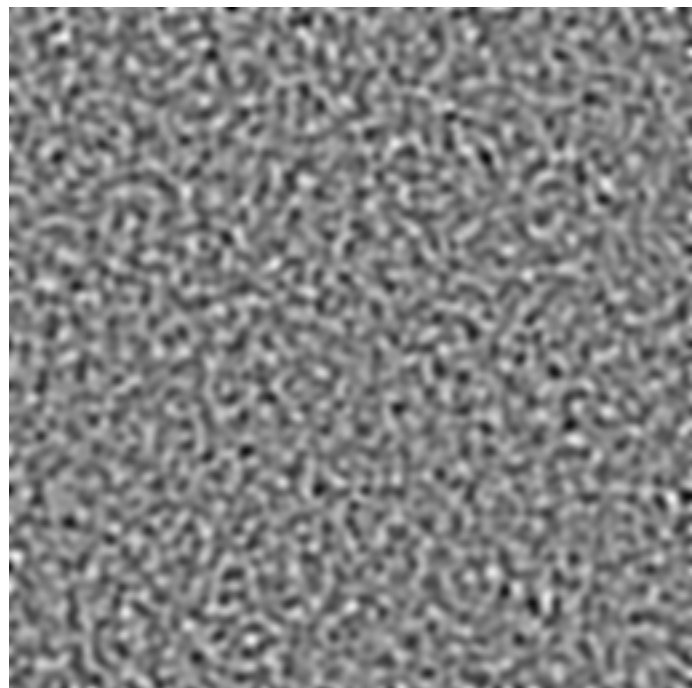


Simple Texture Generator

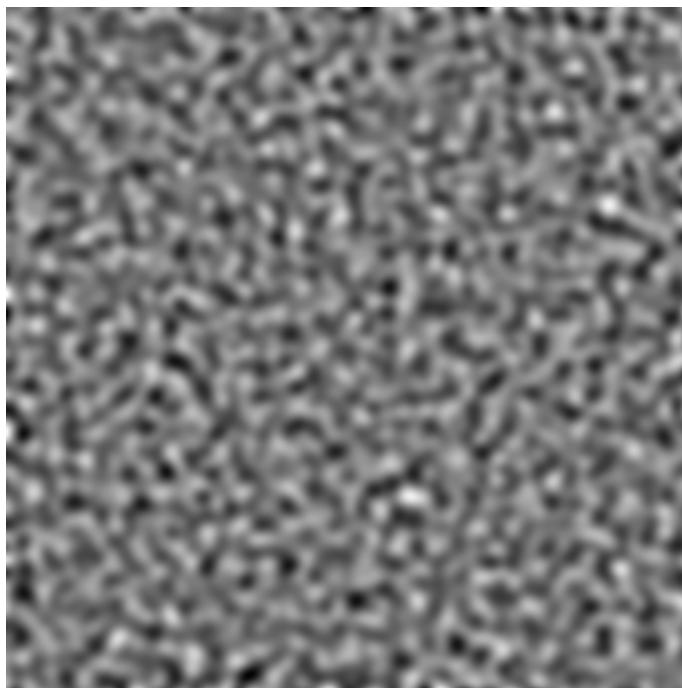
```
// Create a texture, sigma controls the size of the structure
// DoG Filter on a random image (Difference of Gaussian)
// Macro of ImageJ (free software)

sigma = 2

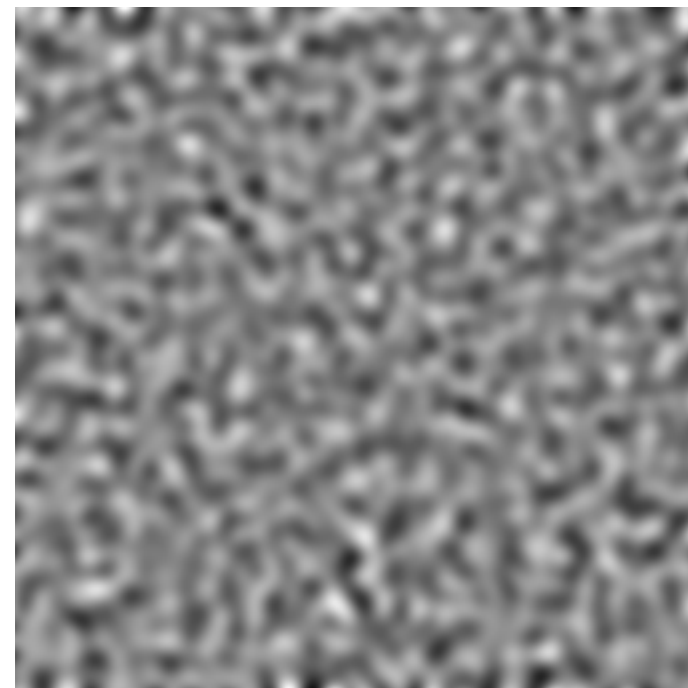
newImage("a", "32-bit noise", 256, 256, 1);
run("Duplicate...", " ");
rename("b")
run("Gaussian Blur...", "sigma=" + sigma);
selectWindow("a");
run("Gaussian Blur...", "sigma=" + (sigma*1.41));
imageCalculator("Subtract create", "a", "b");
setOption("ScaleConversions", true);
run("8-bit");
saveAs("PNG", "/Users/dsage/Desktop/texture-" + sigma + ".png");
```



$\sigma = 2$

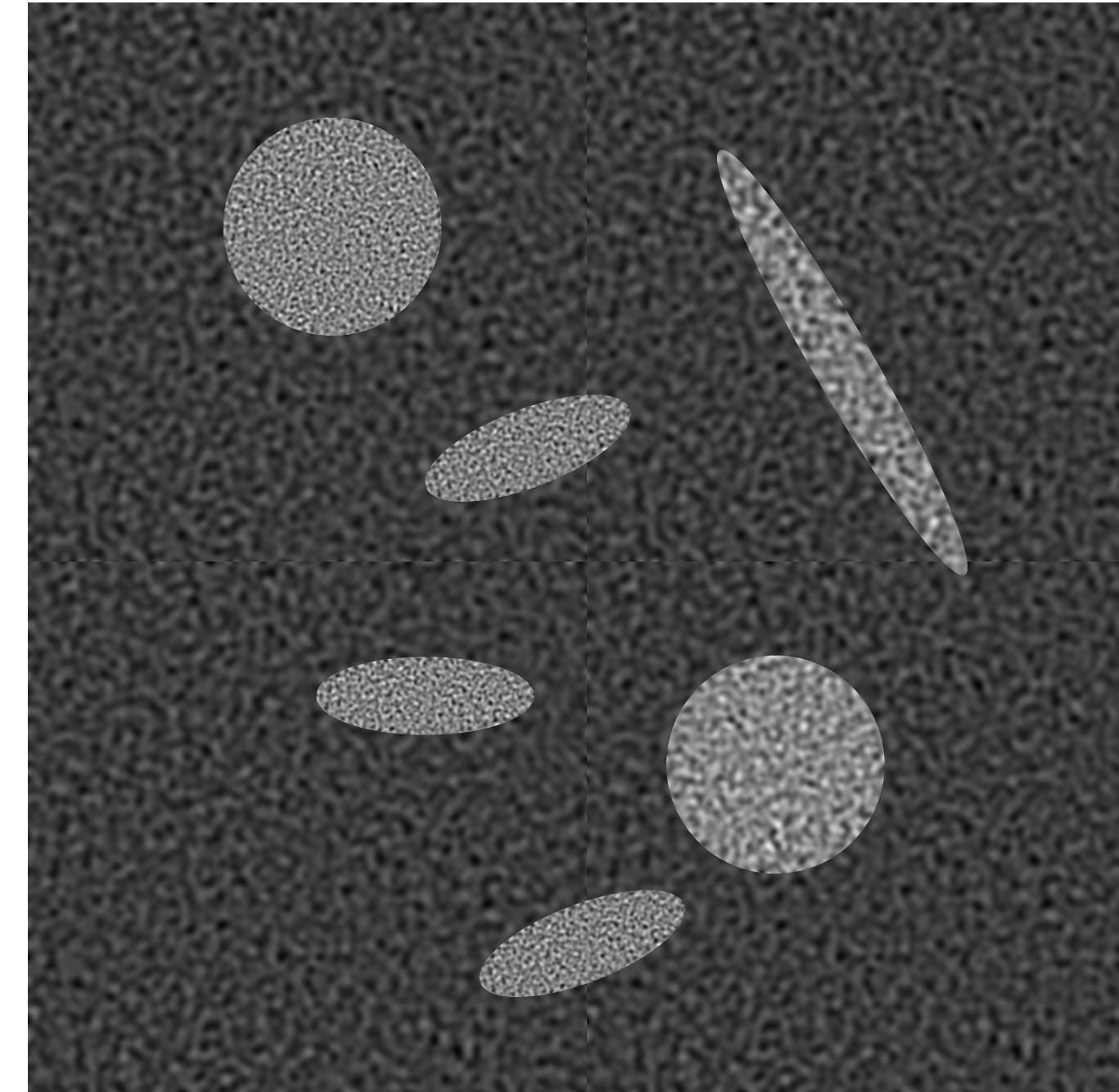


$\sigma = 3$



$\sigma = 4$

Simple Shape Generator



background $\sigma = 1$, mean = 30

class 1 $\sigma = 2$, mean = 100

class 2 $\sigma = 4$, mean = 100