



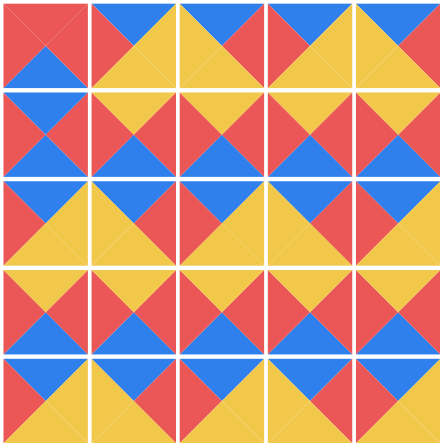
set of tiles



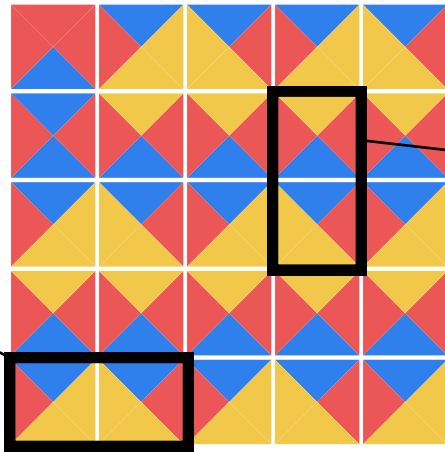
tile for upper-left
corner



tile for lower-right
corner



horizontal
window



vertical
window