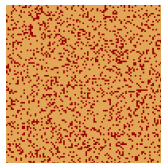
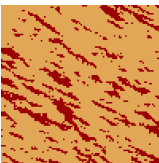
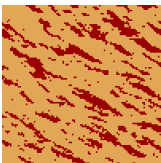
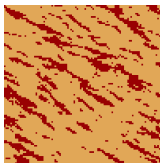
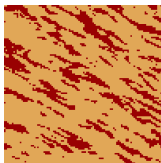


A. Training Image

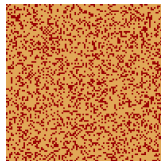
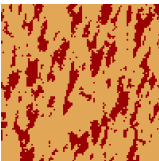
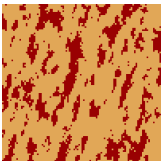
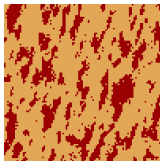
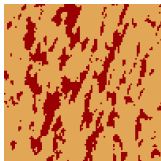
B. Direct Sampling

C. Uniform Generator

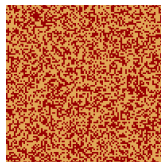
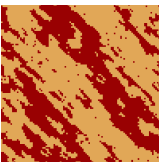
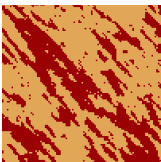
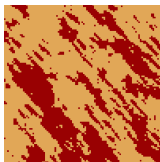
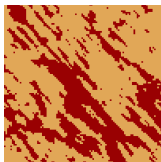
Texture N°1



Texture N°2



Texture N°3



Texture N°4

