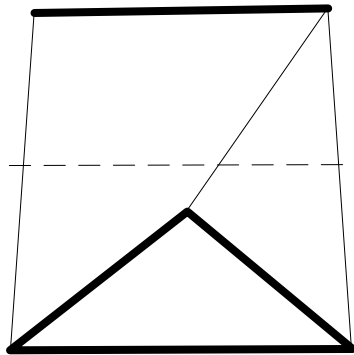
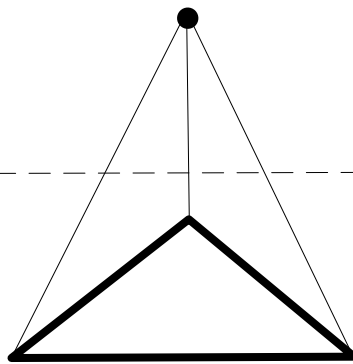


triangle-to-triangle



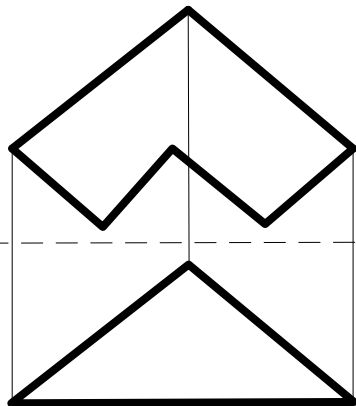
triangle-to-edge



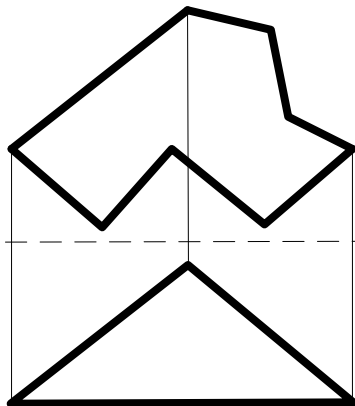
triangle-to-node

*upper mesh*

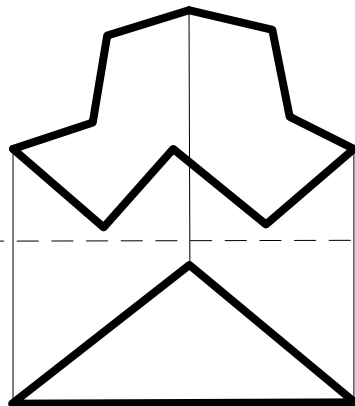
*lower mesh*



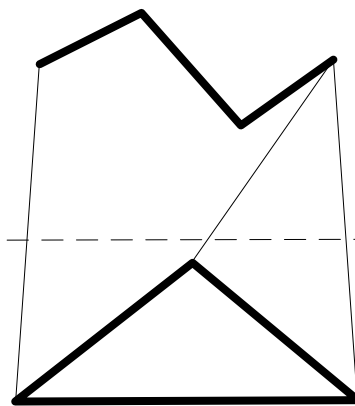
triangle-to-2edge1path



triangle-to-1edge2path



triangle-to-3path



triangle-to-path

*upper mesh*

*lower mesh*