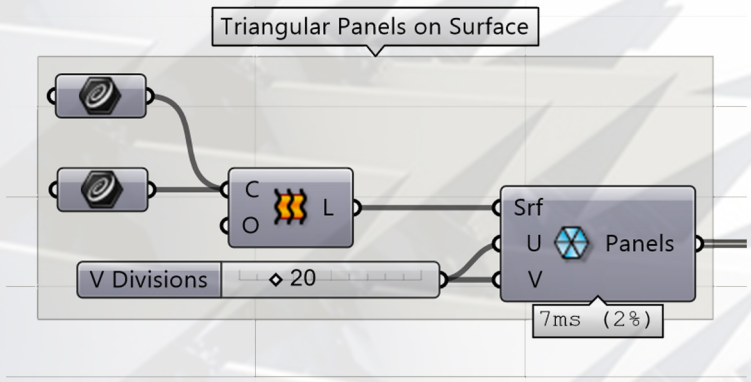
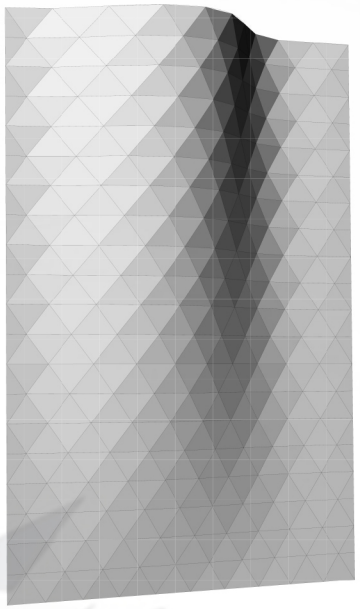
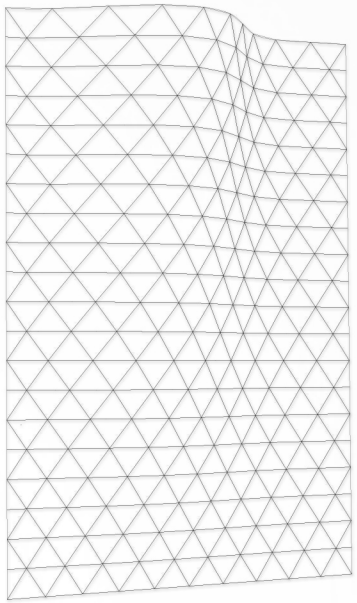
STEP 1:

creating triangular panels on the surface







STEP 2:

dispatching the panels into 2 seperate entities and deconstructing Brep to obtain the edges

