

## Texture synthesis:



Figure 1. Input sample texture

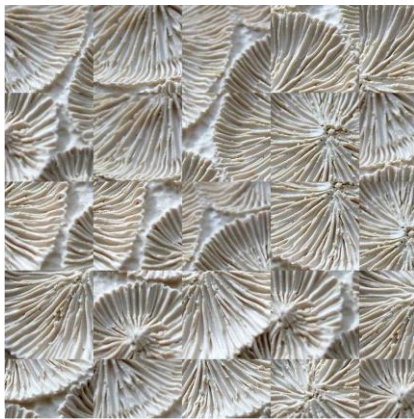


Figure 2. Random with no overlap



Figure 3. Overlap within 0.2 tolerance

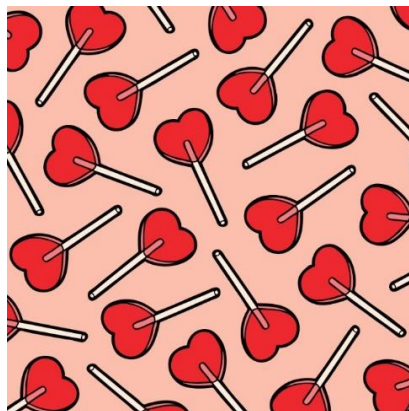


Figure 1. Input sample texture

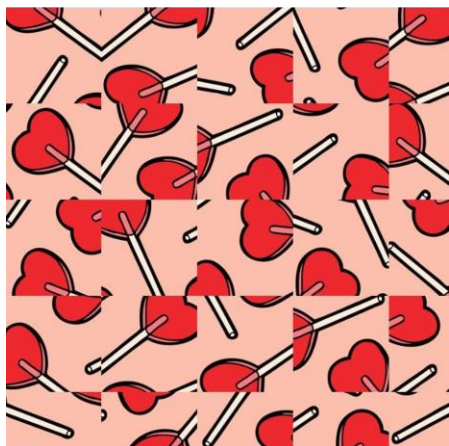


Figure 2. Random with no overlap

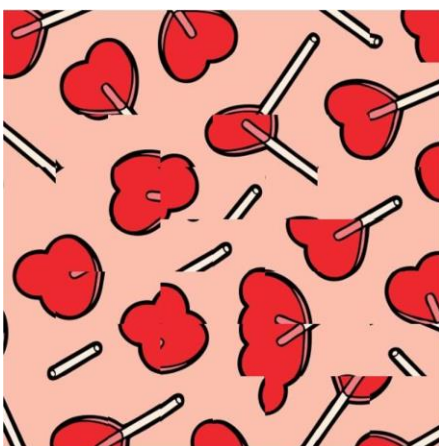


Figure 3. Overlap within 0.2 tolerance