

# Assignment D

- Give a detailed explanation about one of the following texture synthesis algorithm:
  - Image Quilting for Texture Synthesis and Transfer, SIGGRAPH2001  
<http://graphics.cs.cmu.edu/people/efros/research/quilting.html>
  - Texture Synthesis by Non-parametric Sampling, ICCV1999  
<http://graphics.cs.cmu.edu/people/efros/research/EfrosLeung.html>
  - Graphcut Textures: Image and Video Synthesis Using Graph Cuts, SIGGRAPH2003 <http://www.cc.gatech.edu/cpl/projects/graphcuttextures/>

Note: find the algorithm detail from the original paper that can be downloaded from the corresponding link.