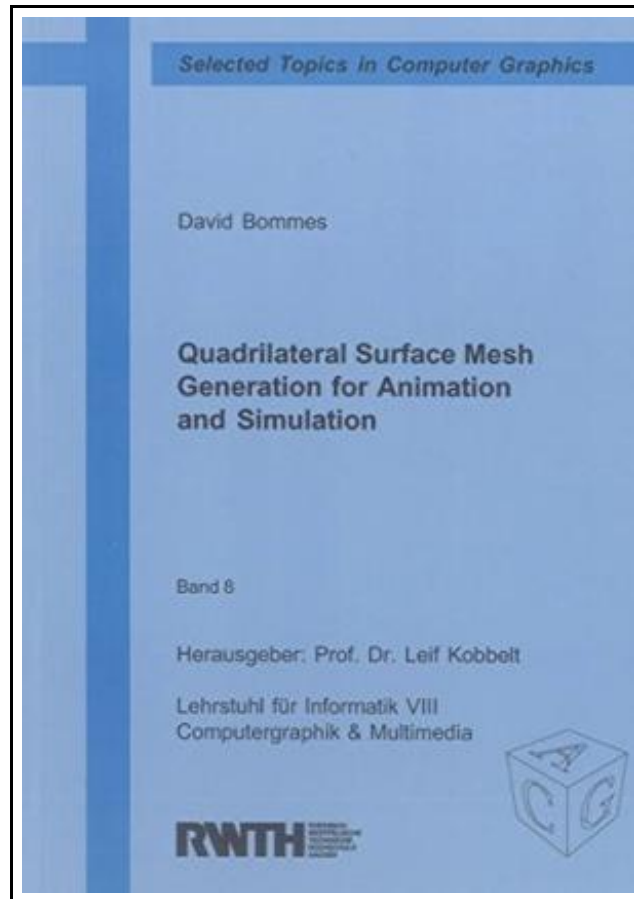


# Quadrilateral Surface Mesh Generation for Animation and Simulation



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***(Laurence Littel)***

## QUADRILATERAL SURFACE MESH GENERATION FOR ANIMATION AND SIMULATION



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