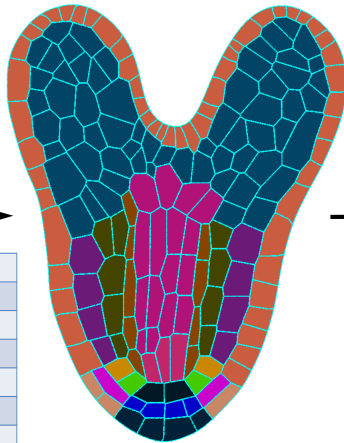


**Segmentation**



Load the picture
Cut the picture surface
Create the Mesh
Subdivide the Mesh
Project the signal
Segment the Stack
Polygonize the triangles
Smooth and rescale



**Triangulation**

