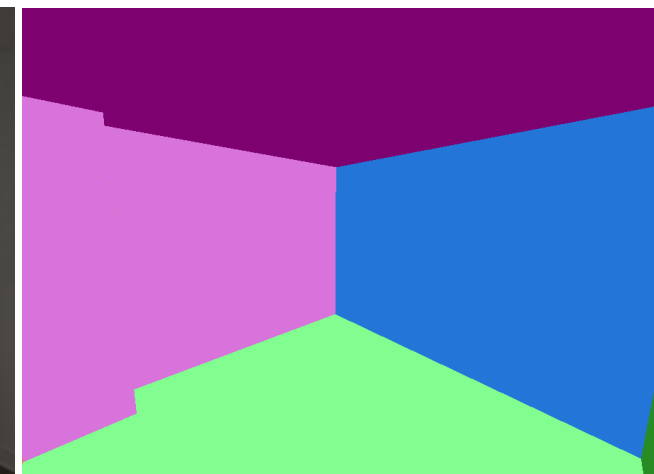
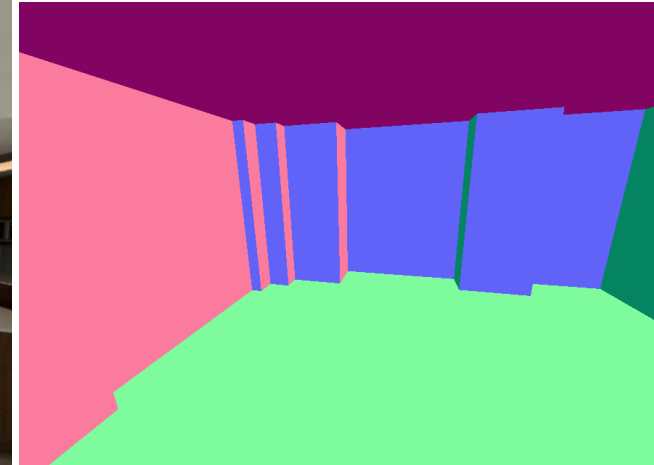


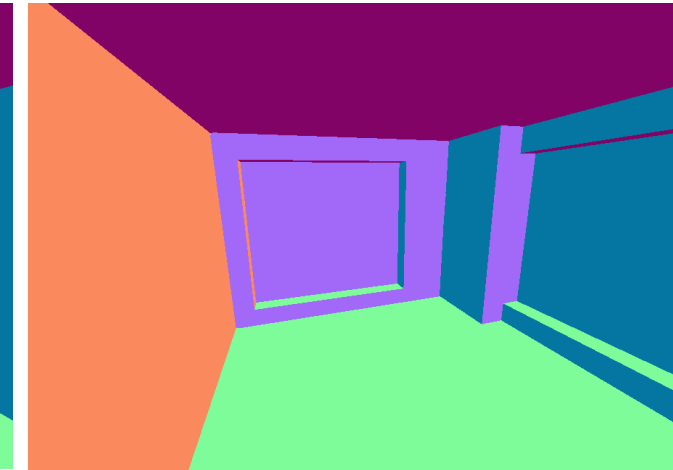
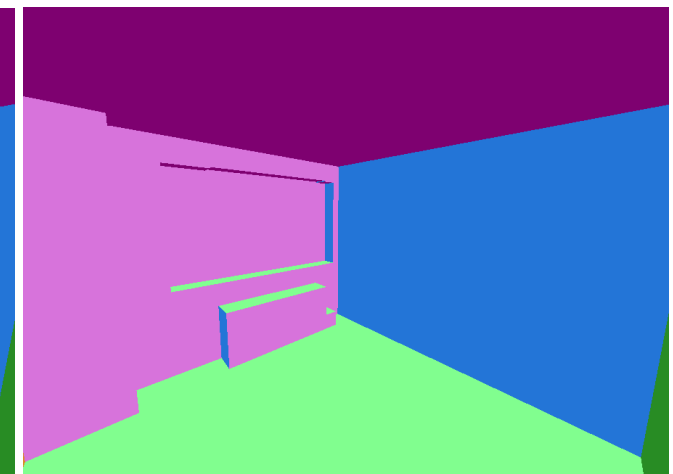
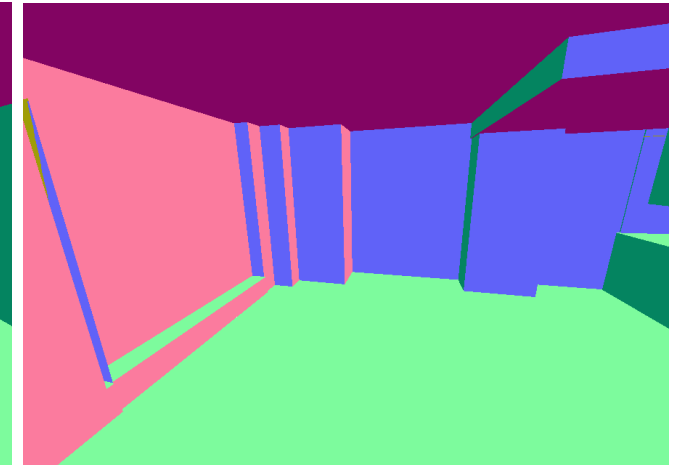
(a) Texture-mapped model



(b) Target scene



(c) Walls



(c) Walls+Details