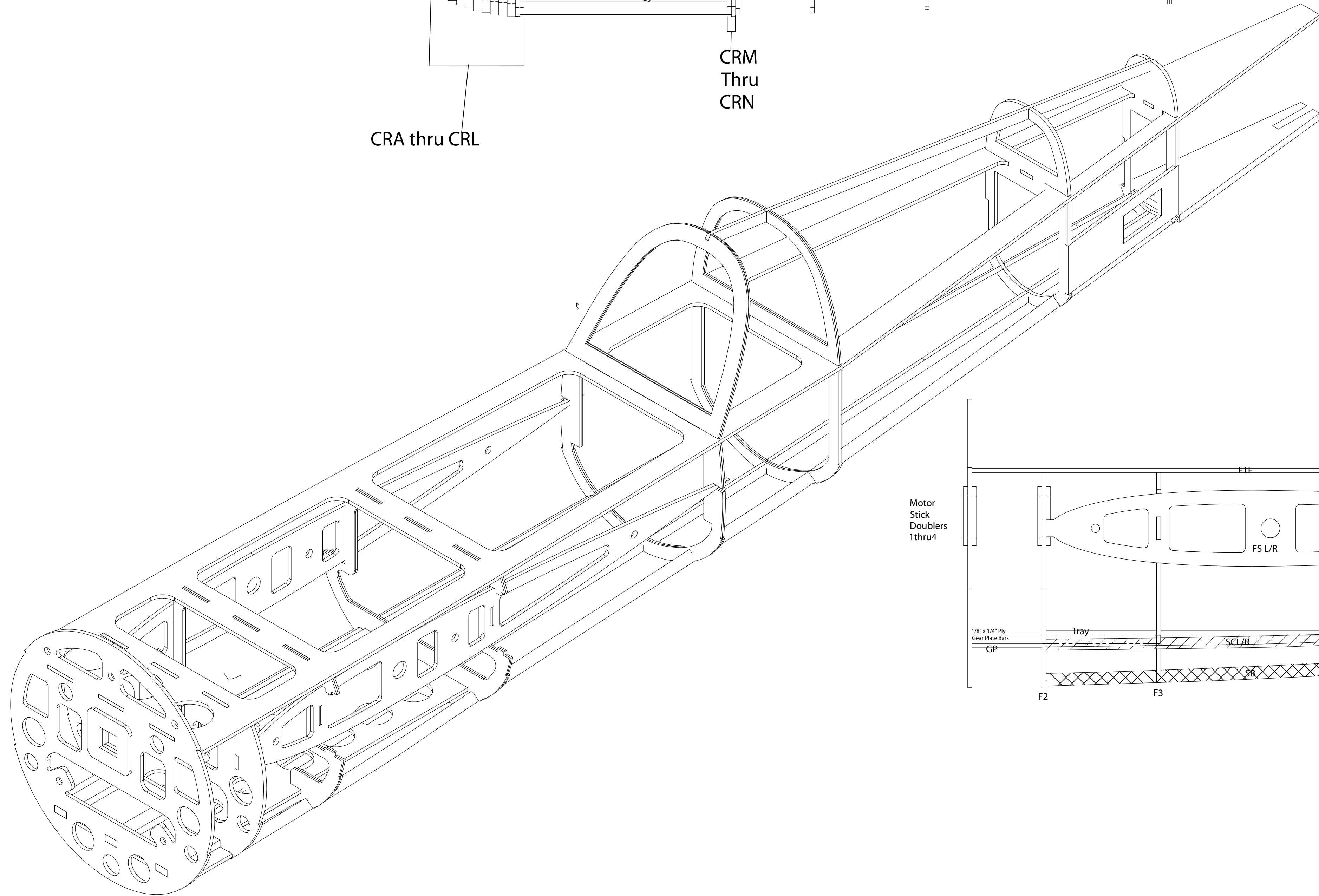
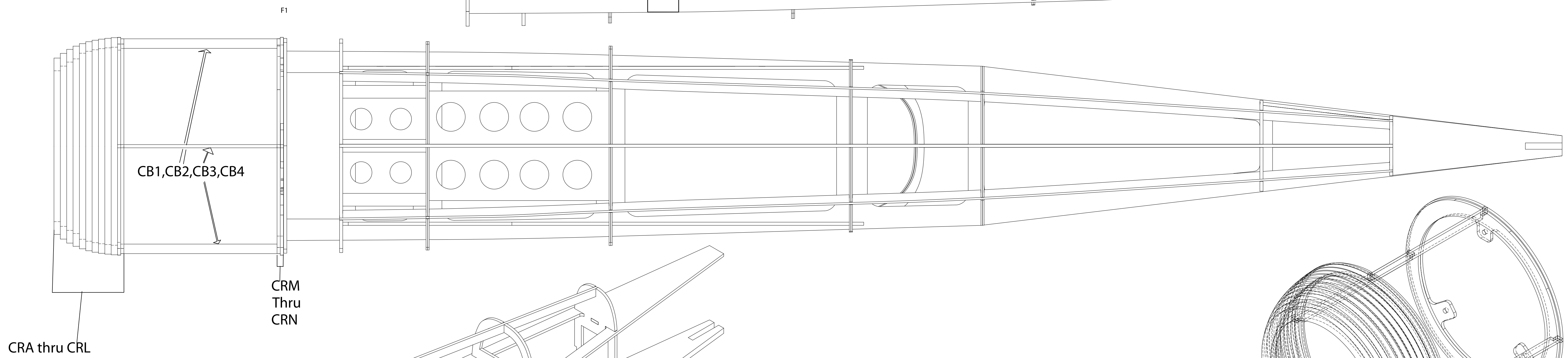
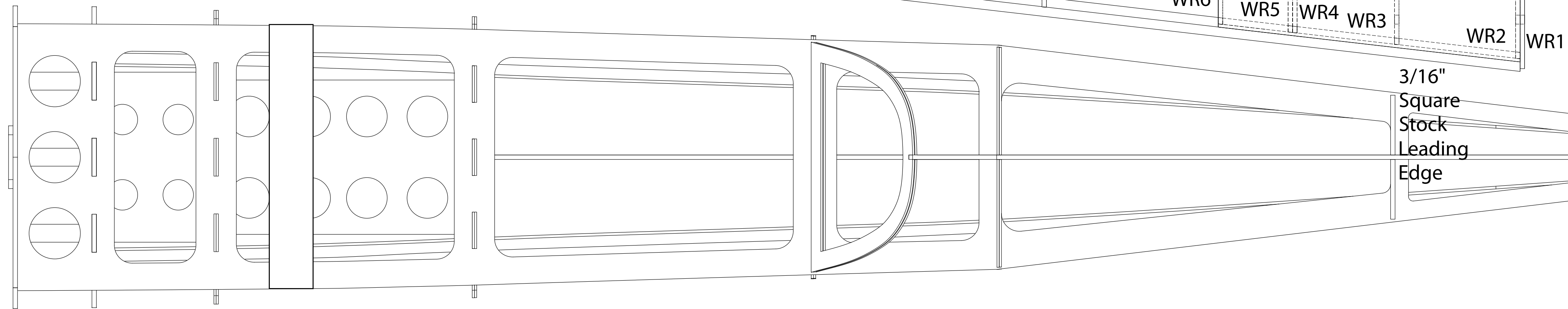
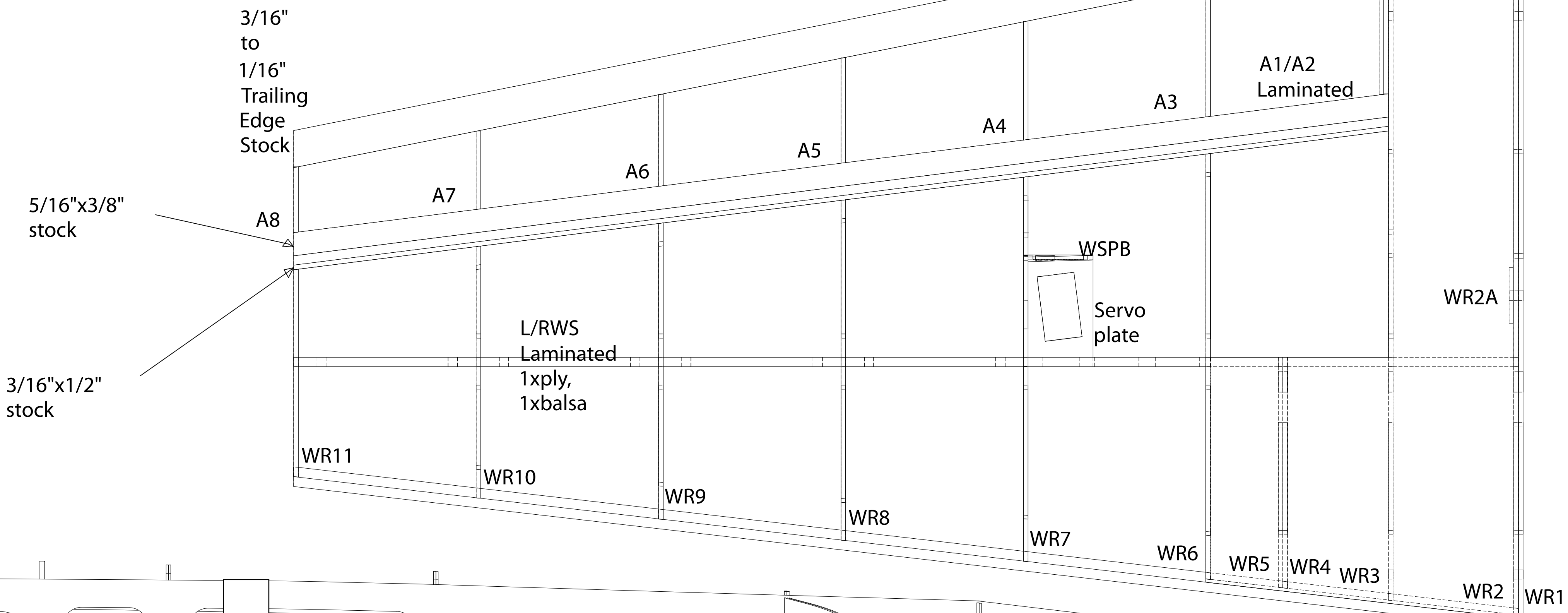
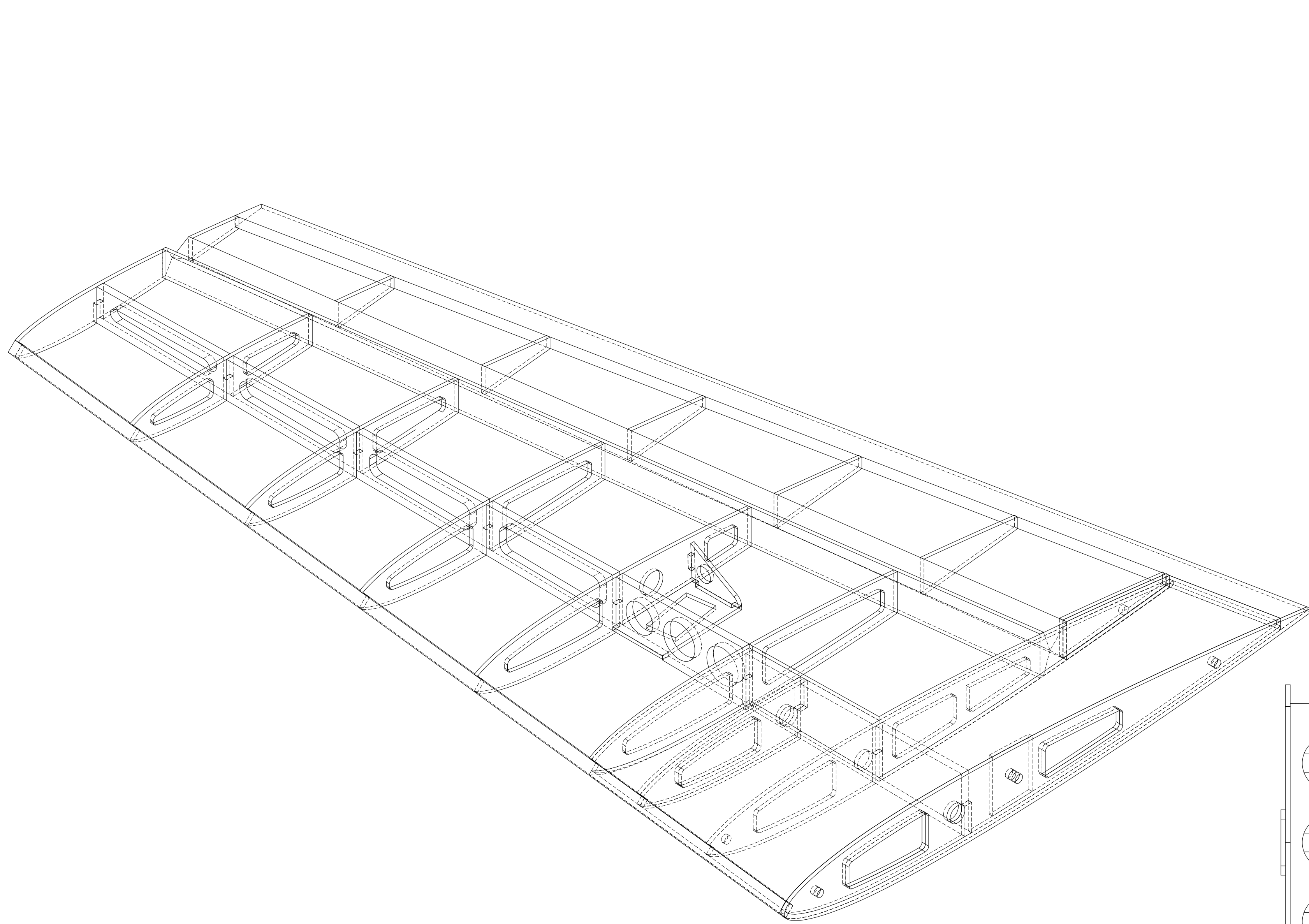
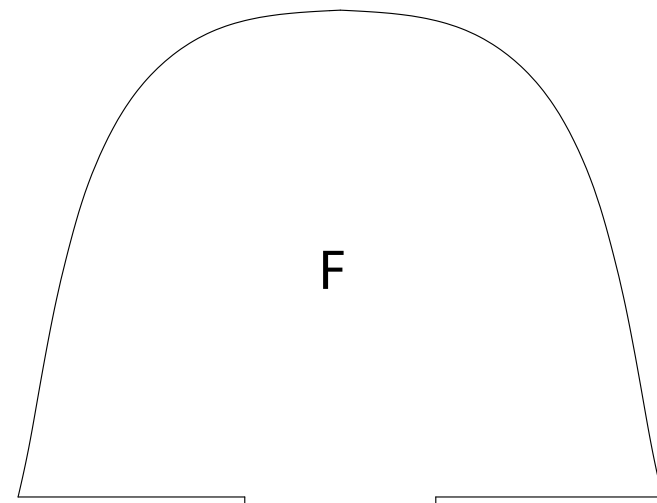
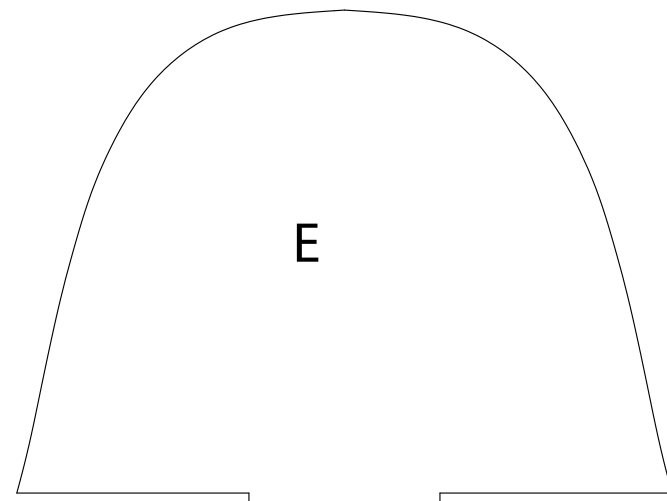
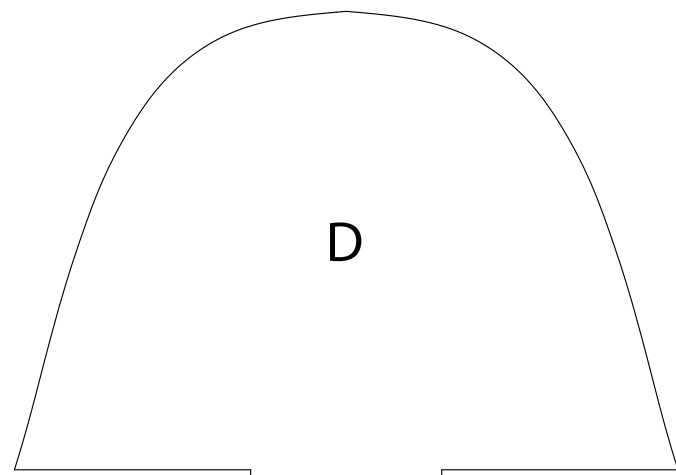
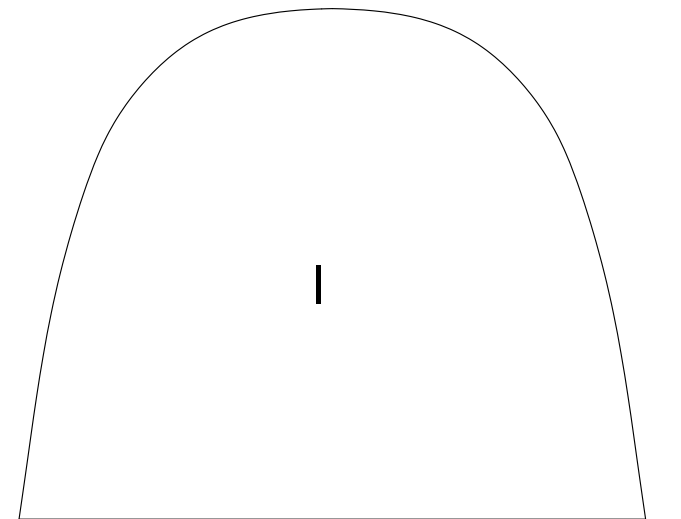
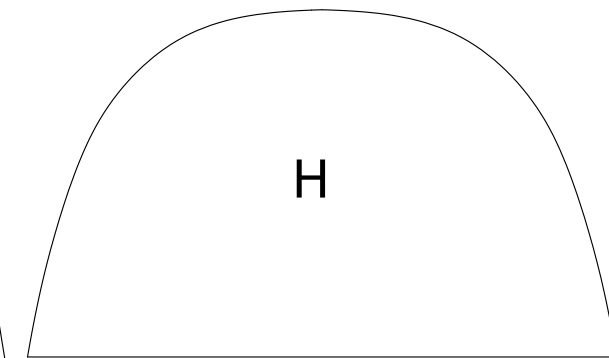
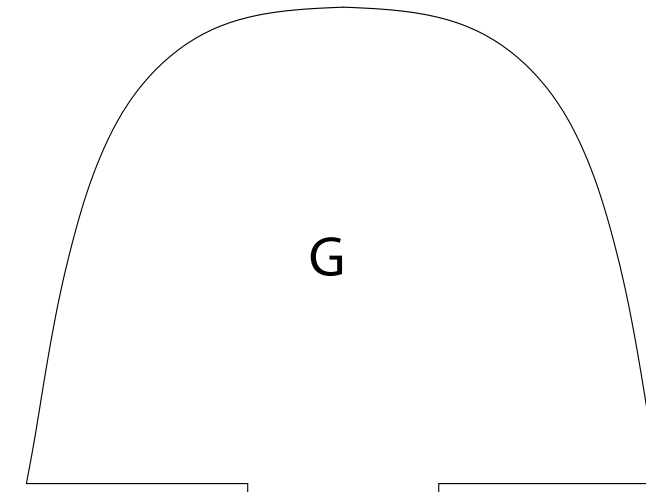
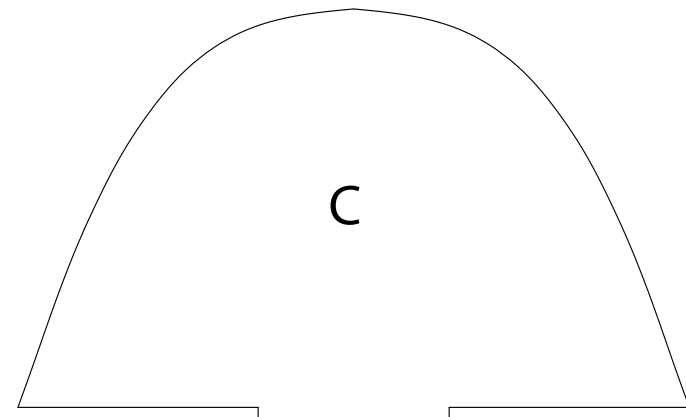
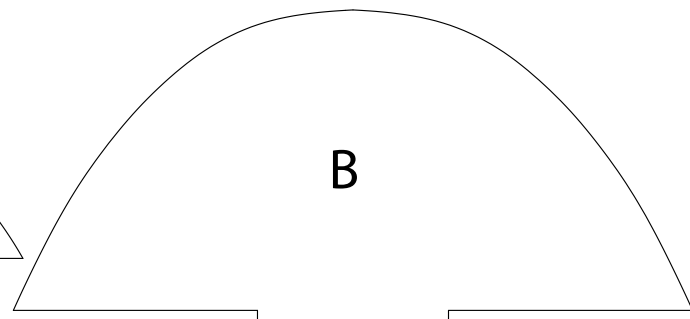
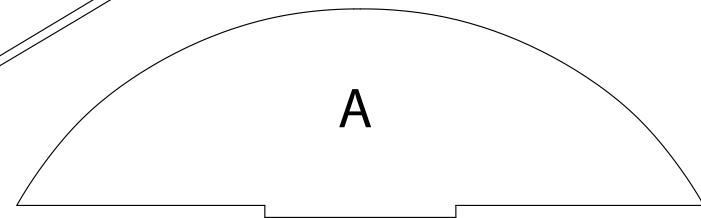
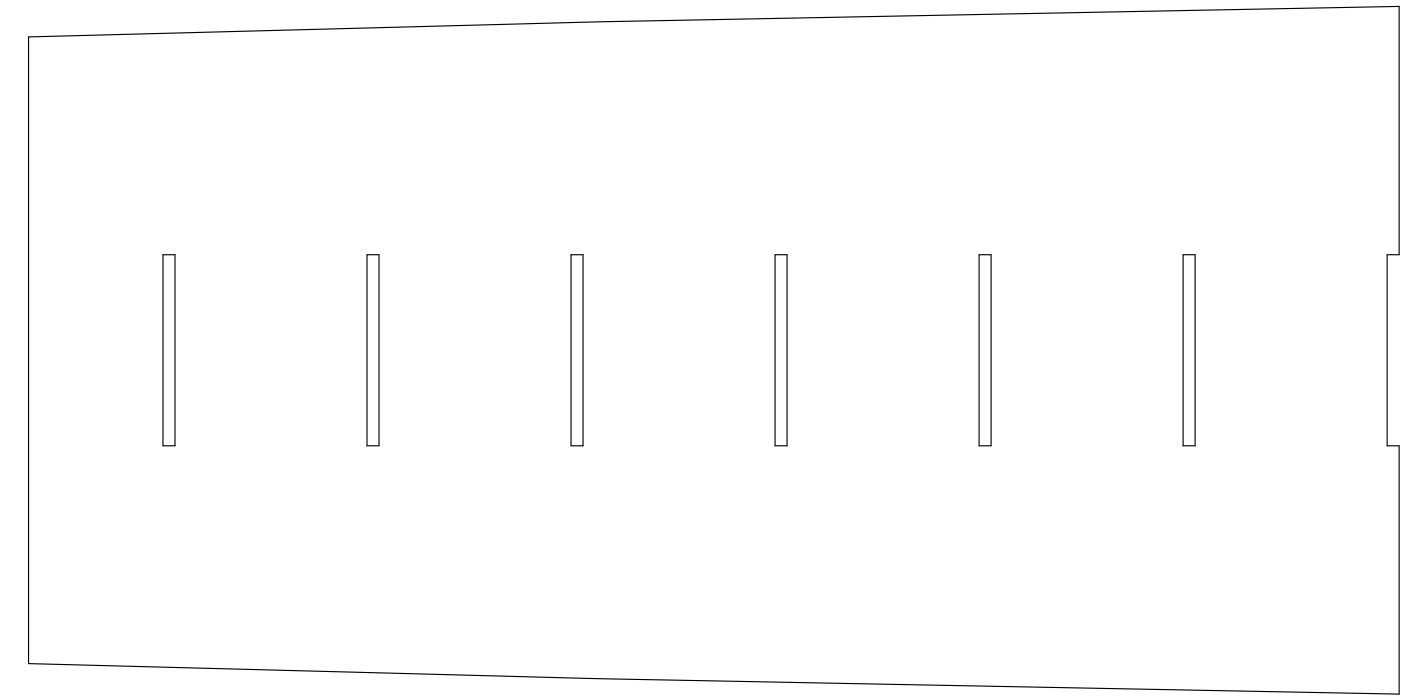
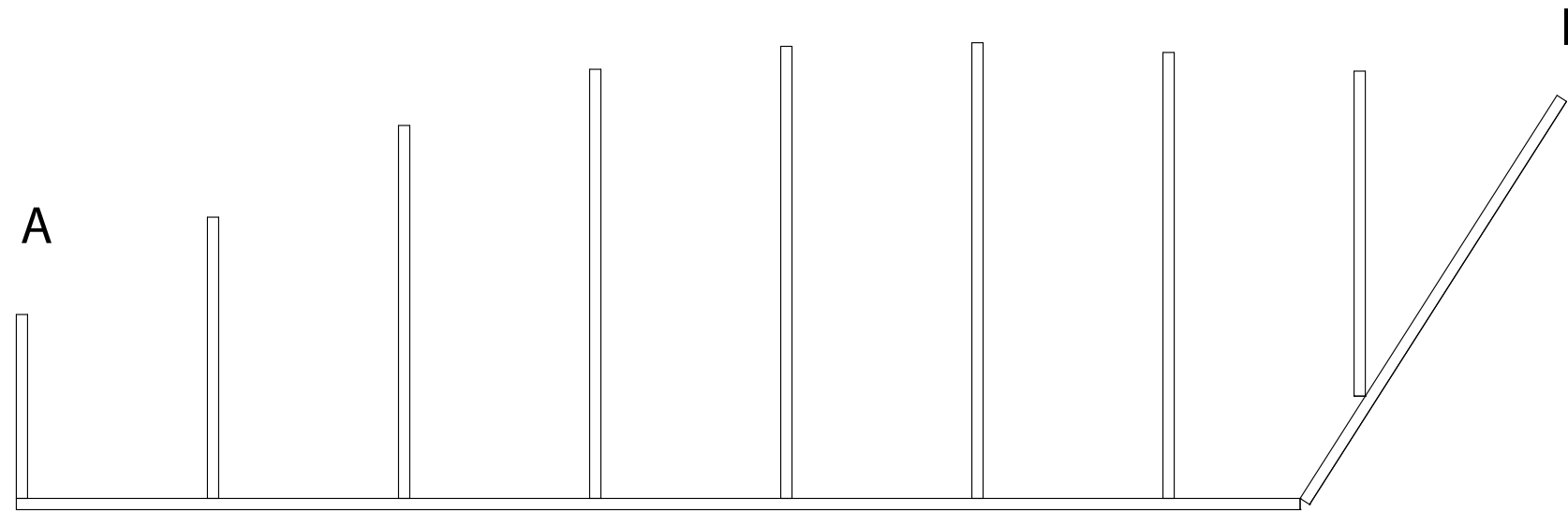
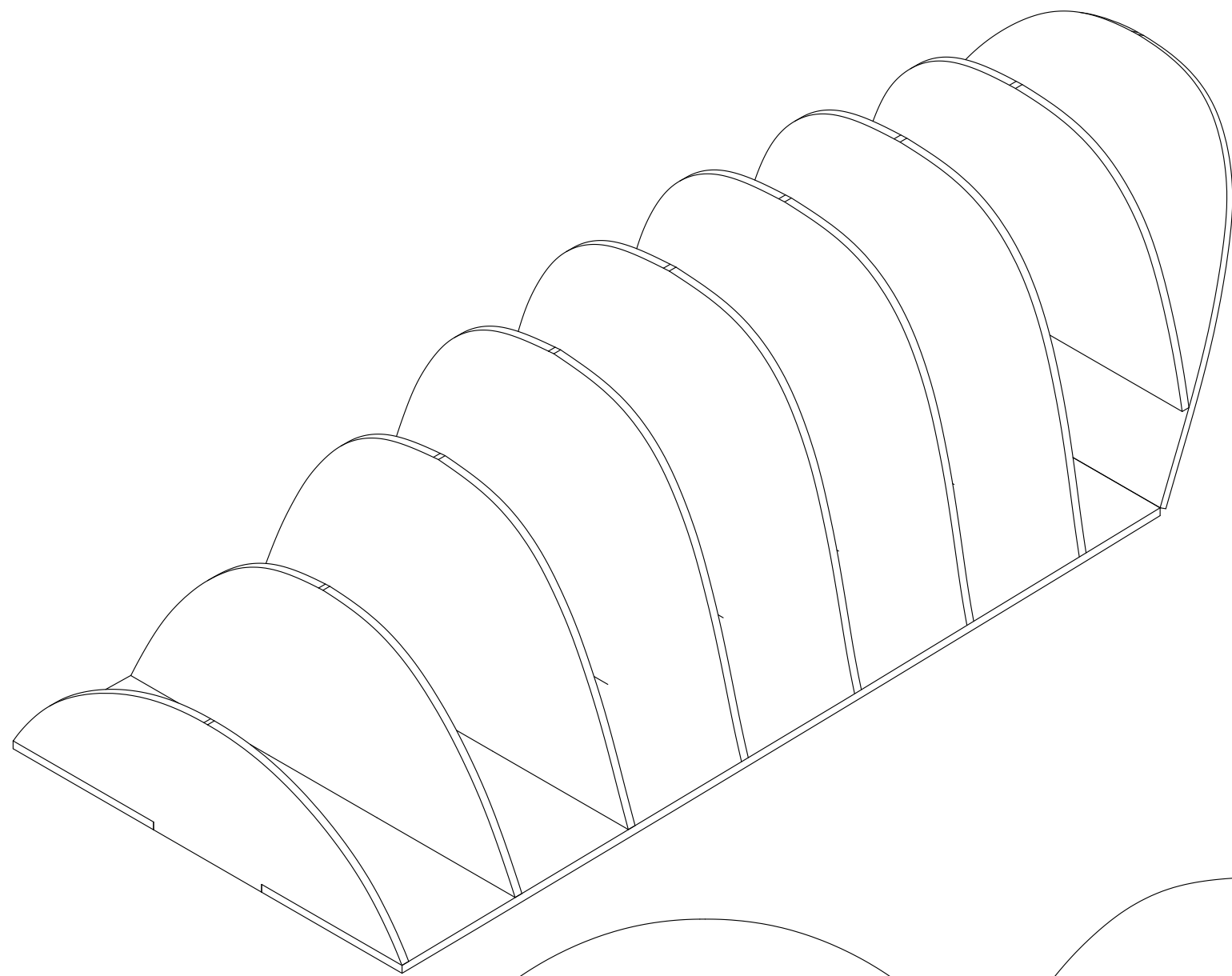


Figure 1: A schematic diagram of a boat's hull and canopy layout. The diagram is divided into several sections. On the left, a 'Canopy Skin' section is shown with a 'Front' arrow pointing left. To its right is a 'Cowl Skin' section divided into four panels labeled 'Cowl Skin 1', 'Cowl Skin 2', 'Cowl Skin 3', and 'Cowl Skin 4'. On the far right, two views of the boat's hull are shown: a top view and a bottom view. Both views show the hull's profile with a 'WR2' label and a 'v001' label at the stern.

The diagram illustrates the iterative process of 3D scene reconstruction. It shows four stages of a camera frustum (WSA) and a set of planes (WSB or WSC) being added to the scene. The planes are labeled WSA, WSB, and WSC in red text.

[illegible]



eYak Canopy Templates
email js_1972@hotmail.com for questions.

John S