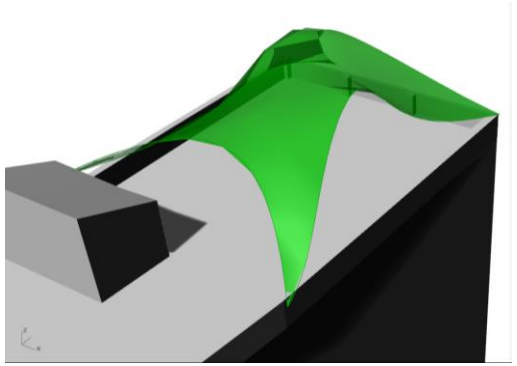
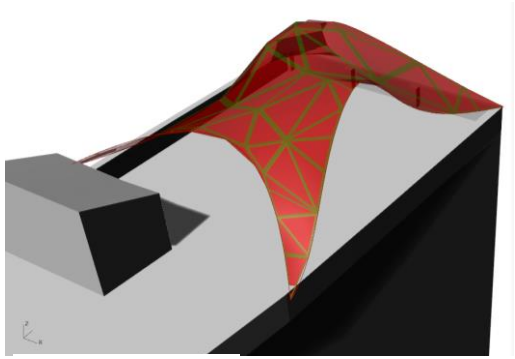
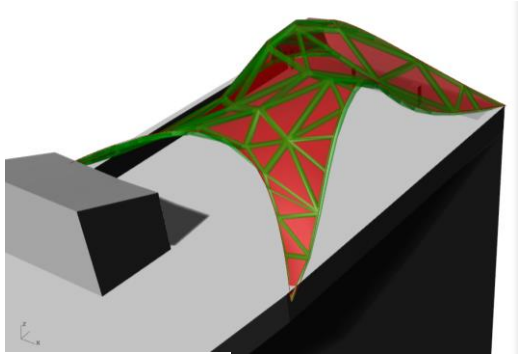
## Iterations & Development



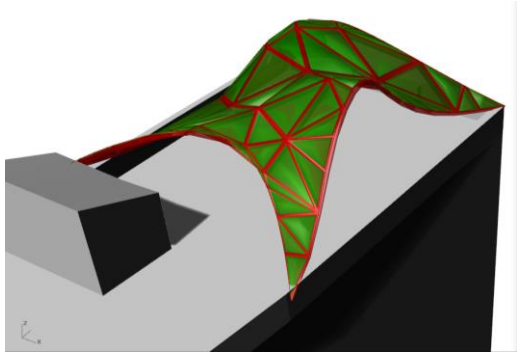
Create Surface



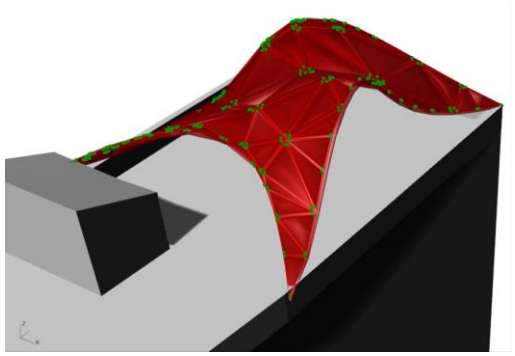
Mesh Window



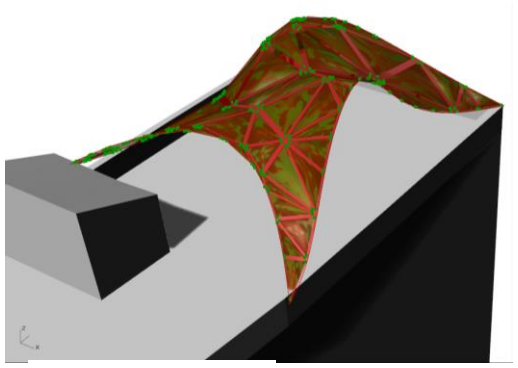
Mesh Thicken



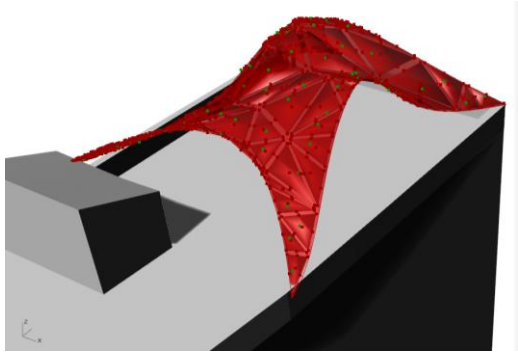
Sub-divide Surface



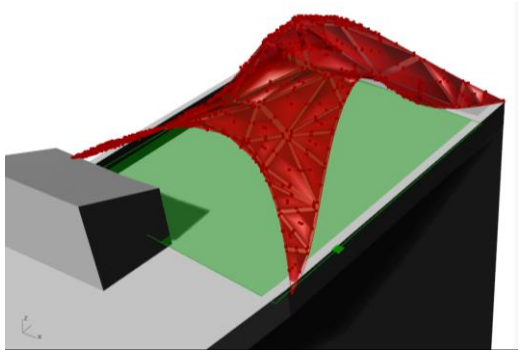
Mesh Vertices



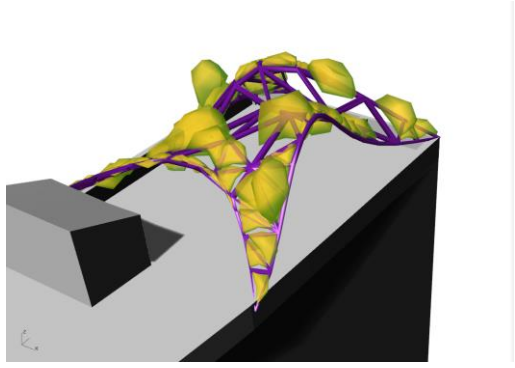
Mesh Flip



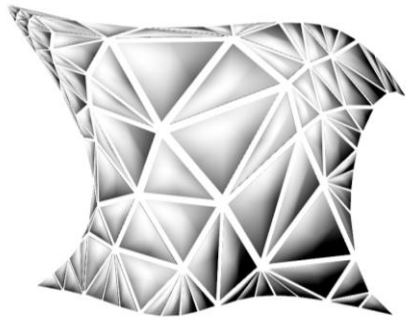
Find Mesh Centres



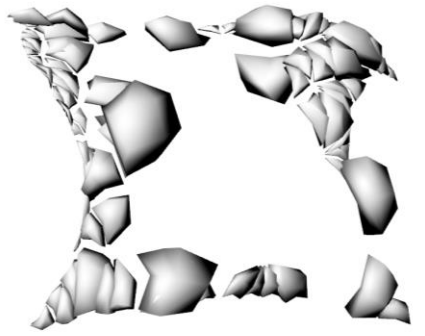
Create surface with boundaries



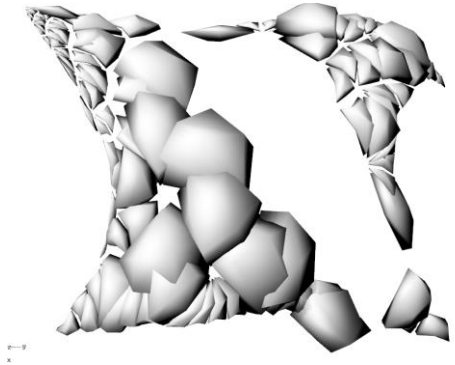
Inflate meshes



Iteration 1



Iteration 2



Iteration 3