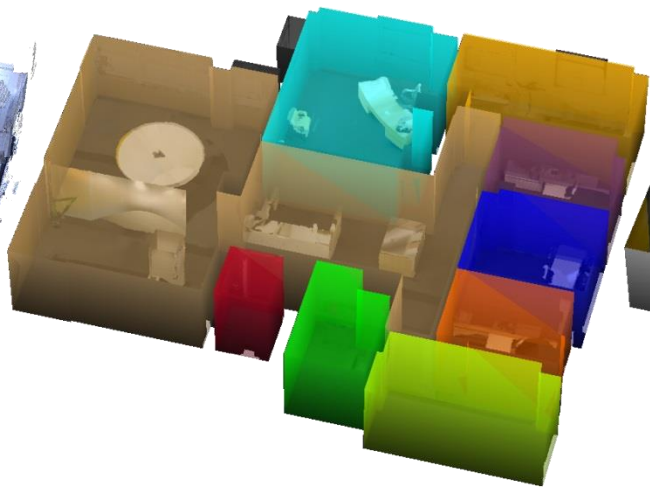
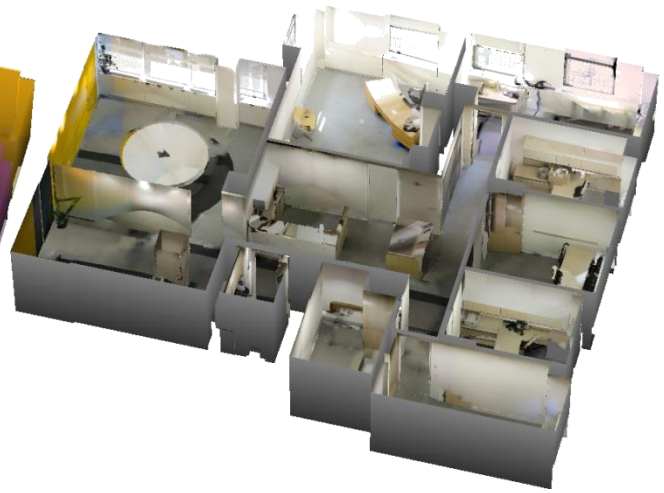




Input RGB-D points



Segmented mesh model



Textured mesh model