$$\mathcal{T}_2$$
$$\mathcal{T}_3$$
$$\mathcal{T}_1$$
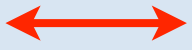$$\mathcal{T}_4$$

physical coordinates
+ **multi-resolution**

$$\mathcal{T} = \mathcal{T}_1 \circ \mathcal{T}_2 \circ \mathcal{T}_3 \circ \mathcal{T}_4$$

Transformation Legend

linear

deformable

symmetric deformable

To avoid compounding interpolation error
with the concatenation of transformations,
never use more than a single interpolation.