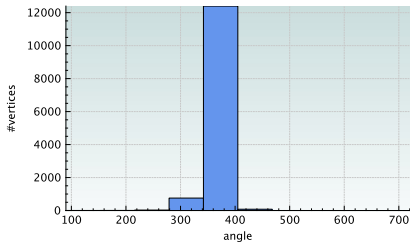
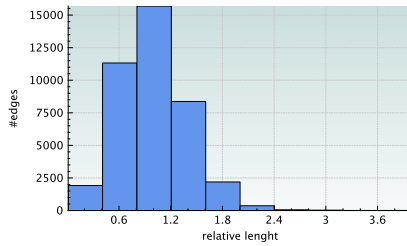


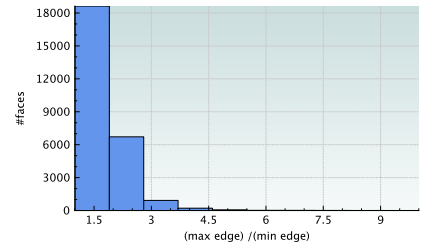
amphora



min angle 117.185°
max angle 896.474°
angles below 90.00° : 0

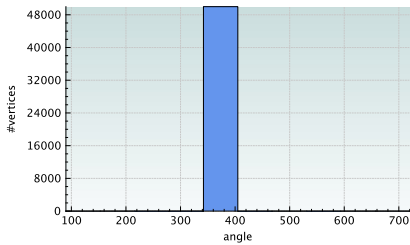


min relative length 0.0870
max relative length 4.2047

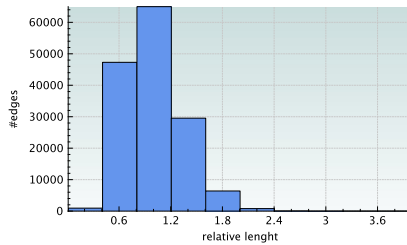


max (max edge)/(min edge) 15.13
(max edge)/(min edge)>10000 : 0

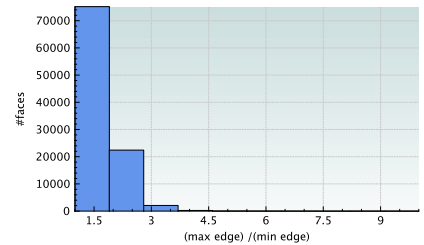
armchair



min angle 233.799°
max angle 531.656°
angles below 90.00° : 0

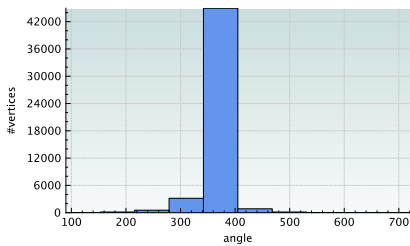


min relative length 0.0689
max relative length 3.1474

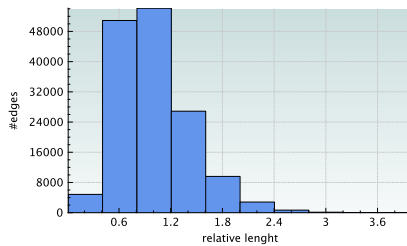


max (max edge)/(min edge) 12.59
(max edge)/(min edge)>10000 : 0

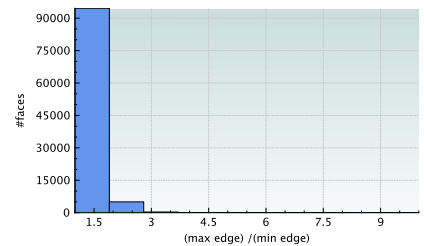
brain



min angle 116.204°
max angle 658.787°
angles below 90.00° : 0

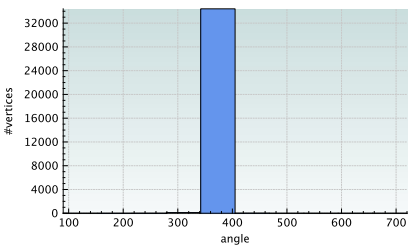


min relative length 0.0511
max relative length 3.8709

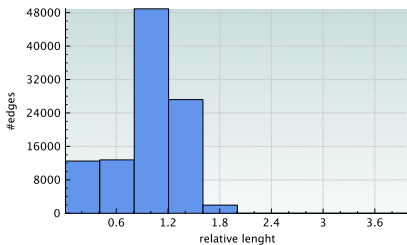


max (max edge)/(min edge) 14.27
(max edge)/(min edge)>10000 : 0

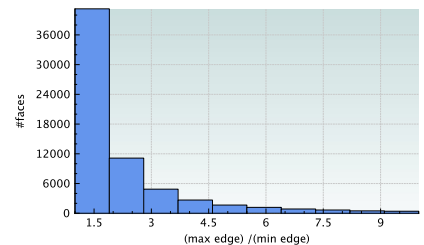
camel



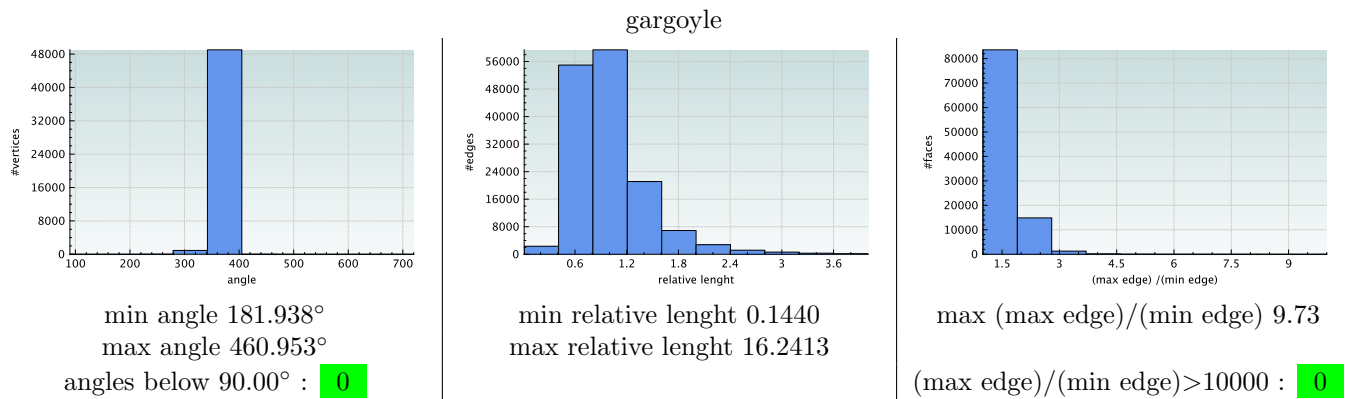
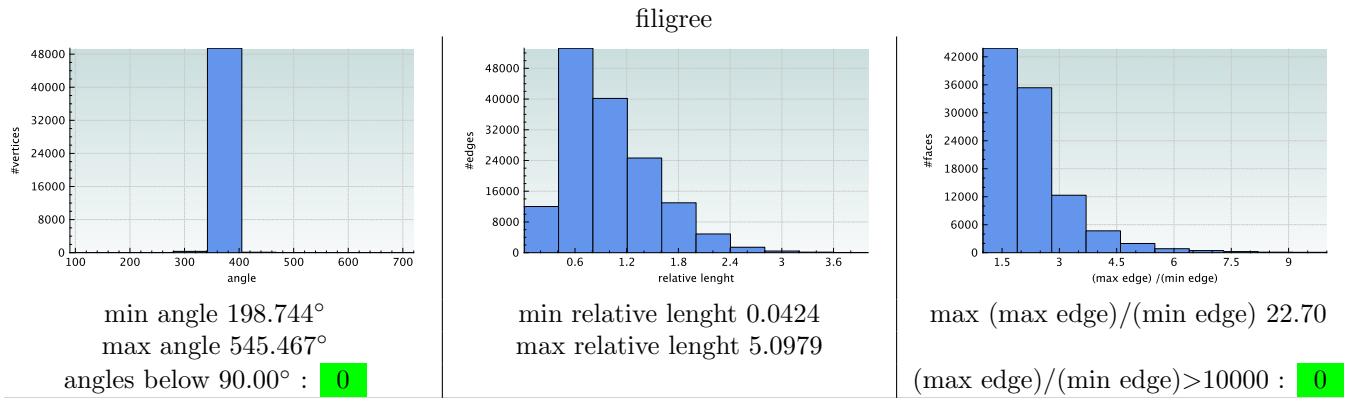
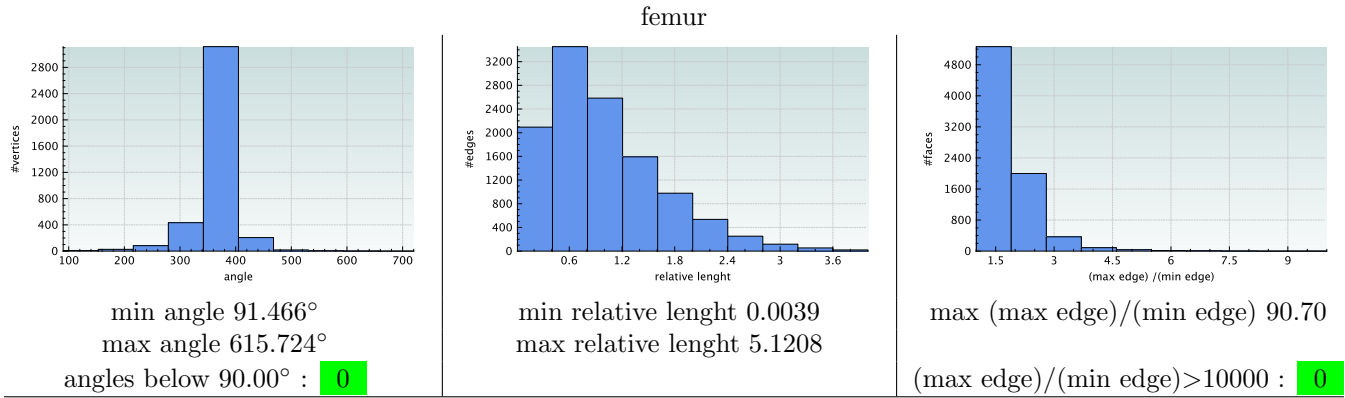
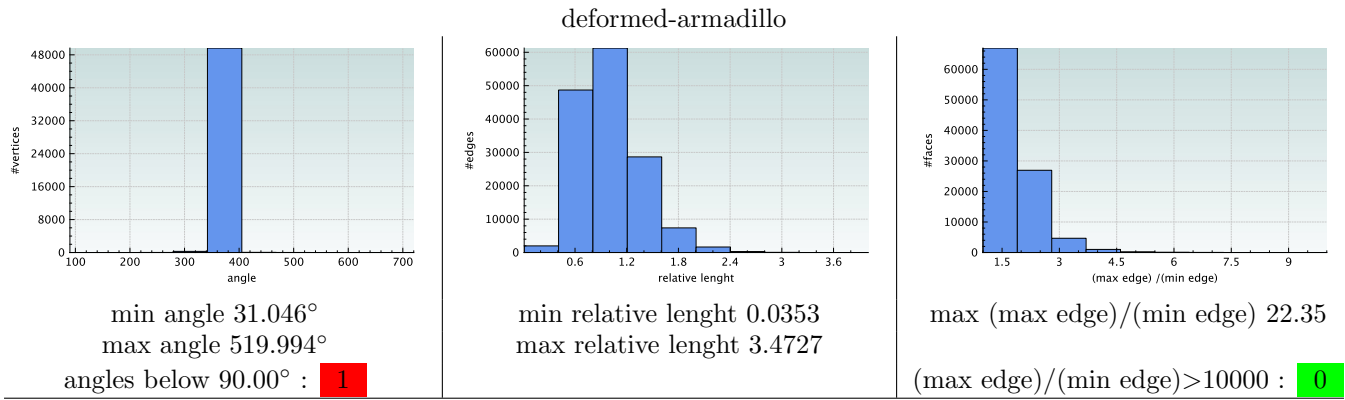
min angle 53.686°
max angle 456.315°
angles below 90.00° : 2

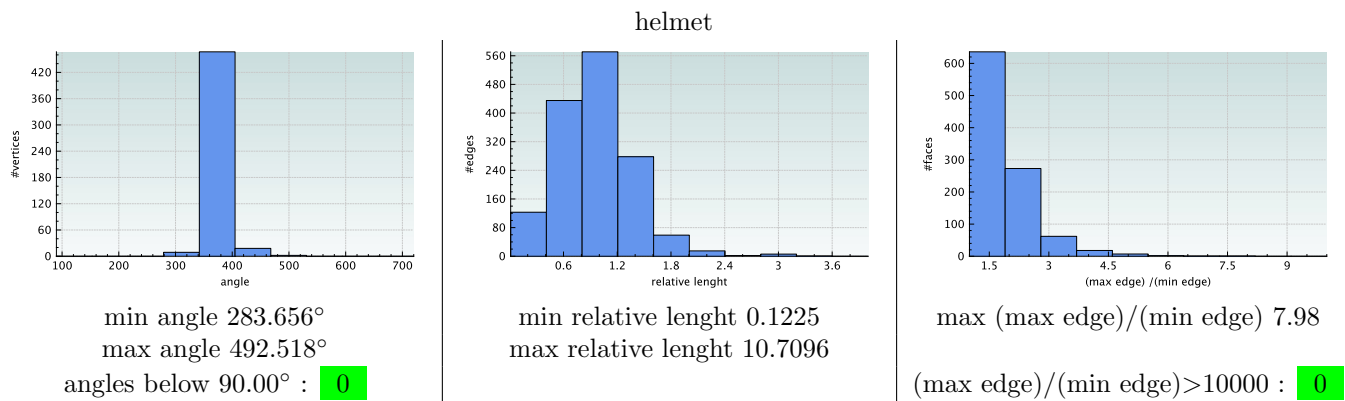
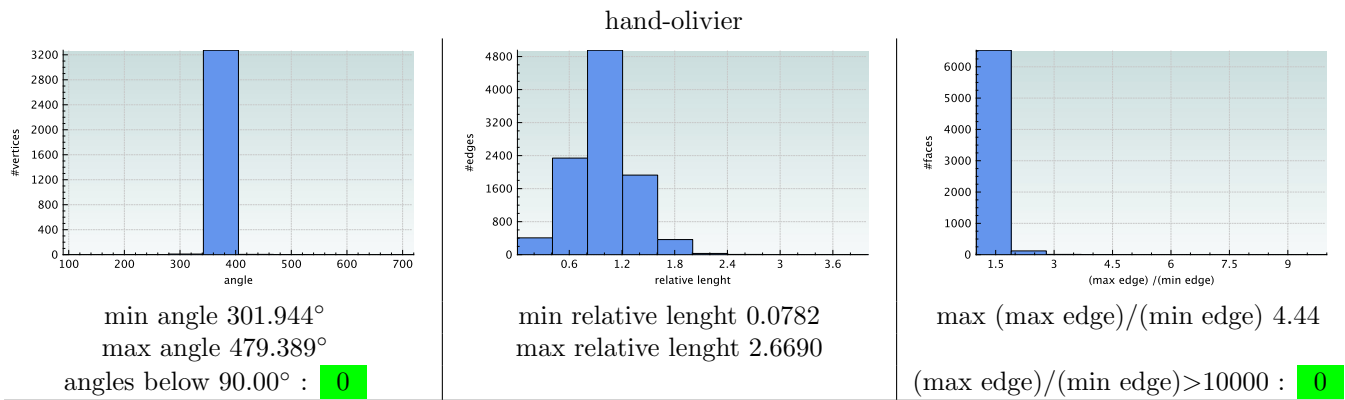
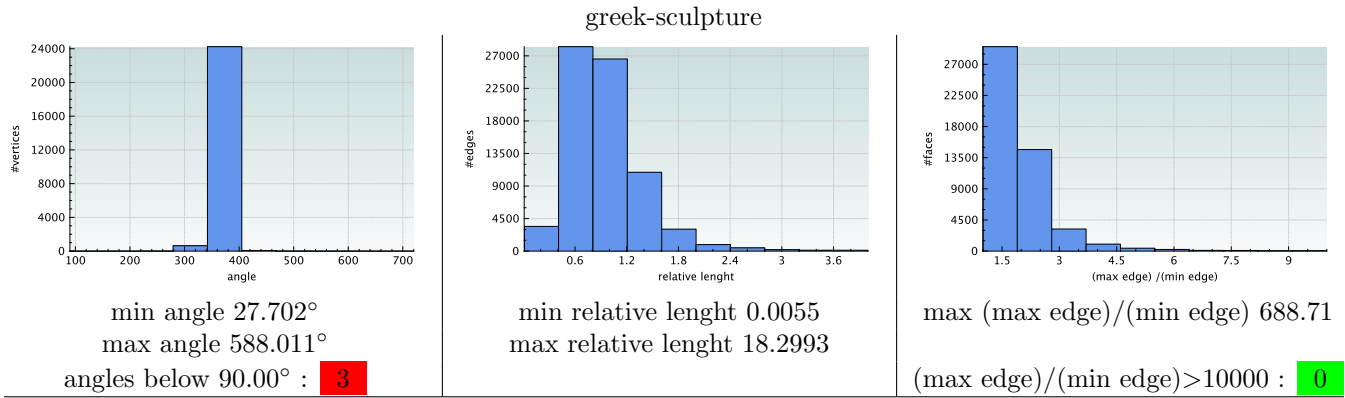
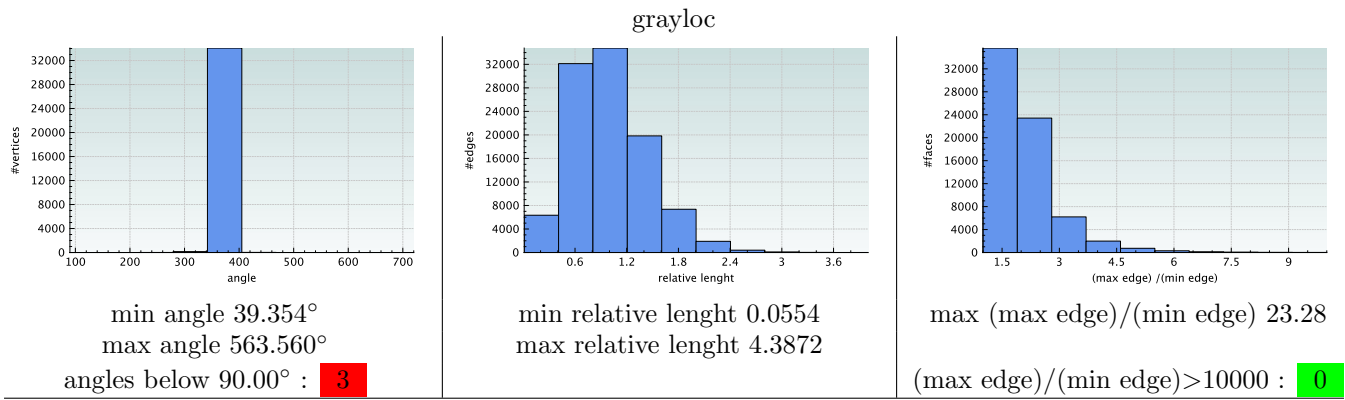


min relative length 0.0001
max relative length 1.7935

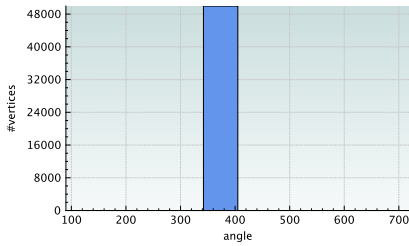


max (max edge)/(min edge) 13842.64
(max edge)/(min edge)>10000 : 6

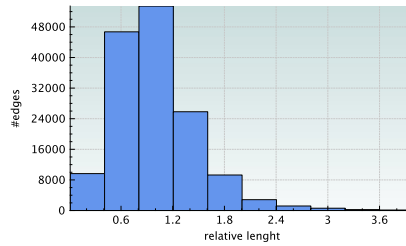




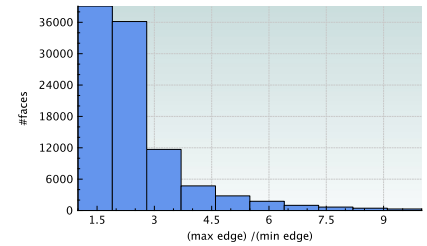
heptoroid



min angle 338.510°
max angle 385.090°
angles below 90.00° : 0

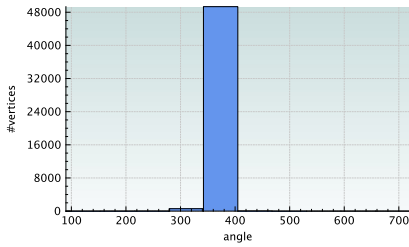


min relative length 0.0872
max relative length 5.5070

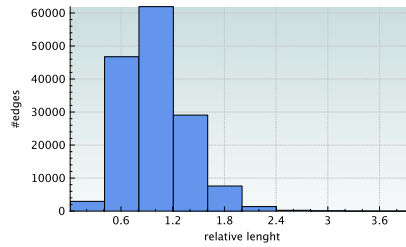


max (max edge)/(min edge) 34.94
(max edge)/(min edge)>10000 : 0

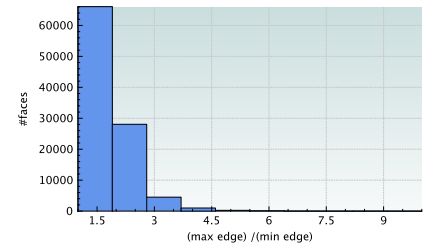
isidore-horse



min angle 152.706°
max angle 496.809°
angles below 90.00° : 0

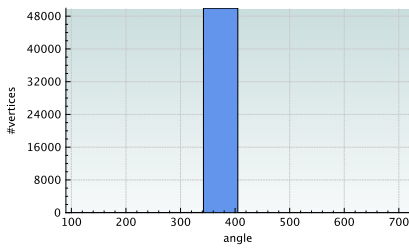


min relative length 0.0345
max relative length 9.8195

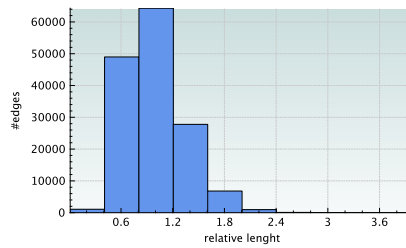


max (max edge)/(min edge) 26.46
(max edge)/(min edge)>10000 : 0

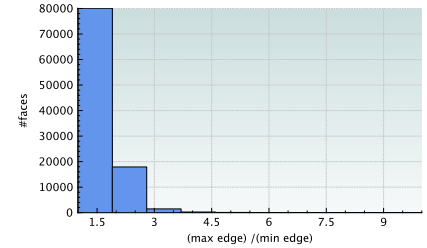
kitten



min angle 201.761°
max angle 424.962°
angles below 90.00° : 0

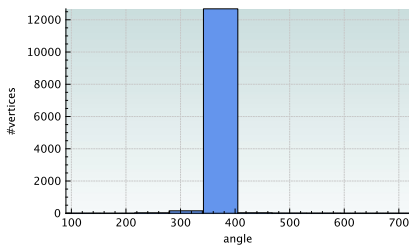


min relative length 0.0188
max relative length 3.1025

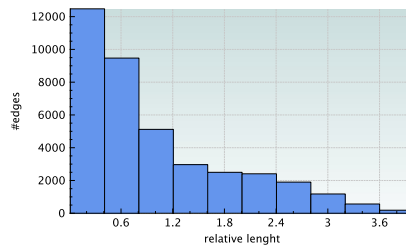


max (max edge)/(min edge) 39.53
(max edge)/(min edge)>10000 : 0

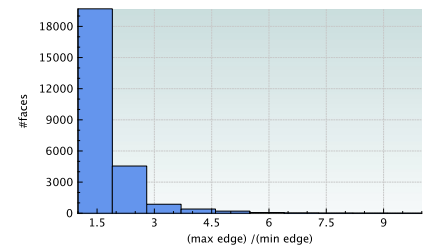
mannequin-devil



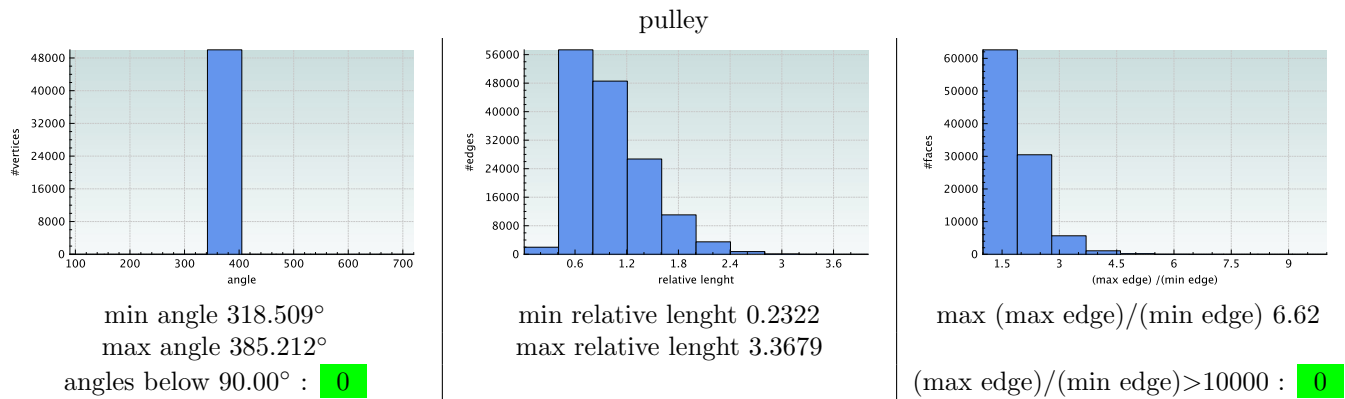
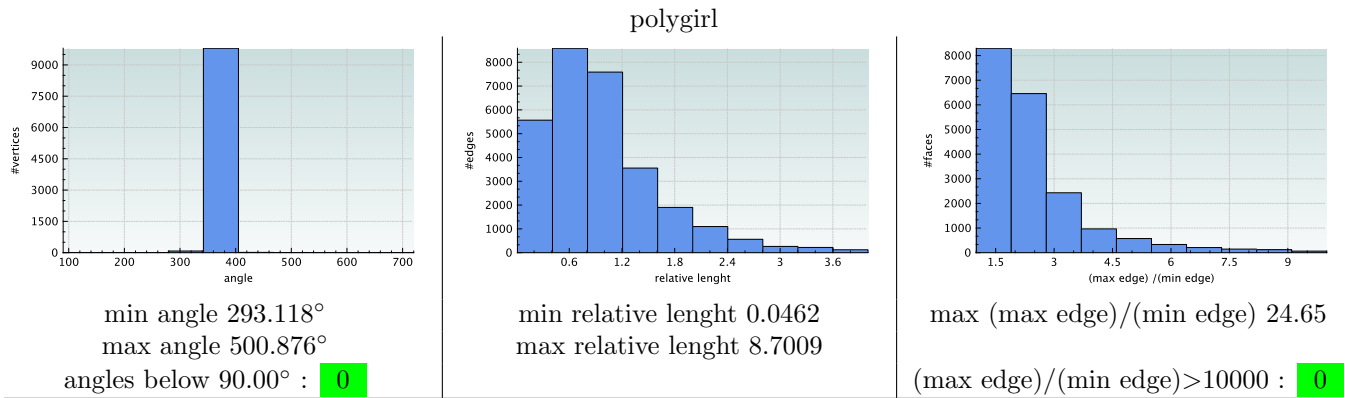
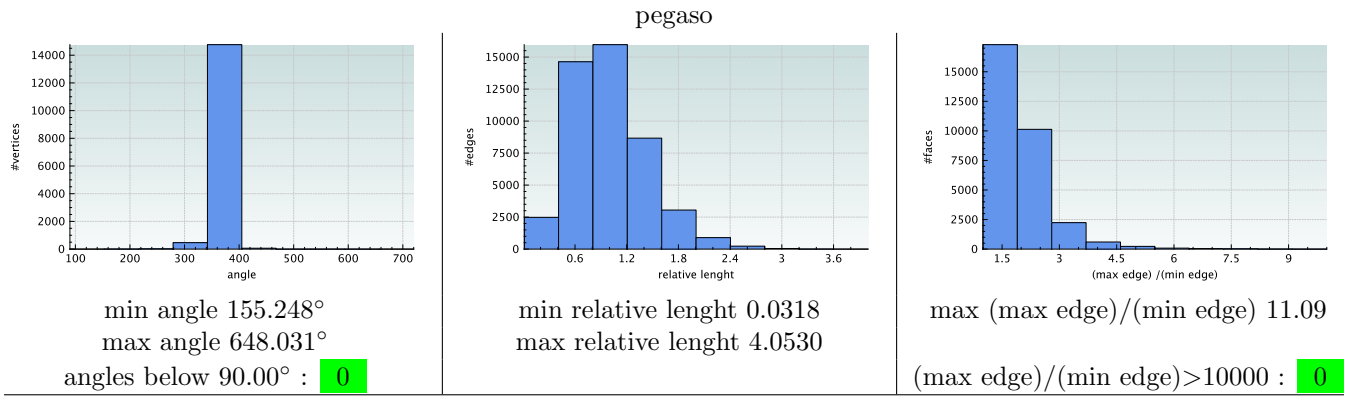
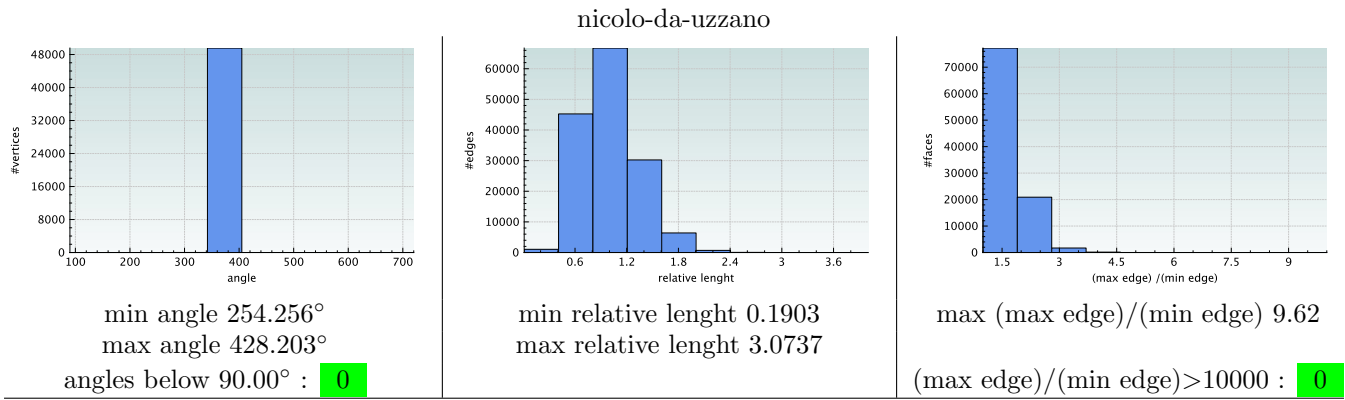
min angle 116.538°
max angle 716.816°
angles below 90.00° : 0

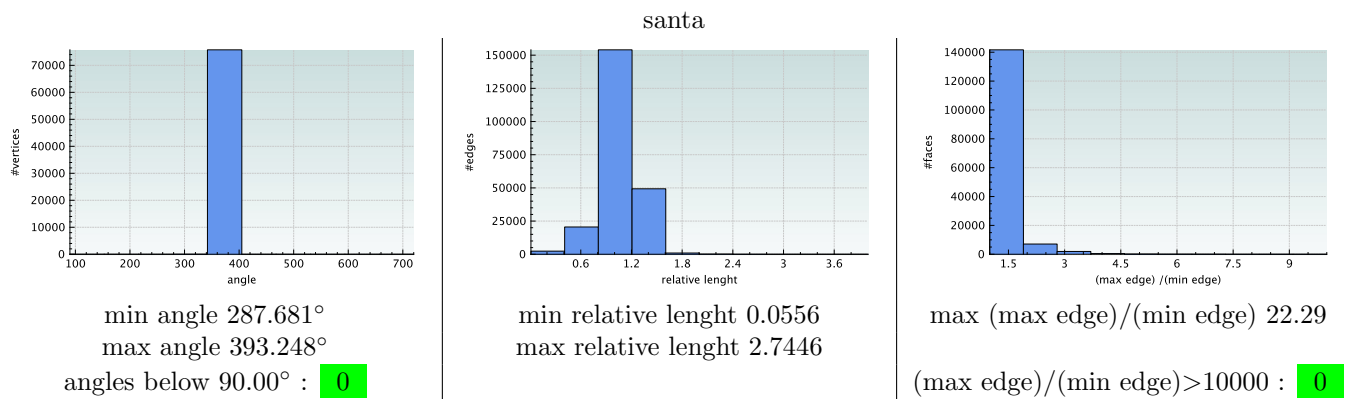
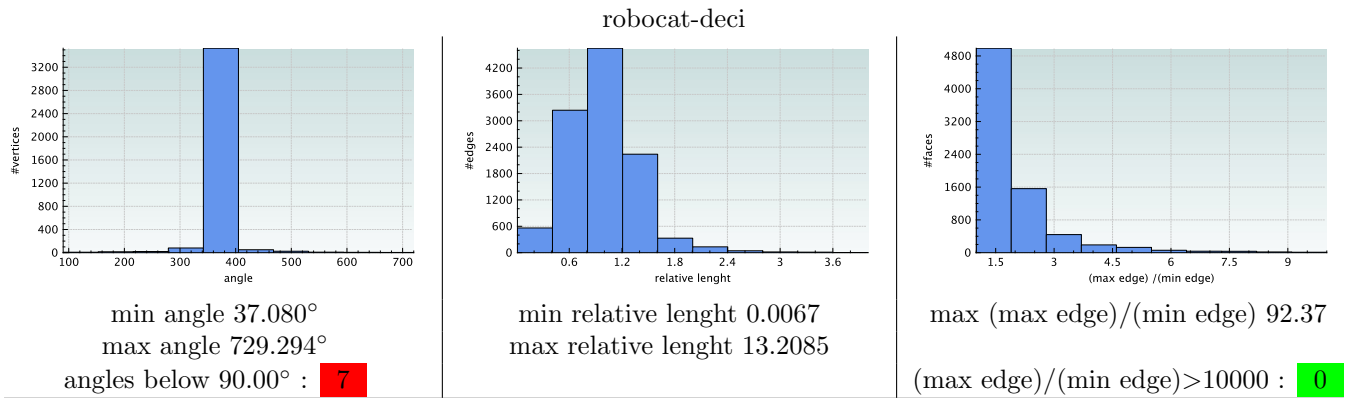
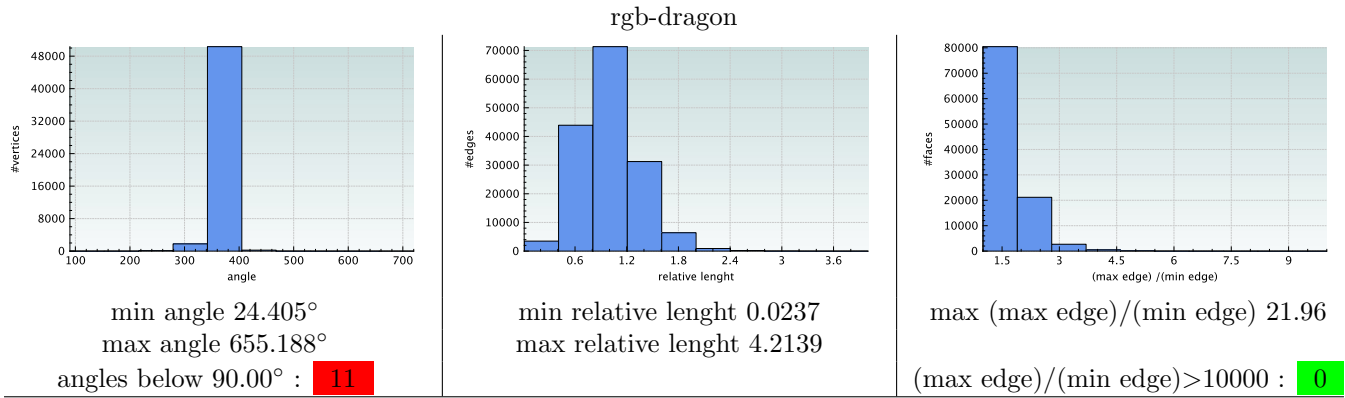
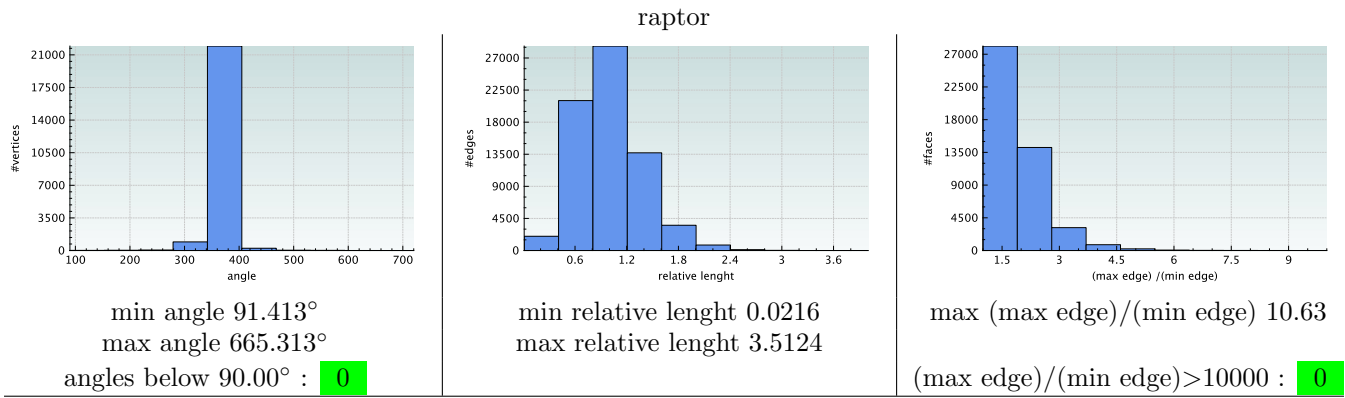


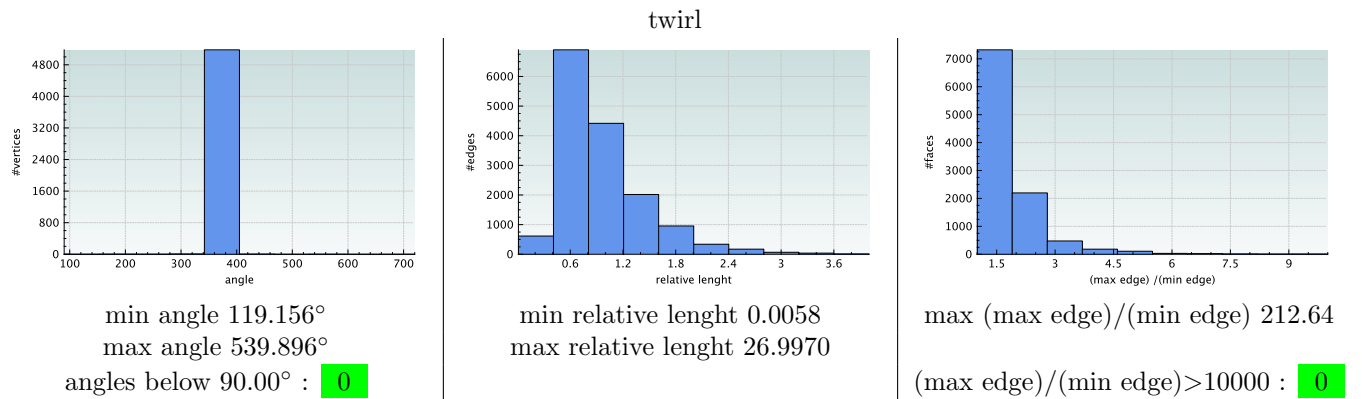
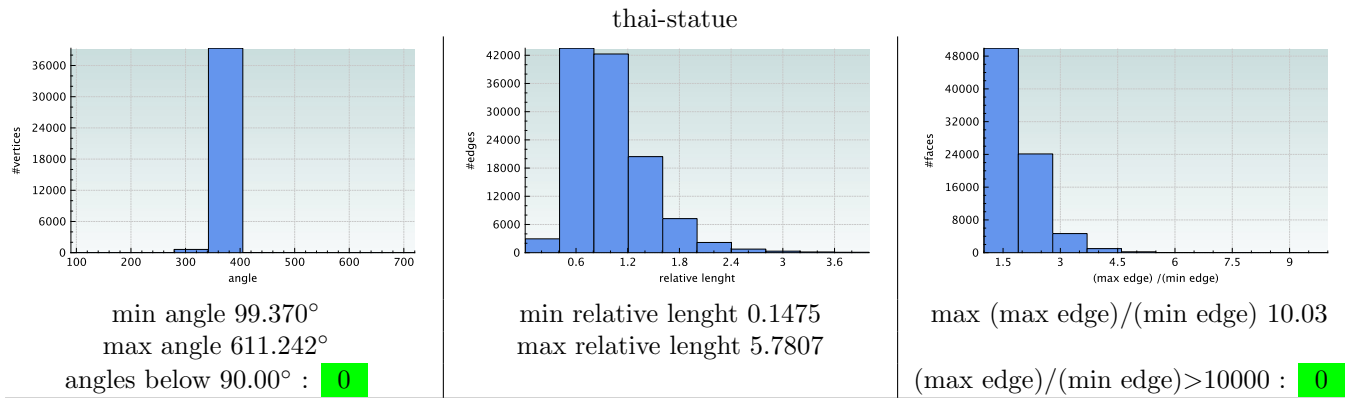
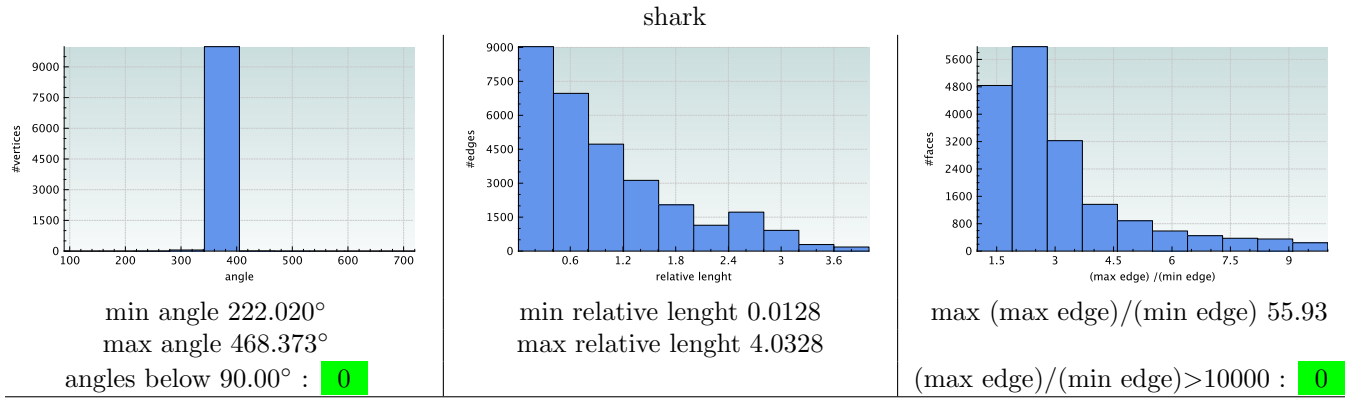
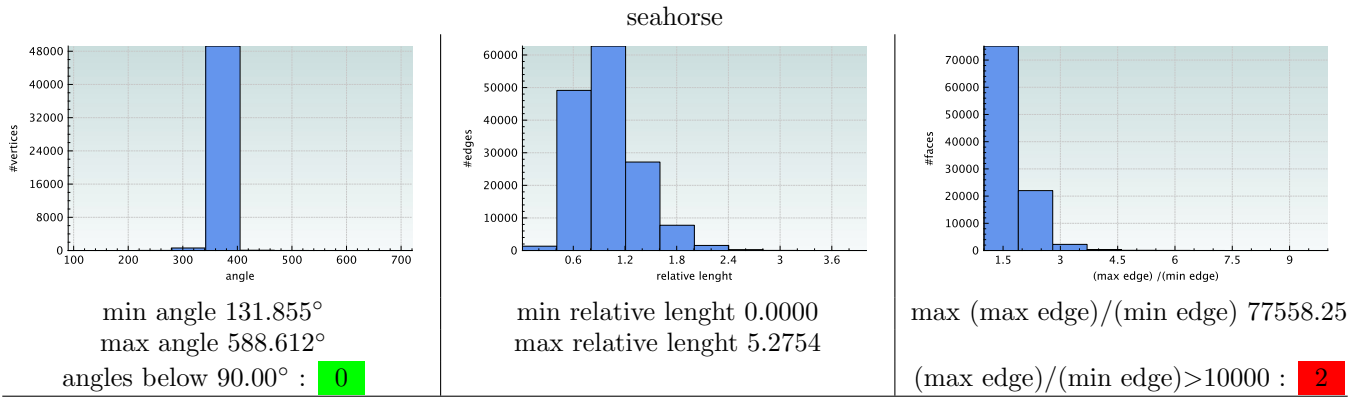
min relative length 0.0040
max relative length 5.9732



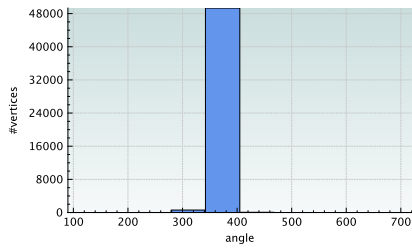
max (max edge)/(min edge) 62.01
(max edge)/(min edge)>10000 : 0



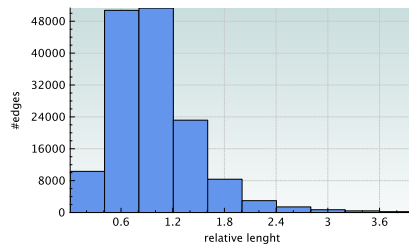




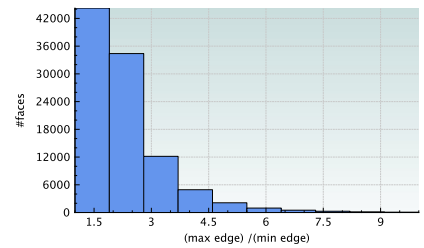
vase-lion



min angle 147.548°
max angle 497.812°
angles below 90.00° : 0

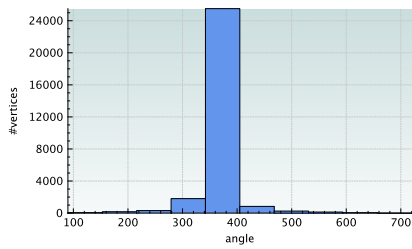


min relative length 0.0920
max relative length 36.6143

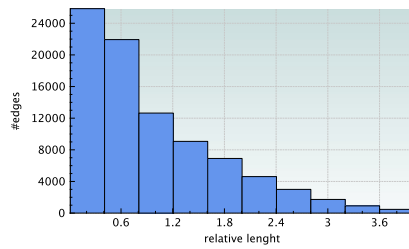


max (max edge)/(min edge) 92.63
(max edge)/(min edge)>10000 : 0

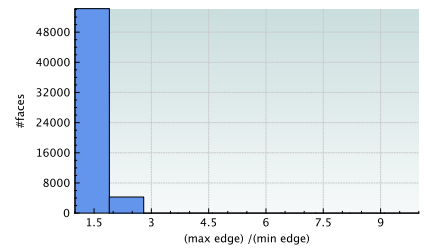
vh-skin



min angle 96.586°
max angle 660.619°
angles below 90.00° : 0



min relative length 0.0185
max relative length 8.3358



max (max edge)/(min edge) 2.36
(max edge)/(min edge)>10000 : 0

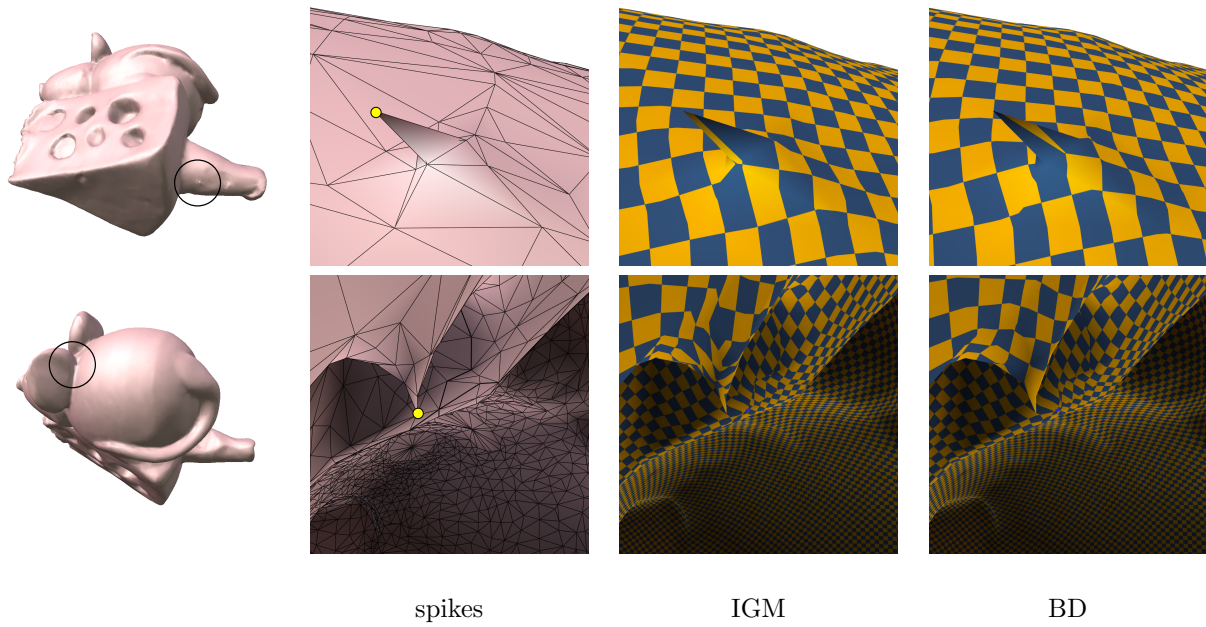


Figure 1: The mouse model have spikes, but both IGM or BD produce a parametrization with no foldovers.

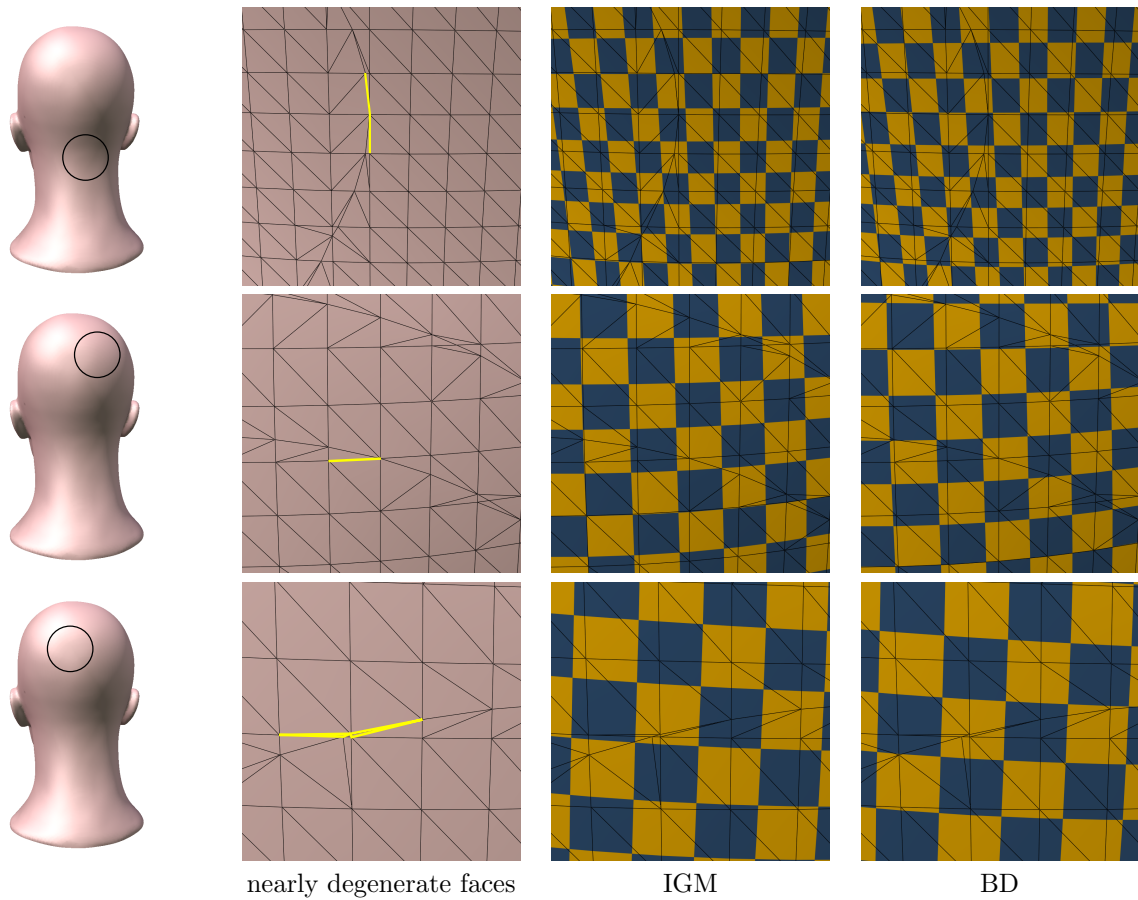


Figure 2: The mannequin-mc model have nearly-degenerate faces but both IGM or BD produces a parametrization with no foldovers.

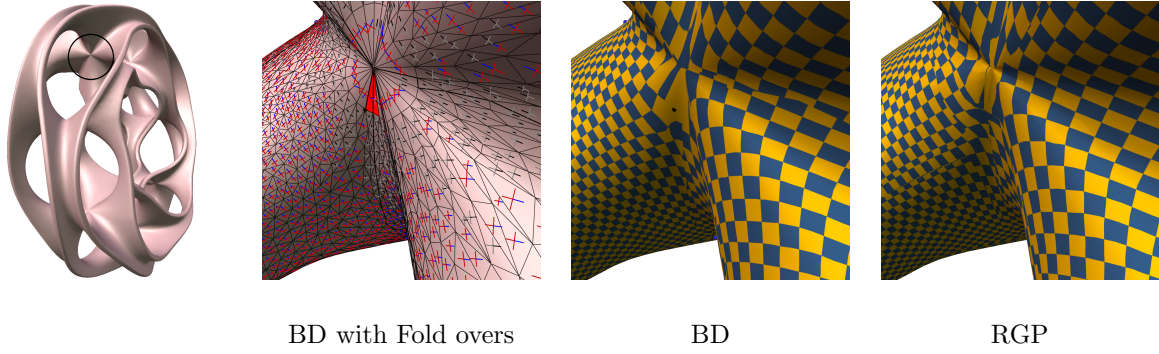


Figure 3: The heptoroid model have no nearly-degenerate faces or spikes but the parametrization produced by BD has fold overs. Our method produces a valid parametrization.

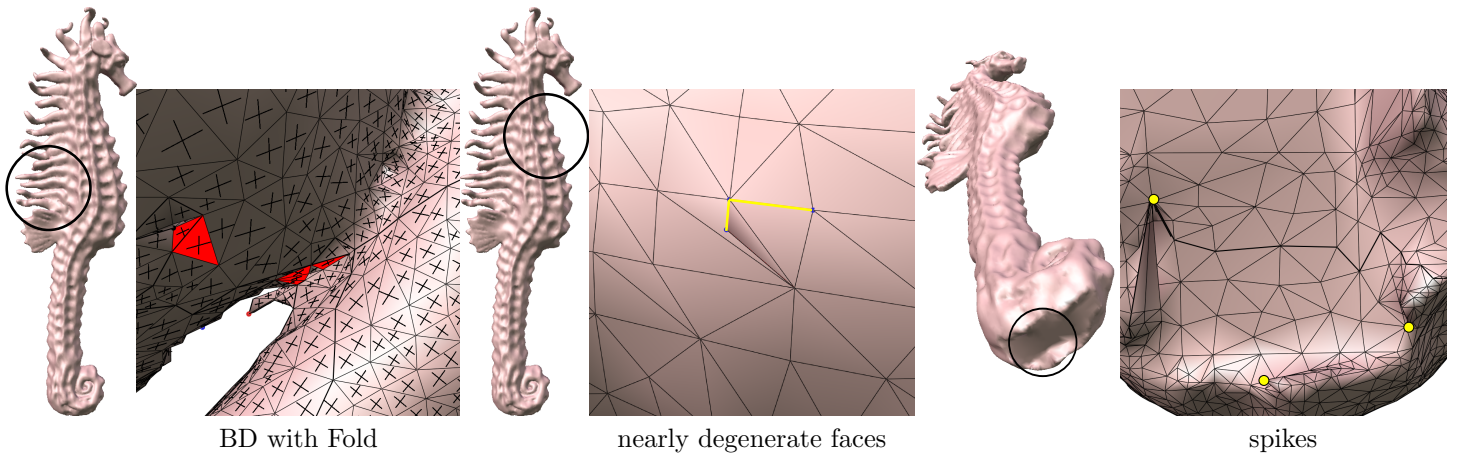


Figure 4: The seahorse model have spikes and nearly-degenerate faces but far away from foldovers.

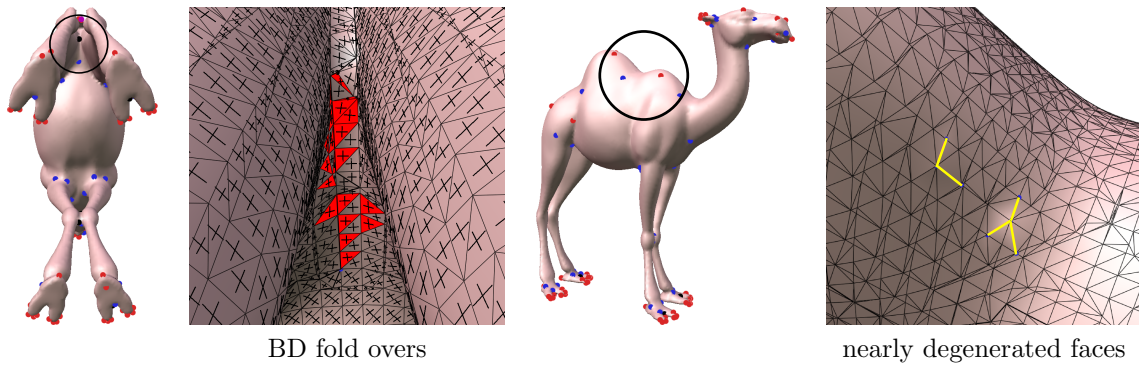
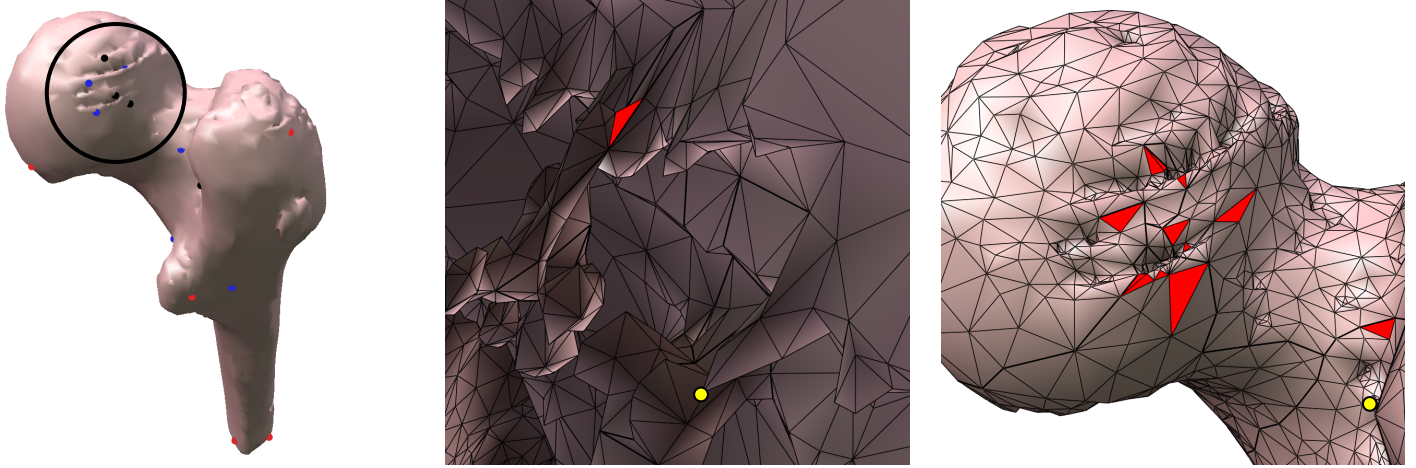


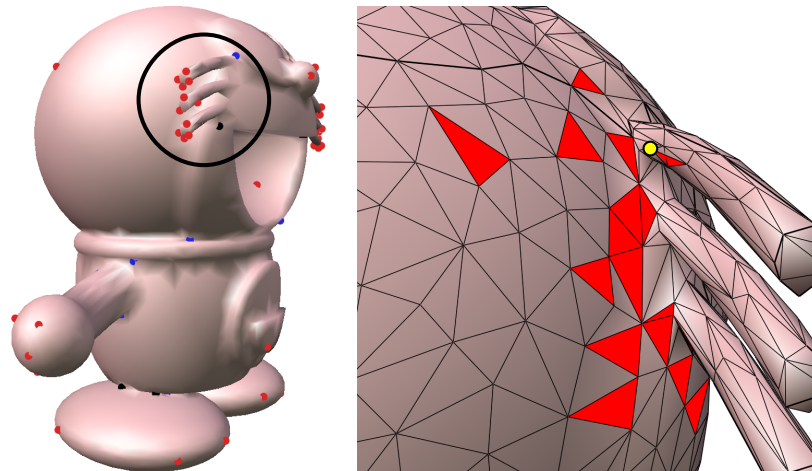
Figure 5: The camel model have nearly-degenerated faces, but far from foldovers generated by BD parametrization .



BD fold overs and spikes

IGM fold overs and spikes

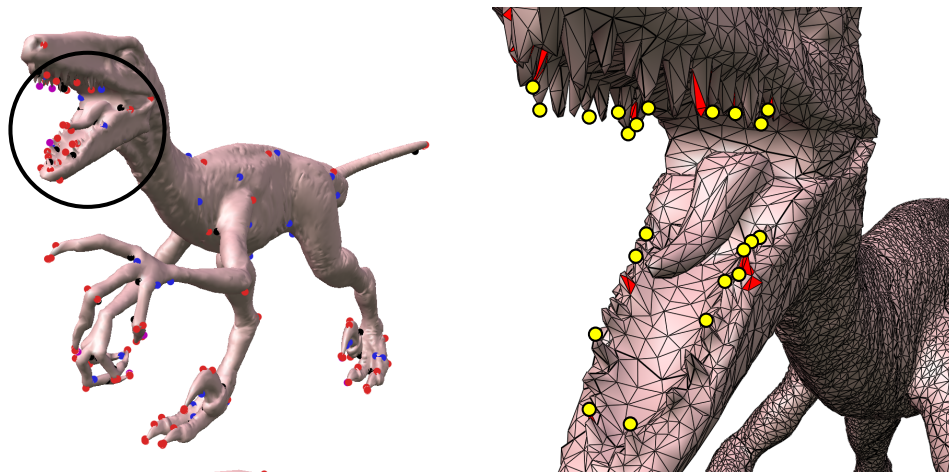
Figure 6: The femur model have spikes, but far from foldovers generated by BD or IGM parametrization .



Global View

IGM fold overs and spikes

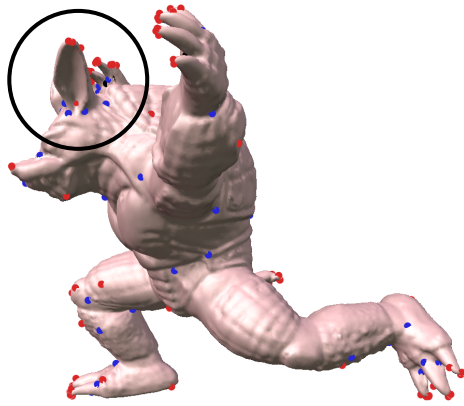
Figure 7: The robot model have spikes, but far from foldovers generated by IGM parametrization .



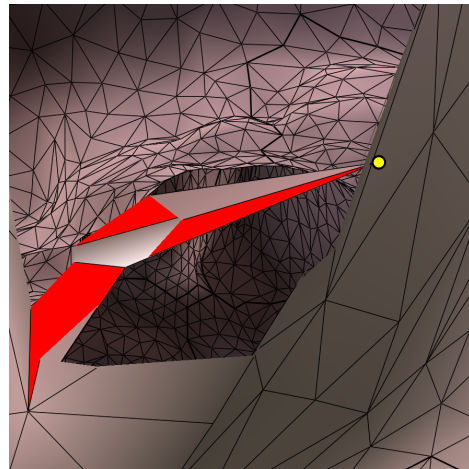
Global View

BD fold overs and spikes

Figure 8: The raptor model have some spike close to foldovers generated by BD parametrization .



Global View



BD fold overs with spikes

Figure 9: The deformed armadillo have some spike close to foldovers generated by BD parametrization .