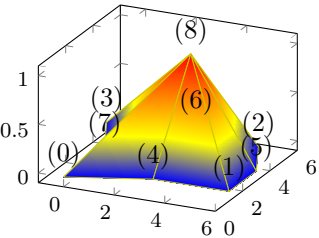
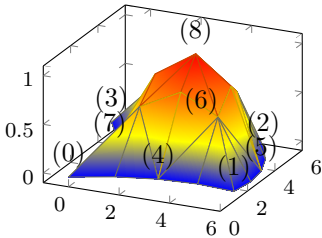


Triangulation + 0 refines



Triangulation + 1 refines



Triangulation + 2 refines

