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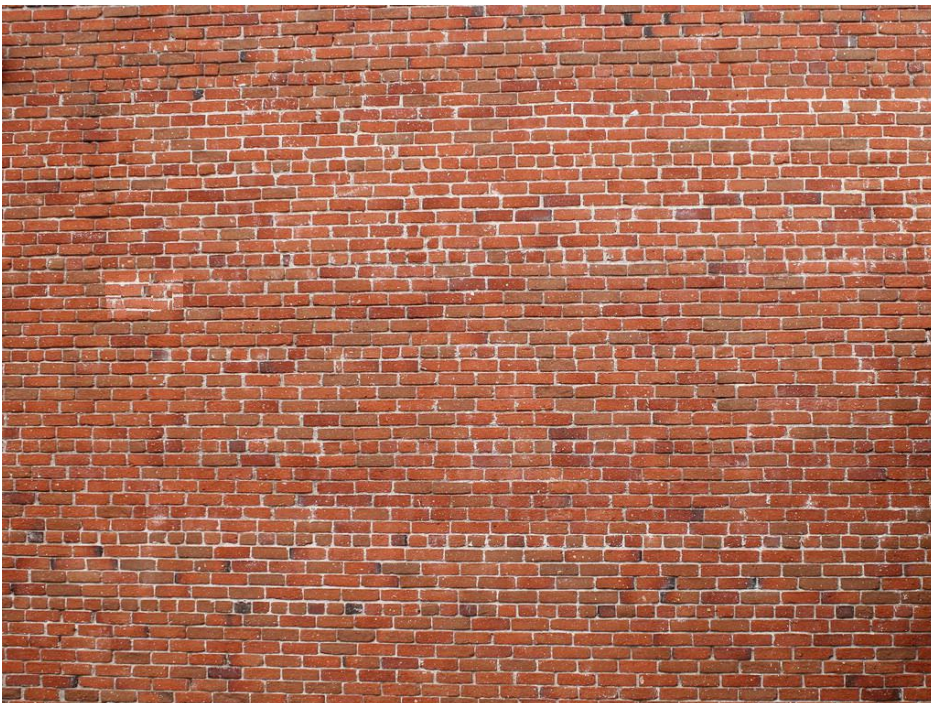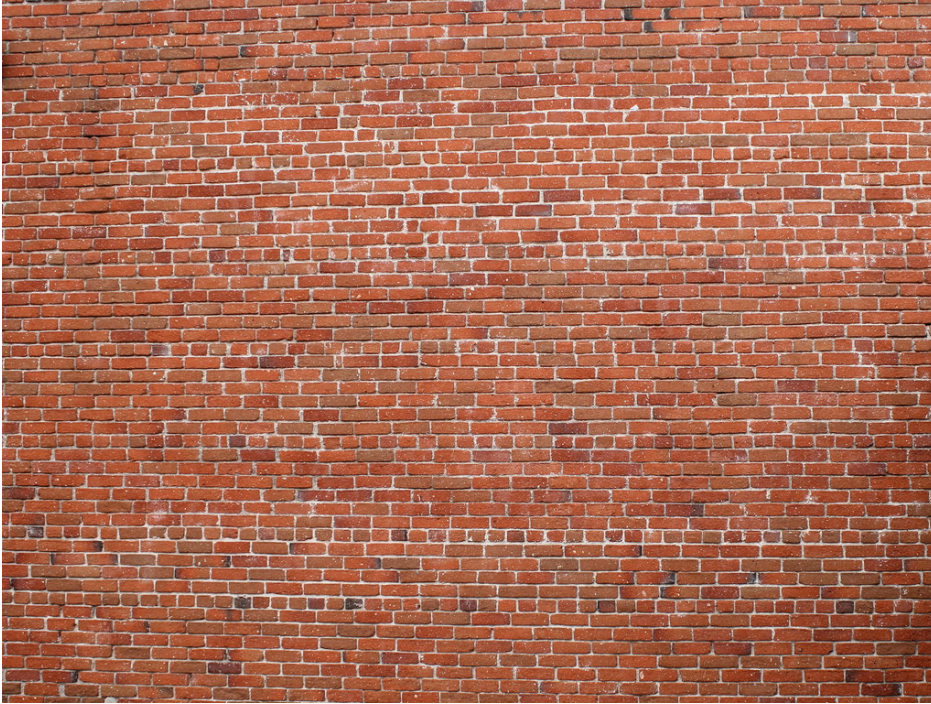*code provided*
donkey example:

bad example:

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This isn't a good example because: there is a pattern but its not very uniform, its big, and the colors are very similar all over so the result is that it finds a lot of matches that are similar in lighting conditions and color (roughly) but who's shape is super off.

good example:

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Question:

Provide an explanation for the effects of the `randomPatchSD` and `patchL` parameters. What results can be expected if these values are too small or too large, and why do these results happen?

The effect that random patch has is that the smaller it is the more strict the matching has to be, and the larger it is the more matches and the more dissimilar from the spot to be filled can be. Has to do with the definition of the algorithm - want to be able to control the quality of matches. The effect that the patchL has is that the smaller it is, the less it will learn a uniform pattern and the larger it is the more uniform u can expect the result to be. This is because we have more to go on with a larger window size, we have more of a reference.