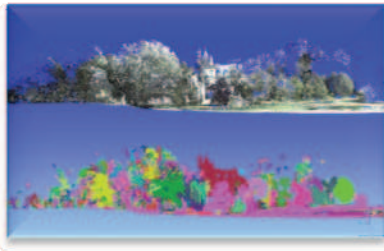


Practicals

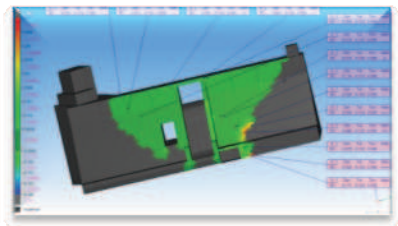


1. Point Cloud Filtering



2. Meshing

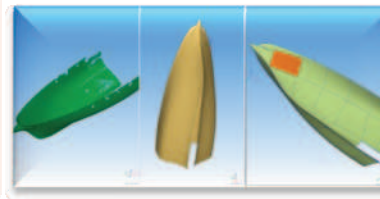
Refinement with points from the clouds



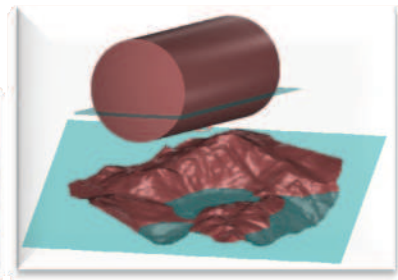
3. 3D Comparison



4. Texturing



5. Reverse Engineering

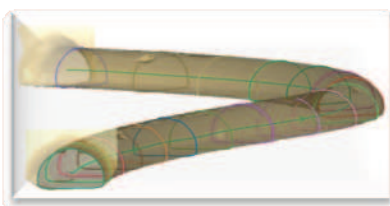


6. Volume and Cubature



7. Meshing

Refinement with interpolated points



8. Sections

Neutral axis and section extraction