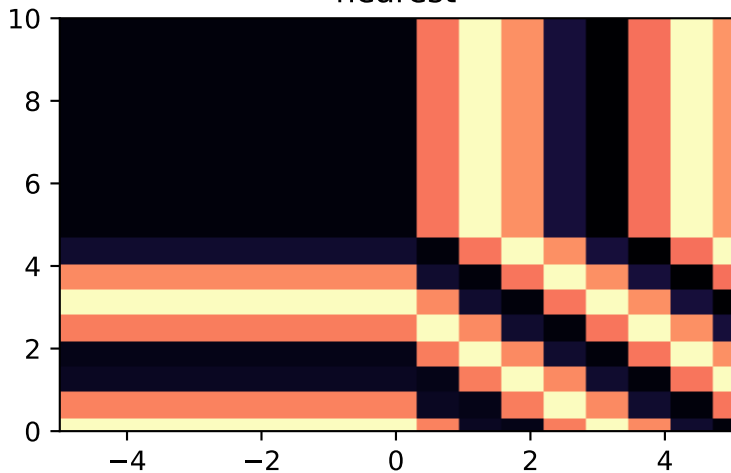
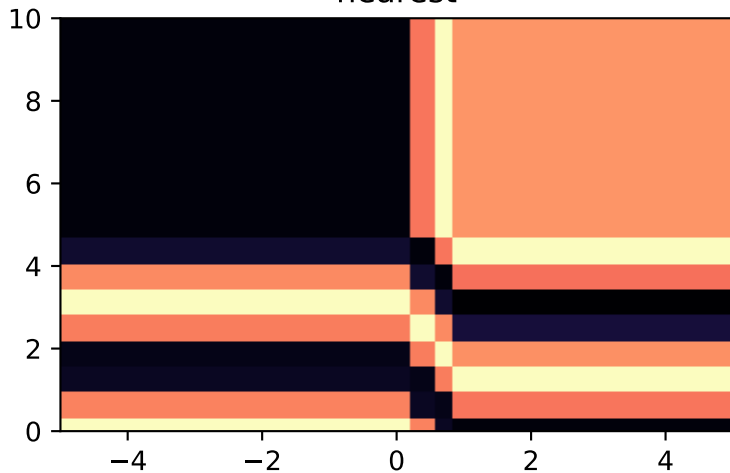


# Transformed NonUniformImage

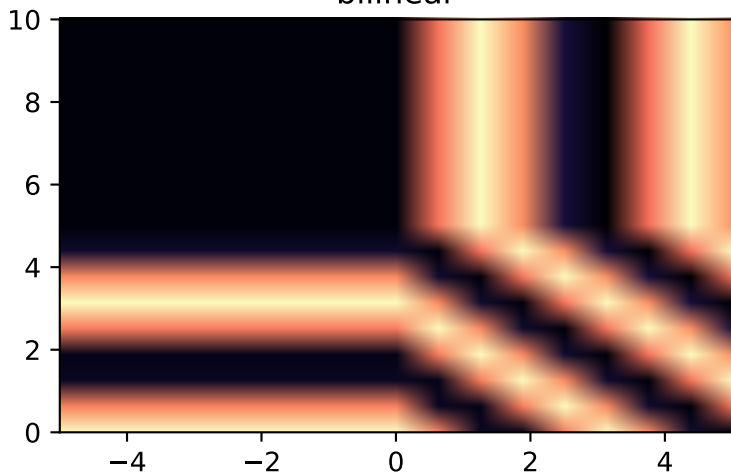
nearest



nearest



bilinear



bilinear

