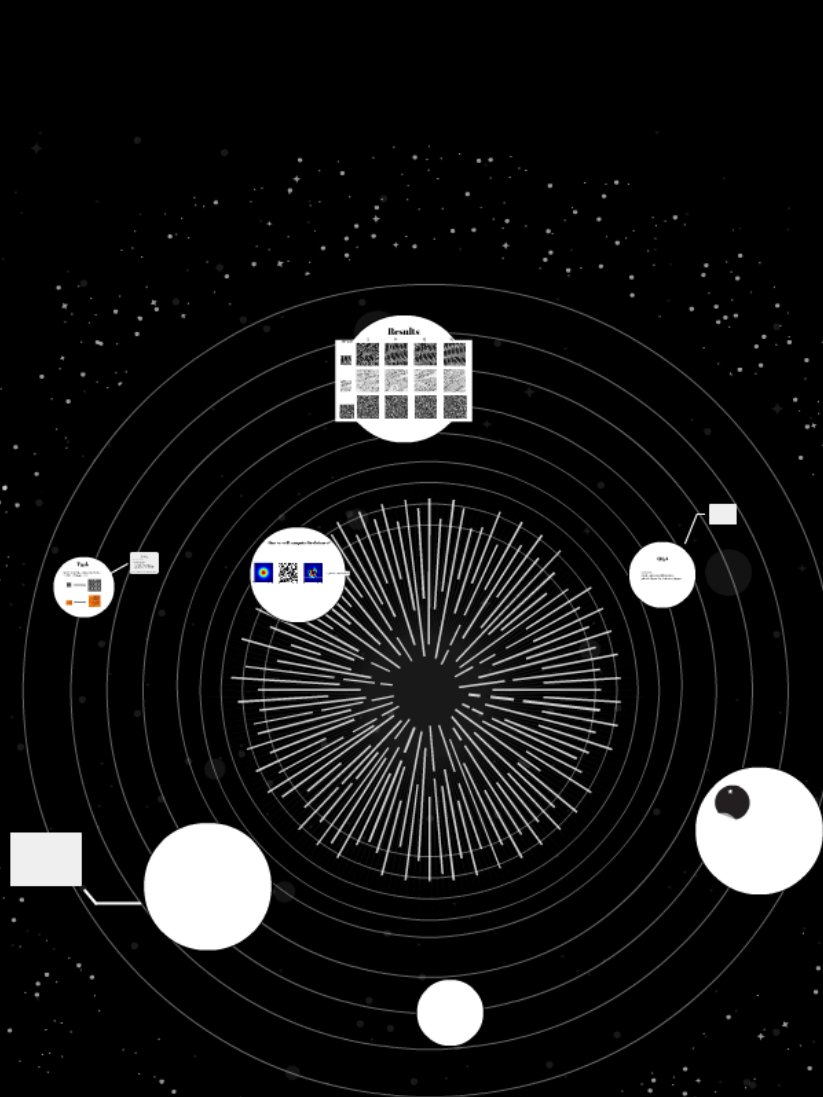


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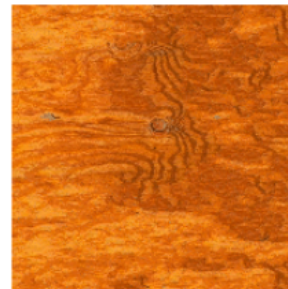
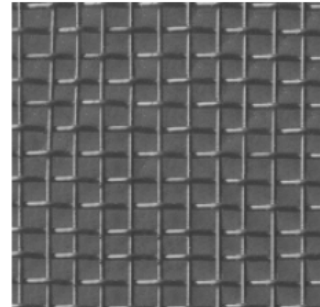
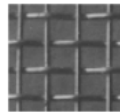


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Task

Given a sample image generate texture of bigger size



Algorithm

Generates new image pixel by pixel

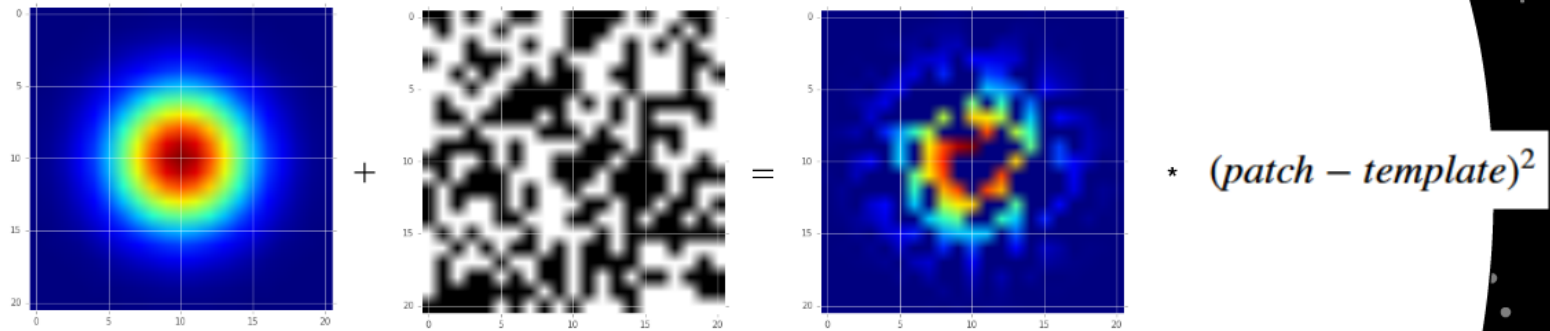
Start with a 3x3 seed

while Image is not filled:

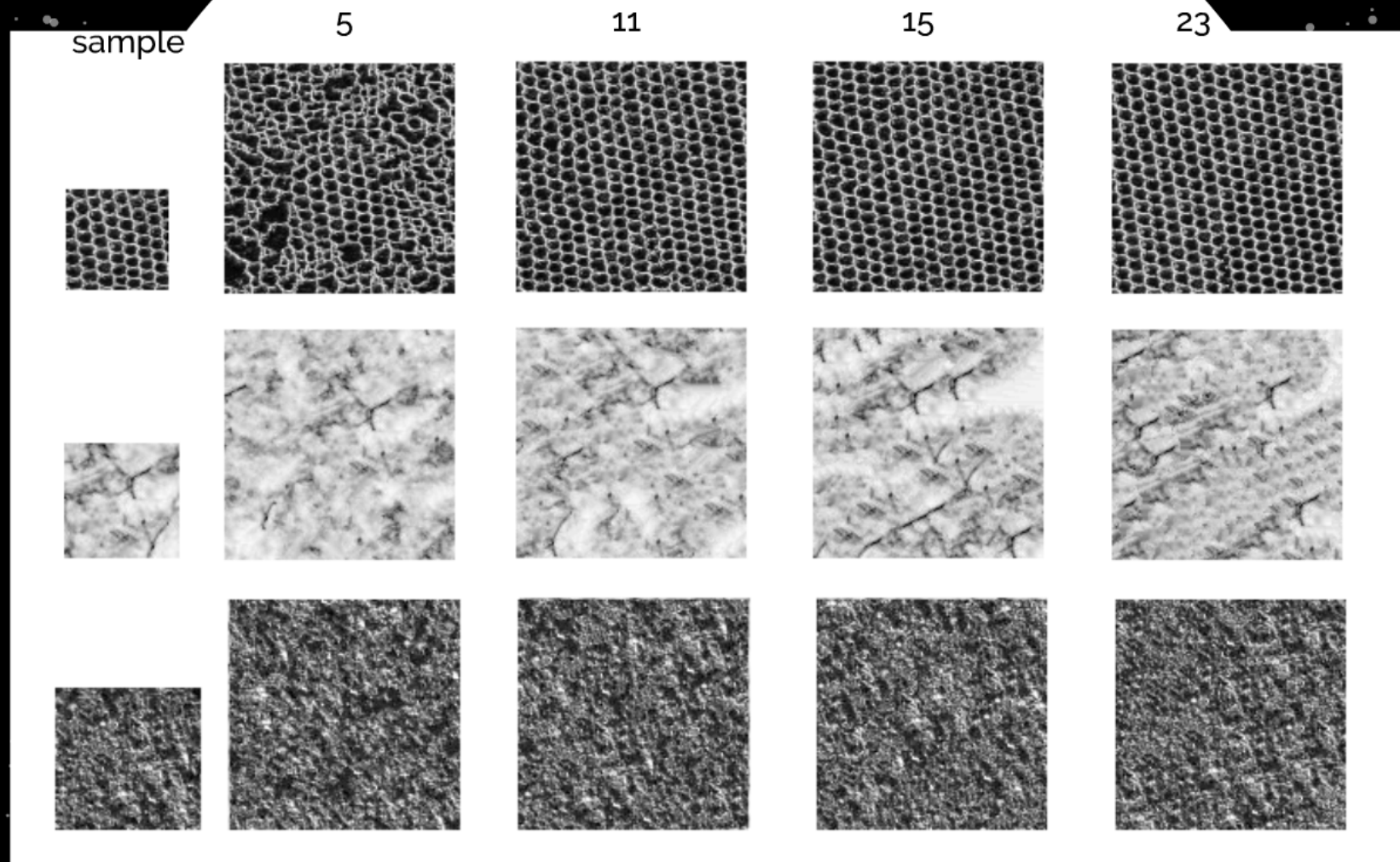
- pick an unfilled pixel
- take a window around that pixel
- look for a closest match in sample image
- accept pixel value if distance is less than threshold

Window size is the *only** user-parameter

How we will compute the distance?



Results

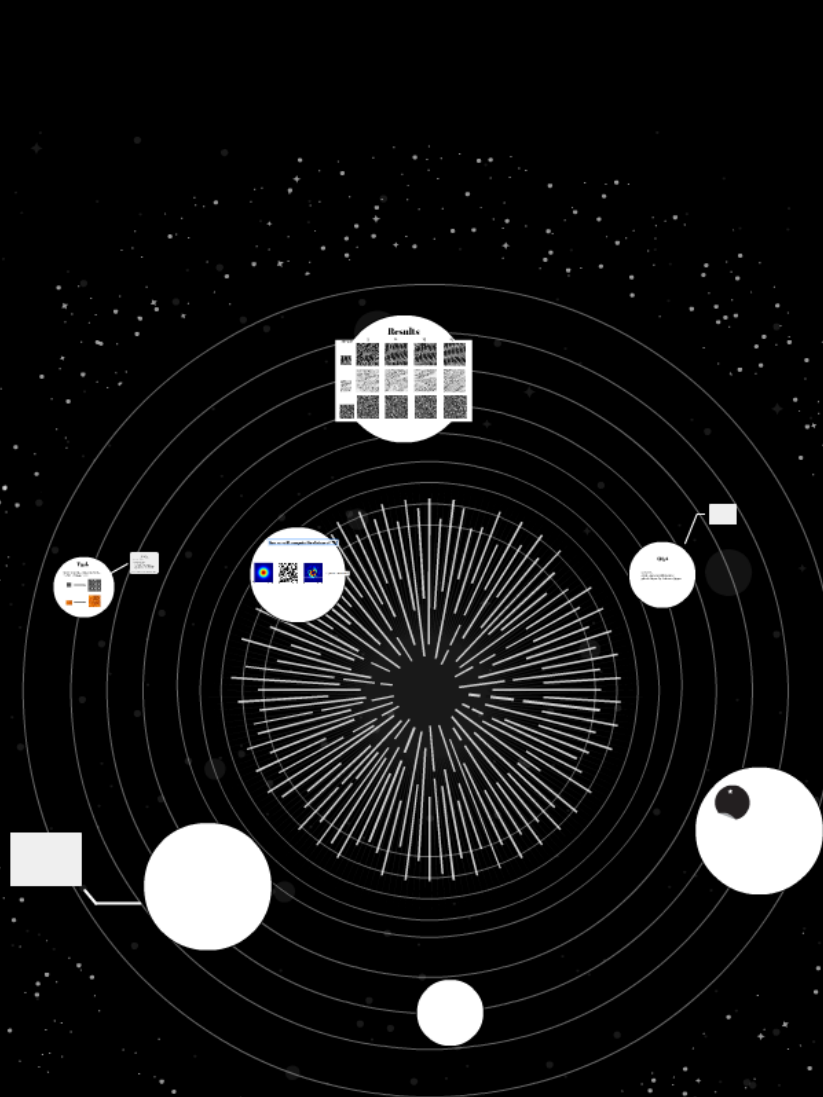


Q&A

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