Each pixel should collect the following properties:

* pixel position
* world position
* principal curvatures, Gaussian/mean/absolute curvature measures
* dihedral angle
  + see Visual Computing for Medicine, page 455
* view-dependent curvature
* contour value (0 or 1)
* silhouette value (0 or 1)
* maybe distance to the closest contour/silhouette pixel?
* normal?
* some measure of discontinuity? (e.g., check the 4 neighboring pixels, count how many of them have a contour or not)
* viewpoint also we should record :)

And these viewpoint-dependent features should be included [REF FOR EQs BELOW: <https://www.mdpi.com/1099-4300/20/5/370/htm>]:

* AREA RELATED FEATURES (the higher these values the more area is visible):
  + number of visible triangles (see eq1 on paper in the link above)
  + combined measure of number of visible triangles and projected area (see eq3)
  + visibility ratio (see eq5)
  + viewpoint entropy (see eq6)
* SILHOUETTE RELATED FEATURES (the higher these values the more silhouette is visible):
  + silhouette length (see eq13)
  + silhouette curvature (see eq15)
* DEPTH MAXIMIZING FEATURES (the higher these values the terrain structure is more visible):
  + Stoev and Strasser (see eq18)