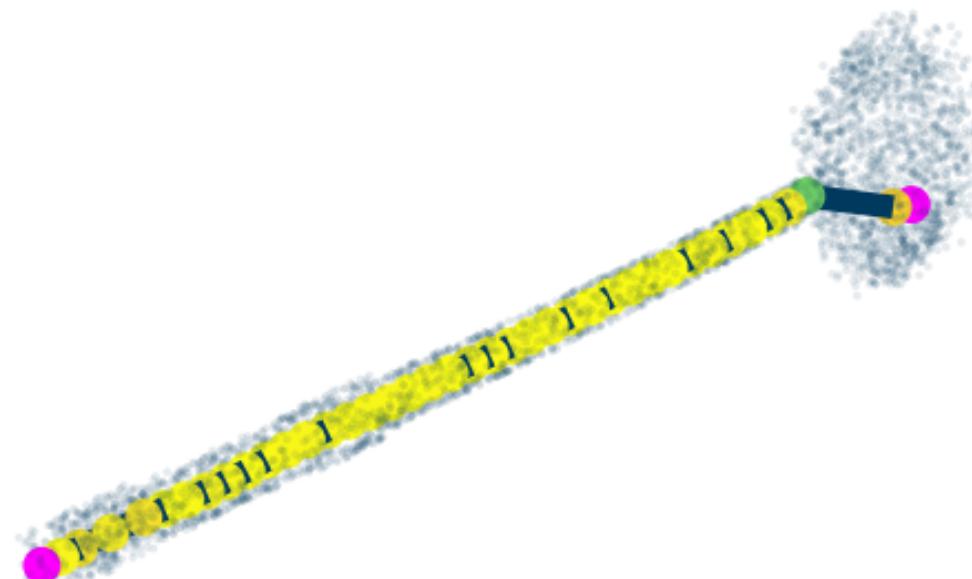


## Skeletal Point Set (1.0/1)



## Curve skeleton (1.0/1)