

We generated results for both types of textures (sand and brick).

$\Lambda = \{25, 50, 100\}$ with validation fraction = 0.9.

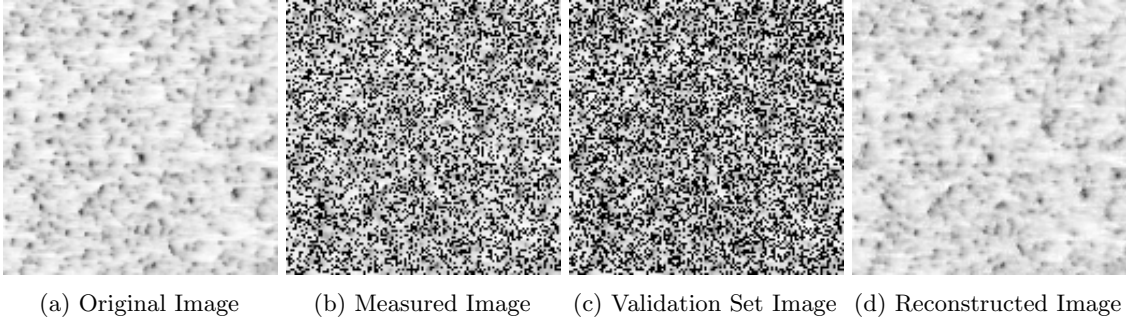


Figure 1: Sand (RMSE = 0.0321)

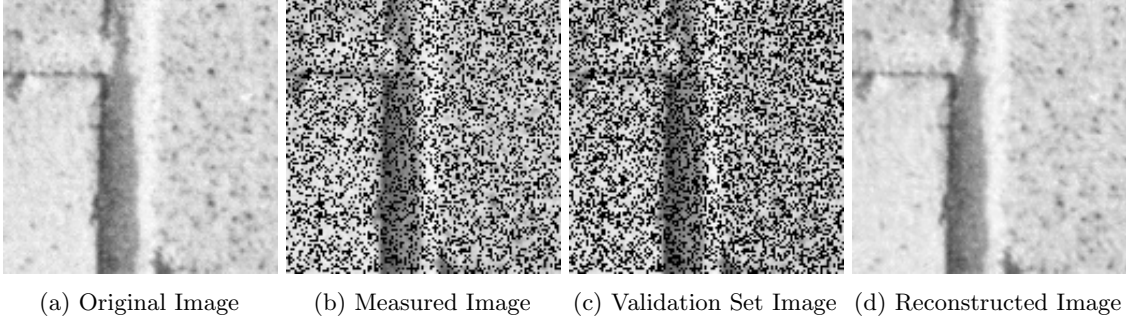


Figure 2: Brick (RMSE = 0.0229)