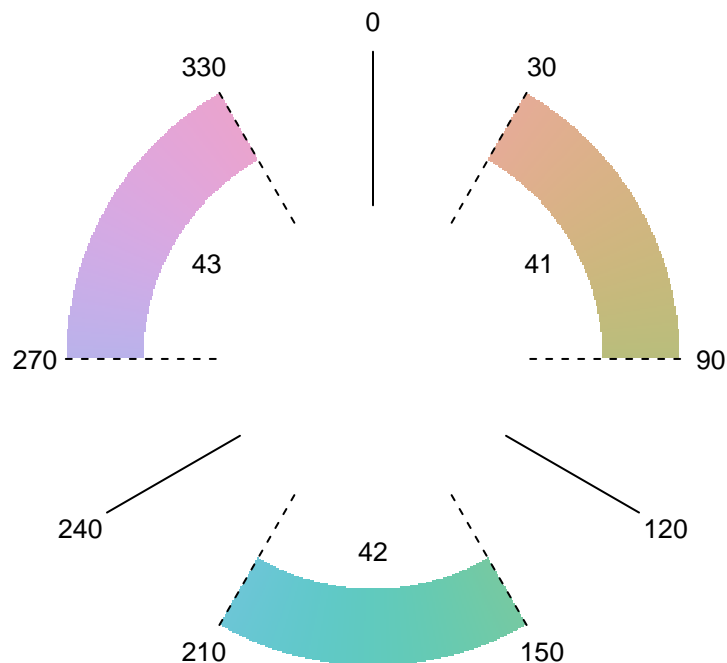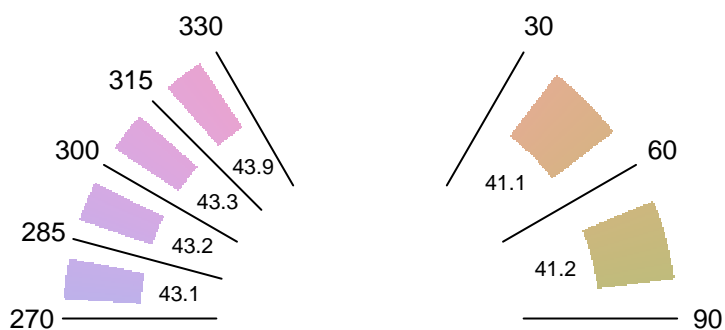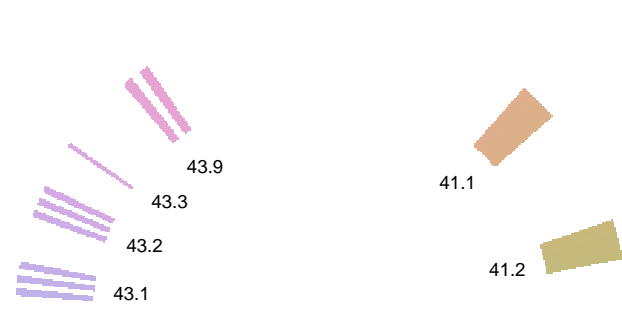(a) Hue range split in three

(b) Middle parts assigned to first layer nodes

(c) Recursively divided among second layer nodes

(d) Recursively divided among third layer nodes