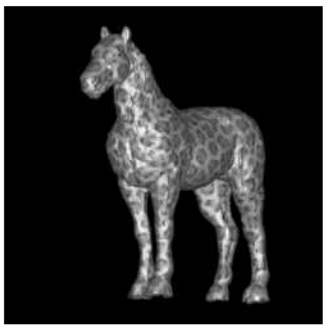
(a) Lion volume from scan-converted polygon mesh.



(b) Leopard-horse volume from scan-converted polygon mesh.

(c) Volume morph halfway between lion and leopard-horse.