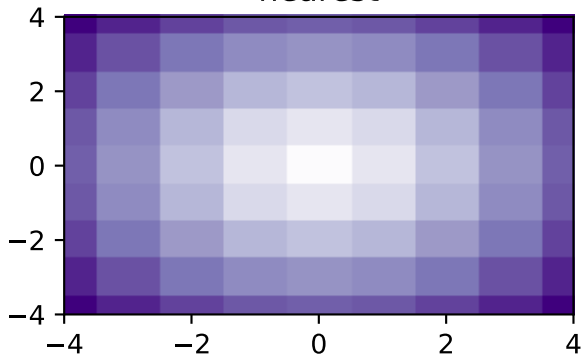
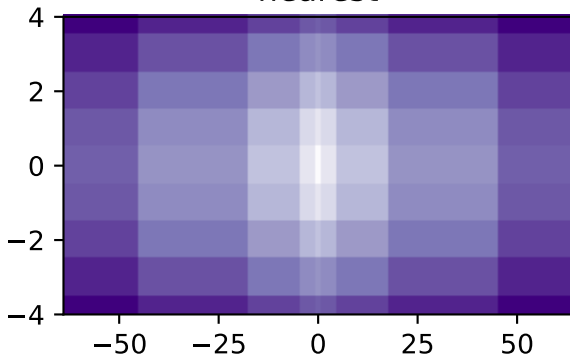


# NonUniformImage class

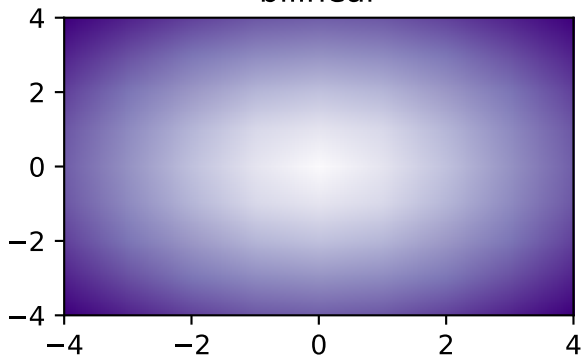
nearest



nearest



bilinear



bilinear

