Figure 1: Comparison of mesh unfolding results of 8 selected shapes from 4 classes (*spiders, humans, hands, snakes*) for five different methods. Given a 3D mesh, we show the original mesh (blue), results produced by classical Multi-Dimensional Scaling (MDS) [KW78], Least-square MDS [EK03], feature-preserved canonical form [LGX13], deformation-based feature-preserving unfolding [SK16] (with regularization weight set to 5K), and our method, respectively. We can see that our method achieves best unfolding ability with less distortion and squashing.