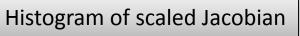


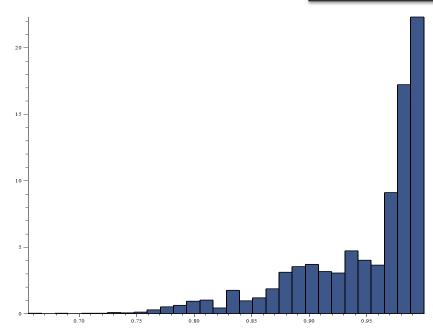
Our method 13584 hexes (ave, min, dev) = (0.911,0.351,0.088)

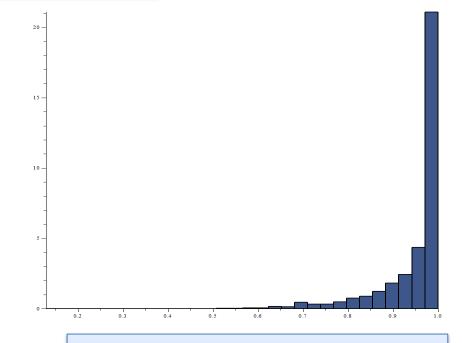
19870 hexes (ave, min, dev) = (0.911,0.196,0.100)

Volumetric PolyCube

Fertility



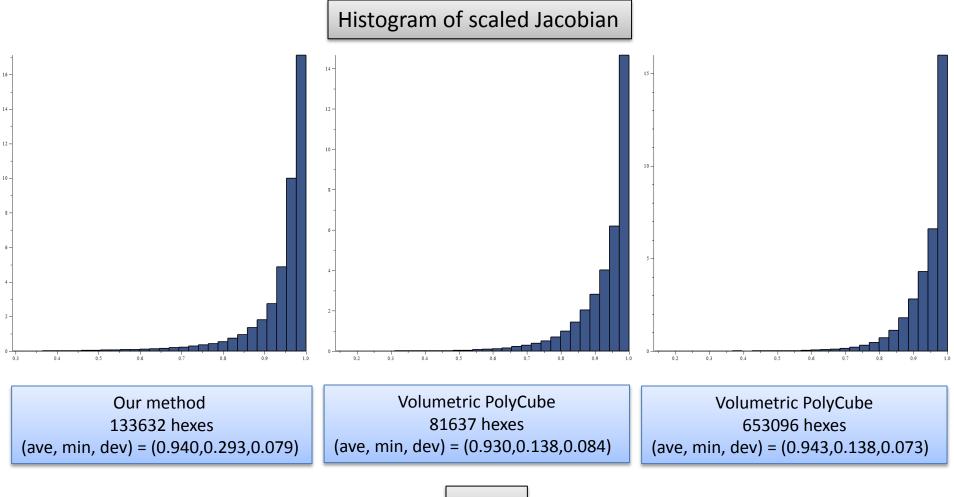




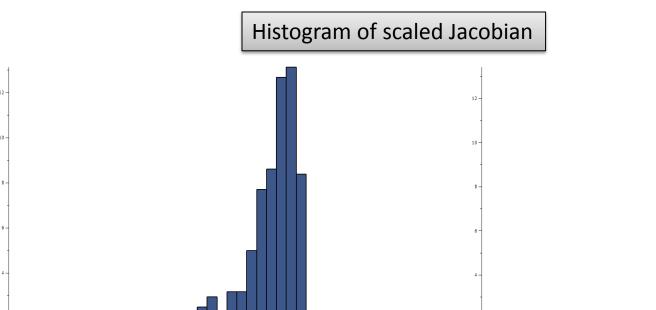
Our method 5488 hexes (ave, min, dev) = (0.947,0.658,0.056)

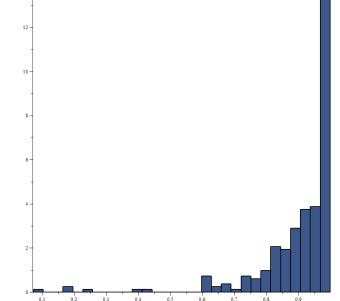
Volumetric PolyCube 18028 hexes (ave, min, dev) = (0.950,0.131,0.076)

Rod



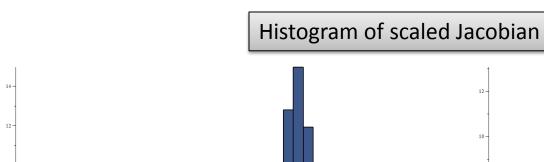
Bunny

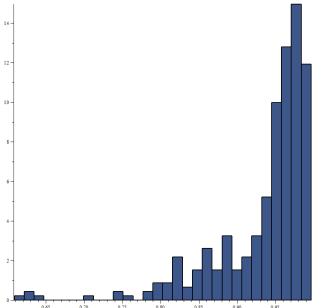


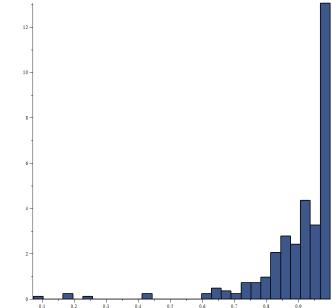


Our method 357 hexes (ave, min, dev) = (0.926,0.625,0.071) CubeCover 268 hexes (ave, min, dev) = (0.902,0.073,0.134)

Fandisk (hex meshes are not optimized by Mesquite)



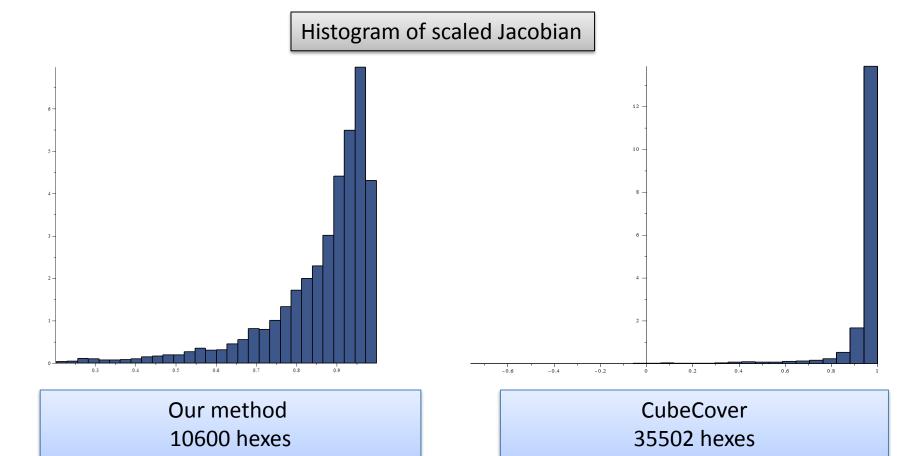




Our method 357 hexes (ave, min, dev) = (0.936,0.609,0.063)

CubeCover 268 hexes (ave, min, dev) = (0.900,0.073,0.131)

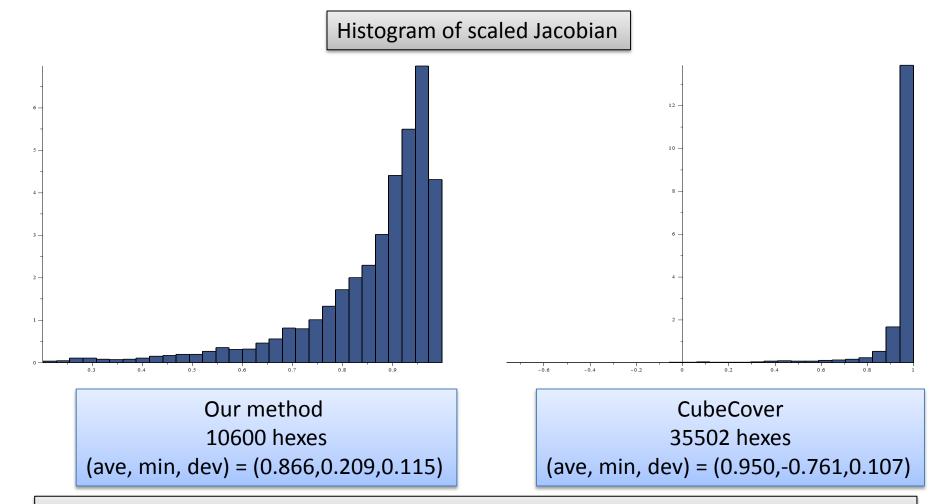
Fandisk (optimized by Mesquite)



Rocker arm (hex meshes are not optimized by Mesquite)

(ave, min, dev) = (0.950, -0.761, 0.107)

(ave, min, dev) = (0.861, 0.203, 0.133)



Rocker arm (optimized by Mesquite). Due to the existence of reversed hexes, Mesquite fails to optimize CubeCover's result.