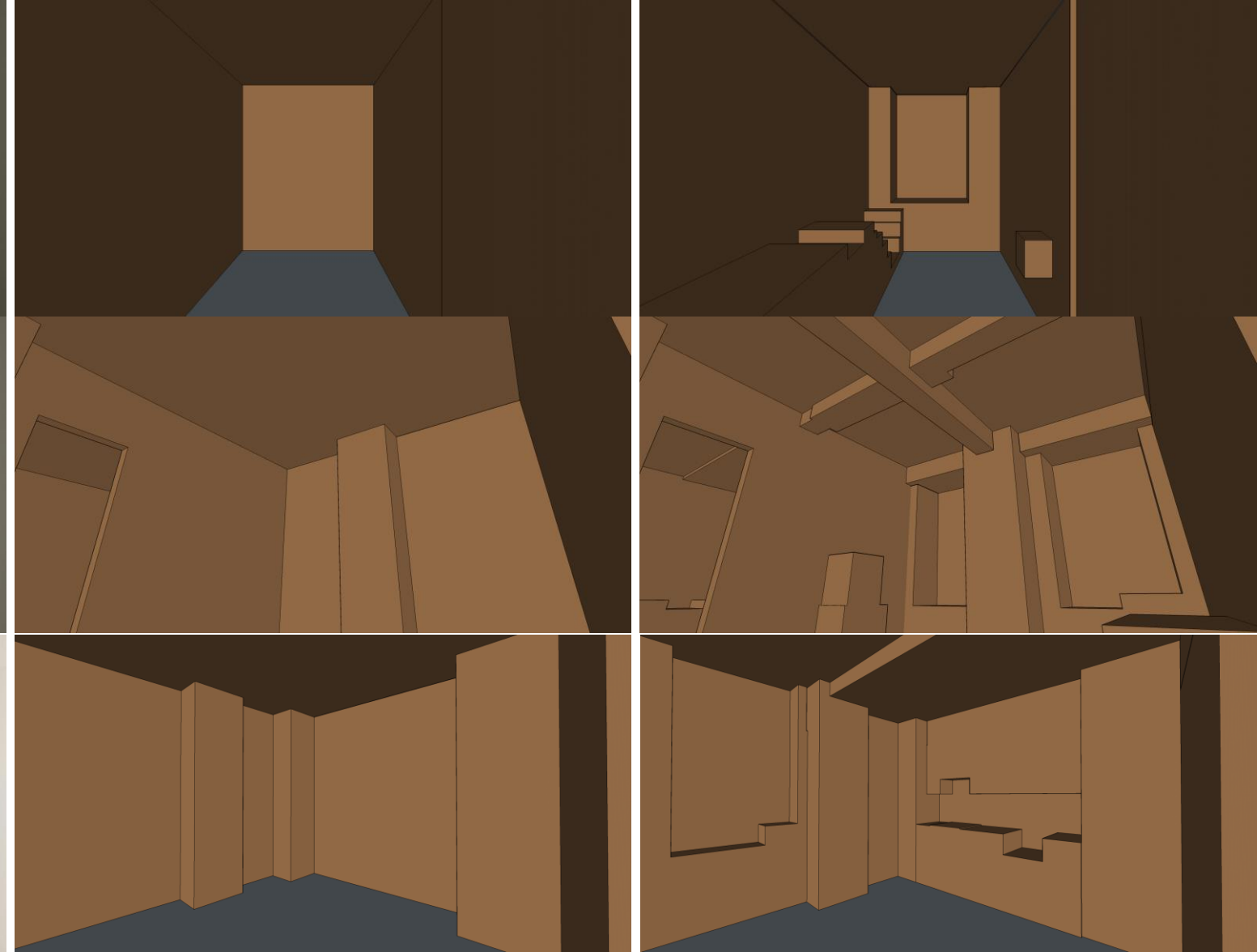


(a) Texture-mapped model



(b) Target scene



(c) Walls

(c) Walls+Details