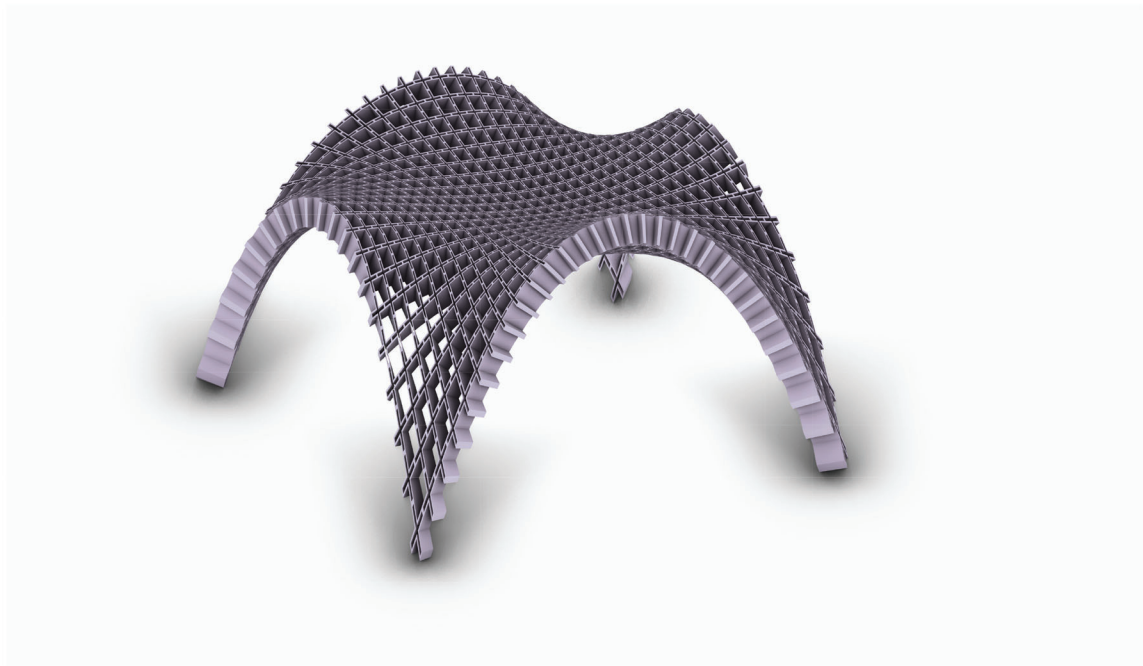
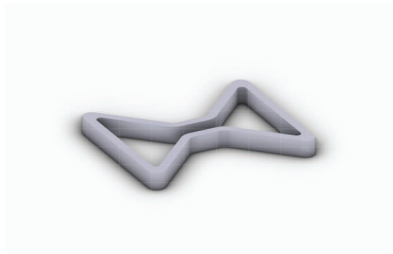
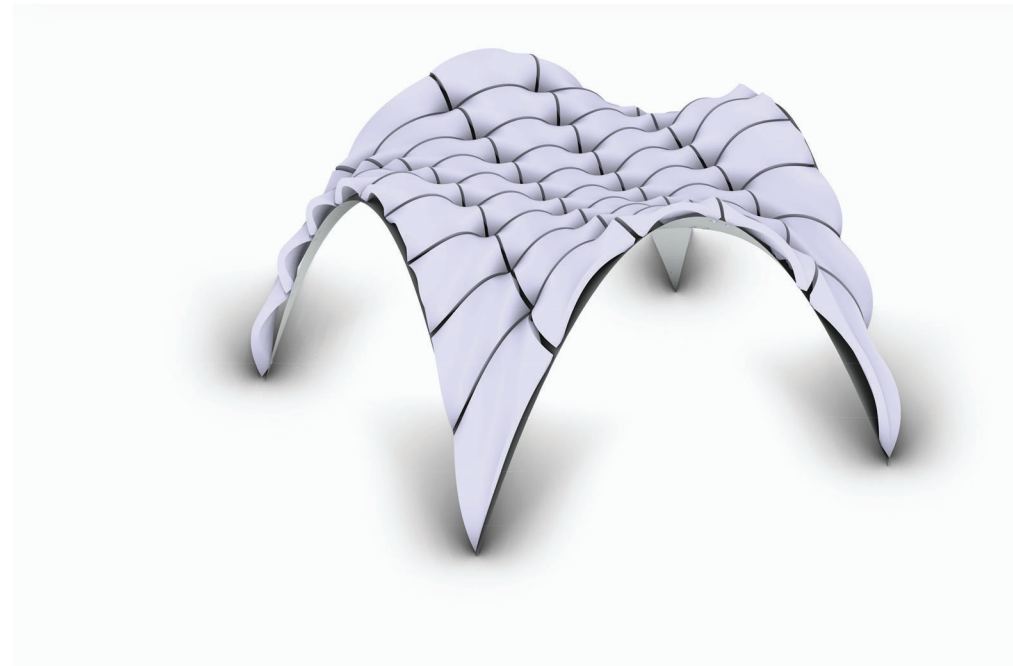


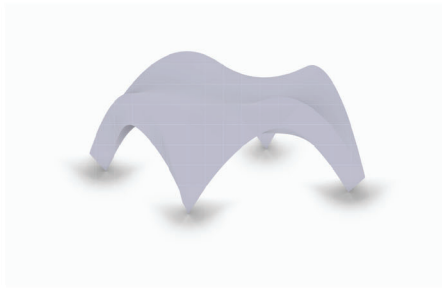
Iteration 01



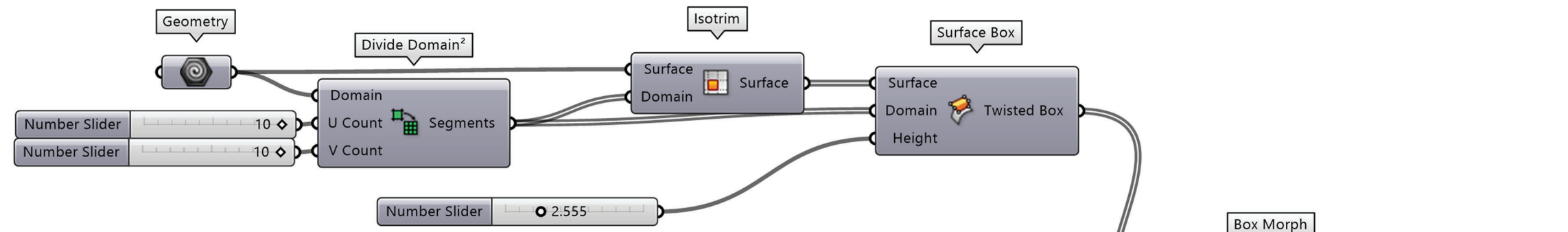
Iteration 02



Iteration 03

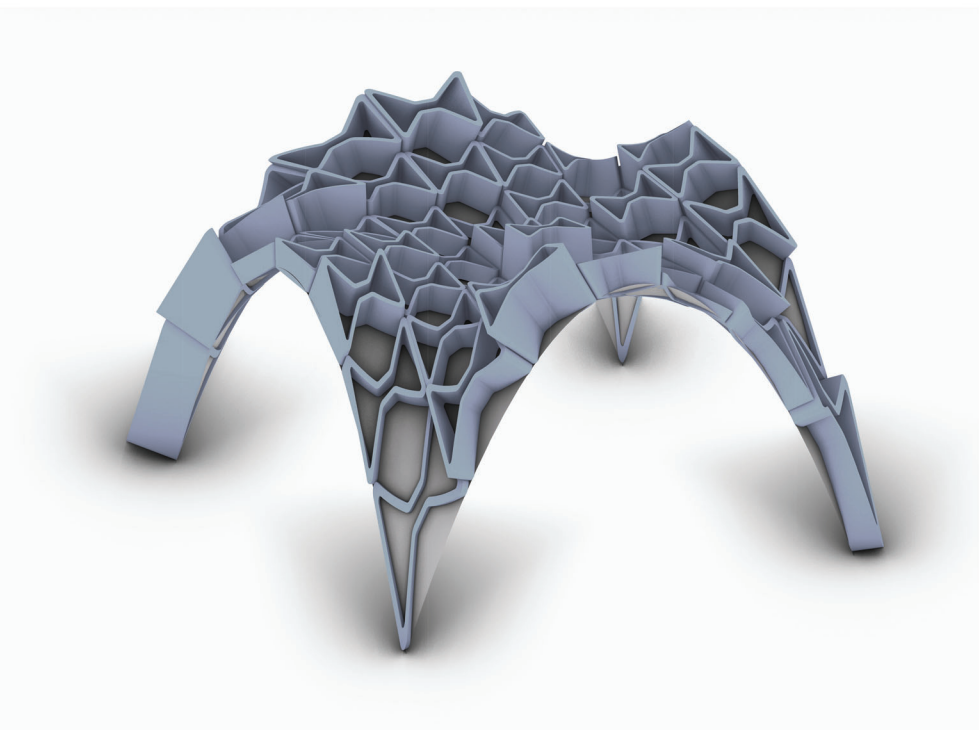


Surface to tessellate

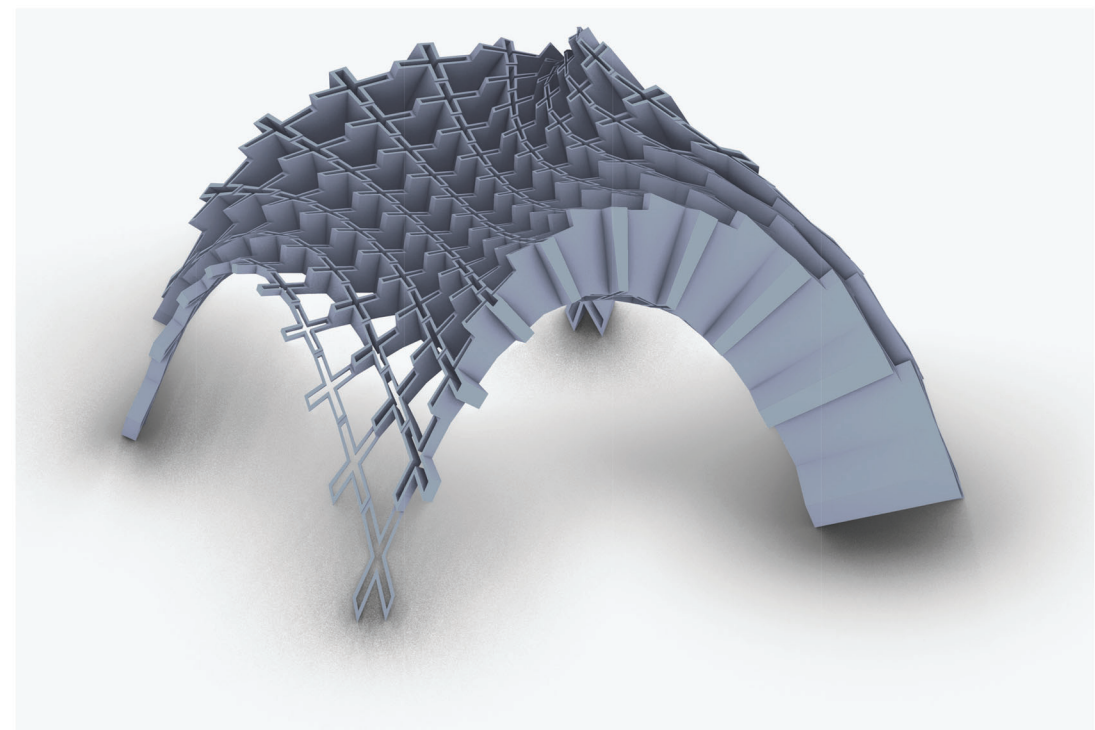


unit to tessellate

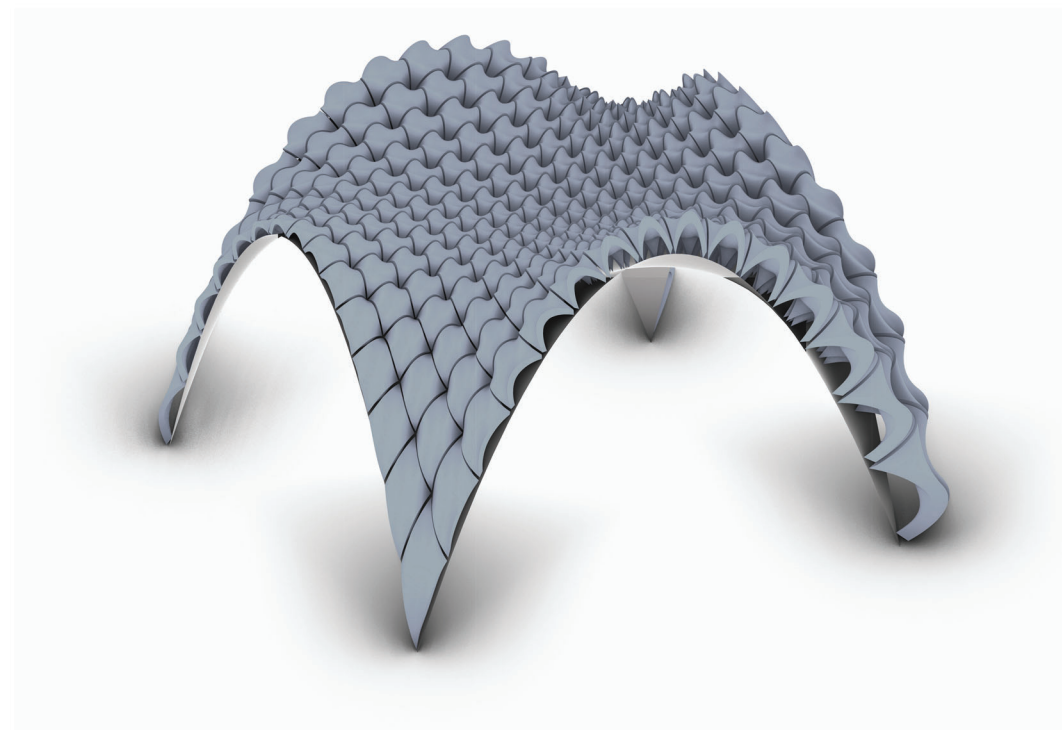




Iteration 01  
RANDOM

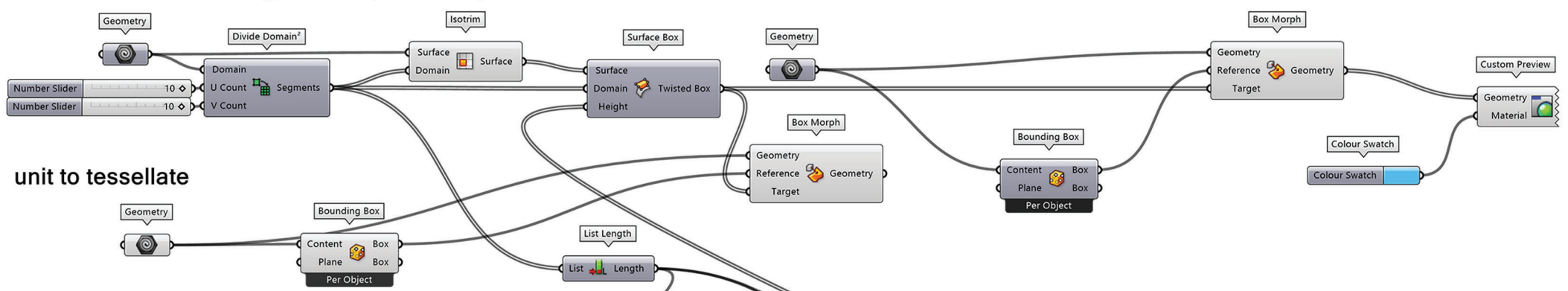


Iteration 02  
SERIES



Iteration 03  
RANGE

Tessellate surface using Box Morph technique



unit to tessellate

