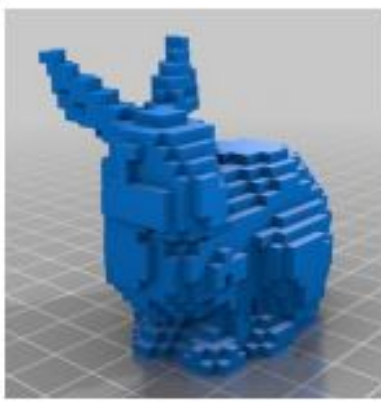
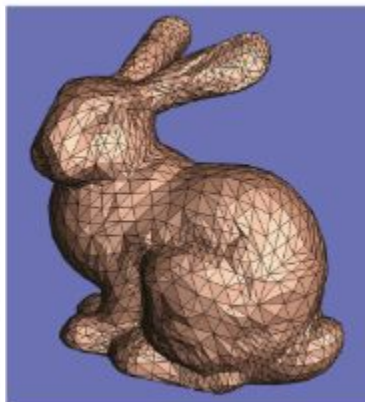




Pointclouds



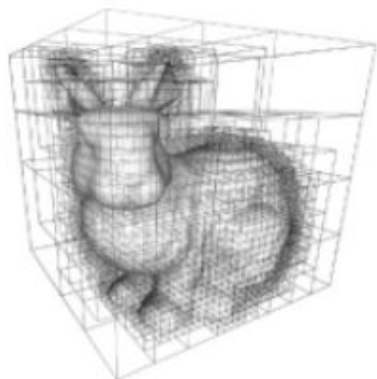
Voxel grids



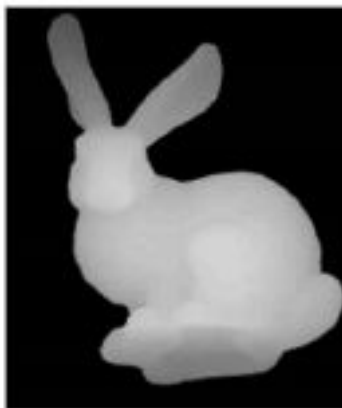
Meshes



Multiple views



Octrees



Depth maps



Primitive-based