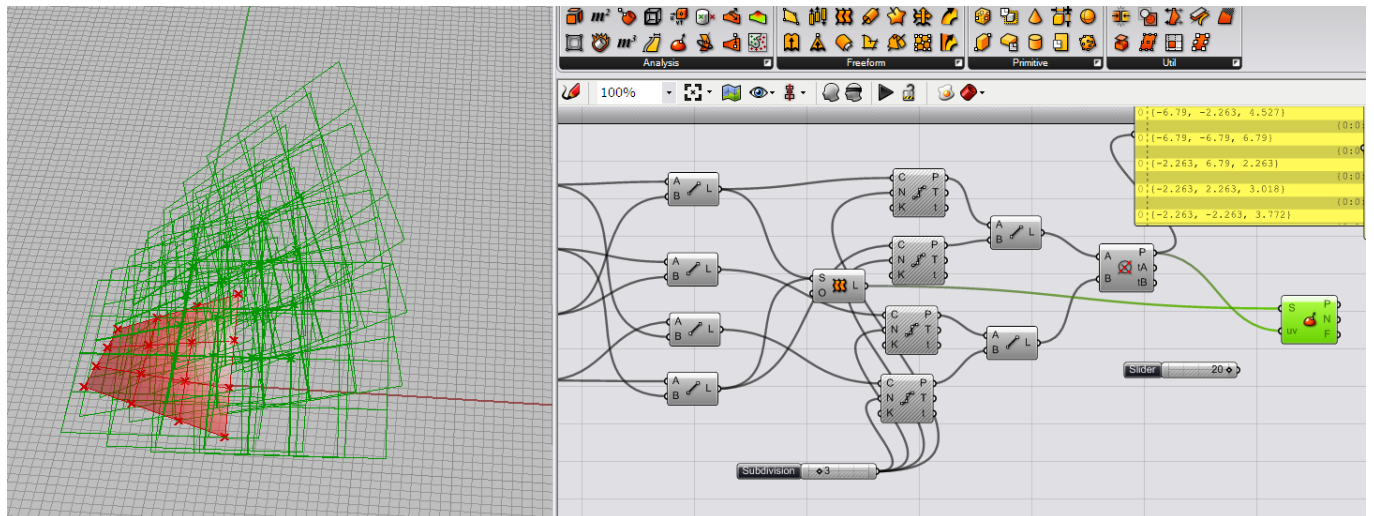




Without reparametrize: points for normals seem to be moved away from surface

With reparametrize, all these points seem to be scattered in space...what's wrong?

