

5.



6.

The Good One:

Original:





After:



The Poor One:
Original:



After:



The reason why the performance is poor:

For the texture image which has grass near the rabbit, so when searching for the neighbourhood pixel with all colour same to the colour of the rabbit, it may imply that the hole is grass colour.

7.

The effects of the randomPatchSD is to choose the image to fill in more randomly,

so if the randomPatchSD is very small the texture chosen for patch will be more accurate, if the randomPatchSD is 0, it will only choose the perfect matching one;

When the randomPatchSD is very larger, the choosing will amongst more textures which may lead to poorer performance.

The effects of the patchL is determine the size of the patch,

if the patchL is very small the running time will be long, but the performance is better

if the patchL is very larger the performance will be poorer