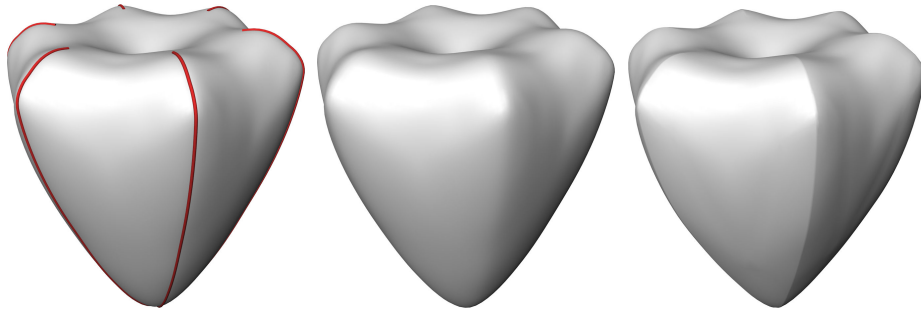(a) Rockerarm model with some selected features in the lower part of the mesh sharpened.

(b) Paprika model with all features sharpened.

Figure 1: Features can be sharpened by multiplying κ_{max} or κ_{min} with a factor $s > 1$. Left: original mesh with feature lines. Middle: original mesh. Right: mesh with sharpened features.
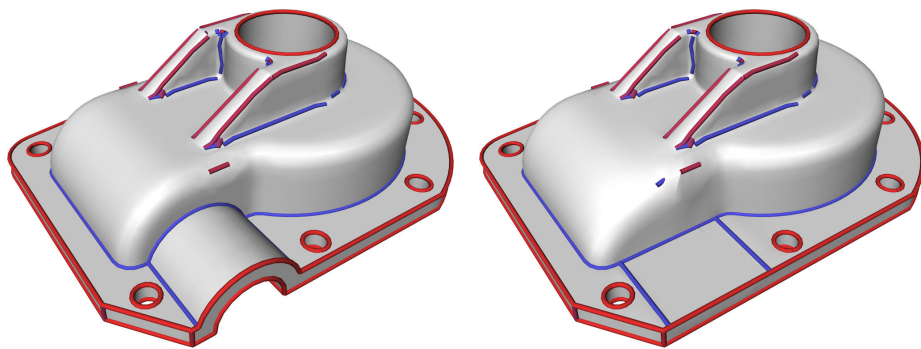

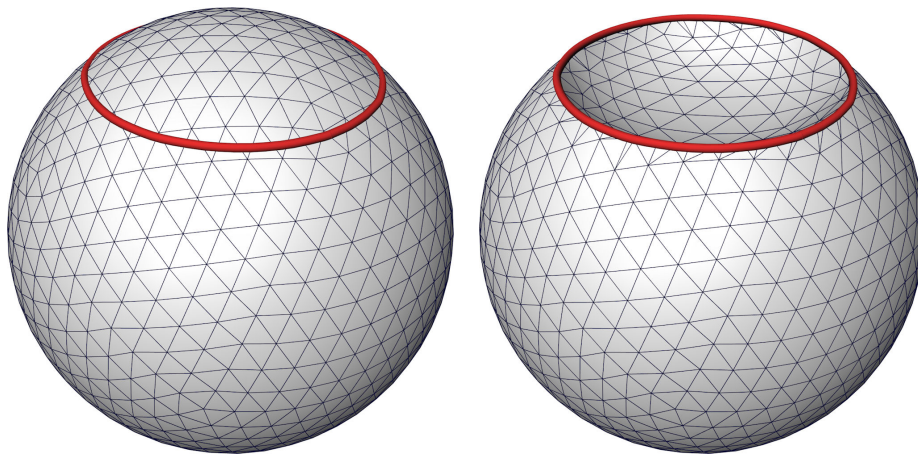Figure 2: Surfaces areas can be flattened by replacing their curvatures with constant zero.

Figure 3: An area on the sphere has been transformed from convex to concave.