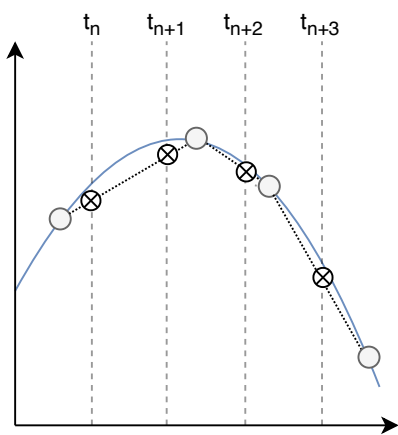
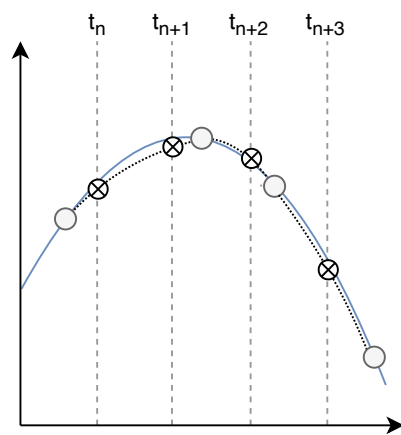


Nearest-Neighbor-Interpolation



Lineare Interpolation



Spline-Interpolation