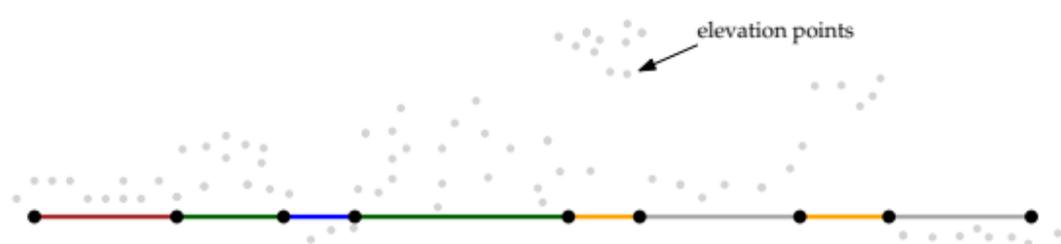
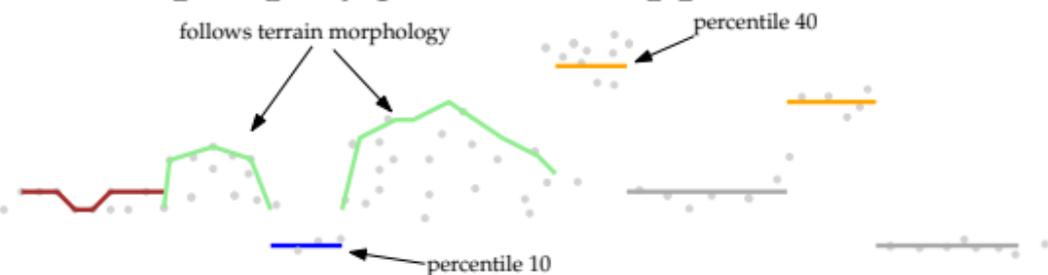




(a) Input polygons are mapped to a class.



(b) Input elevation points are overlaid with polygons.



(c) Each polygon is lifted separately, based on its class.



(d) Adjacent polygons are stitched together to form an error-free surface.