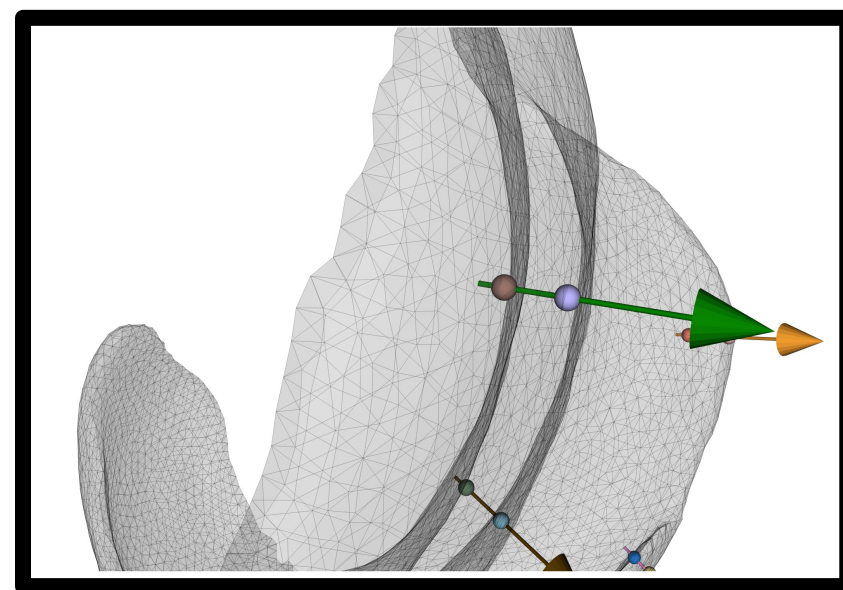
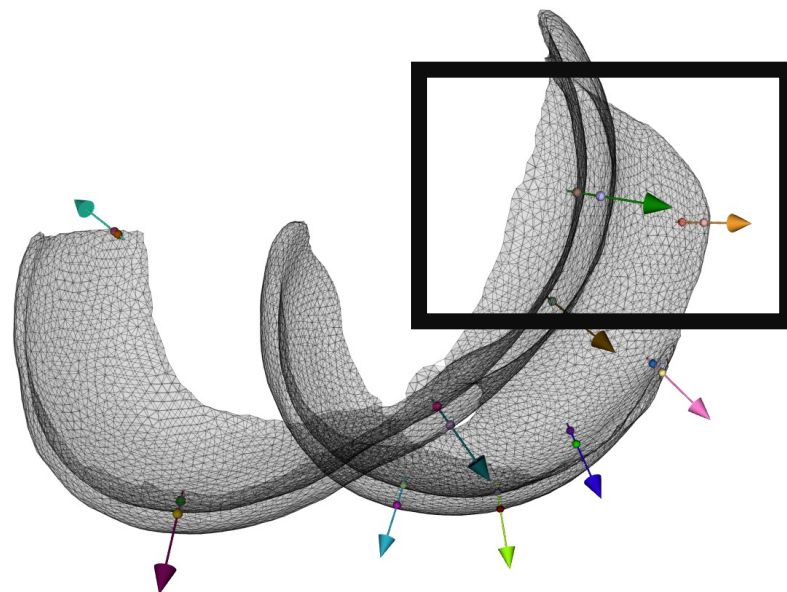
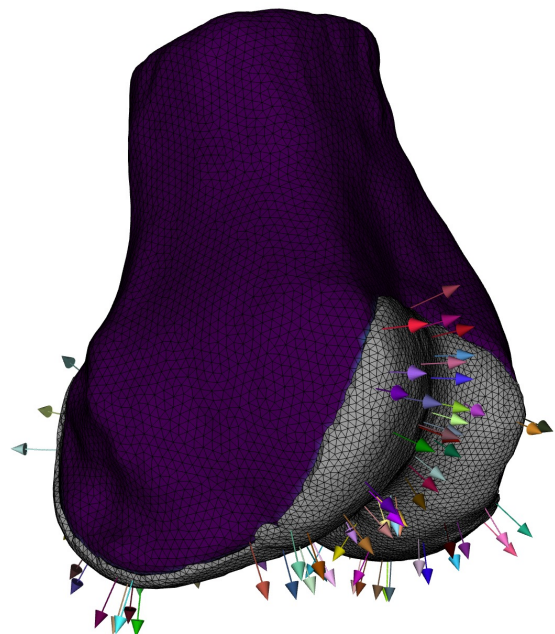


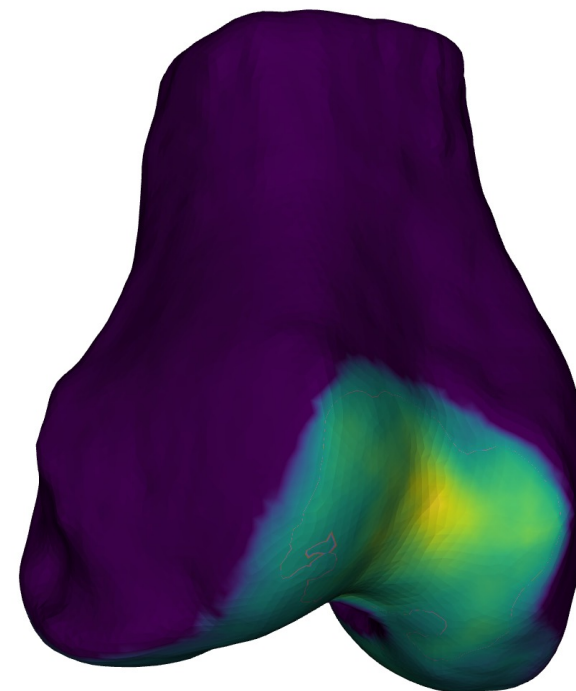
1. Create Bone / Cartilage Surfaces



3. Get intersections with cartilage surface & compute Euclidean distance.



2. Project bone normal vectors



4. Assign thickness (Euclidean distances) to originating bone vertex.