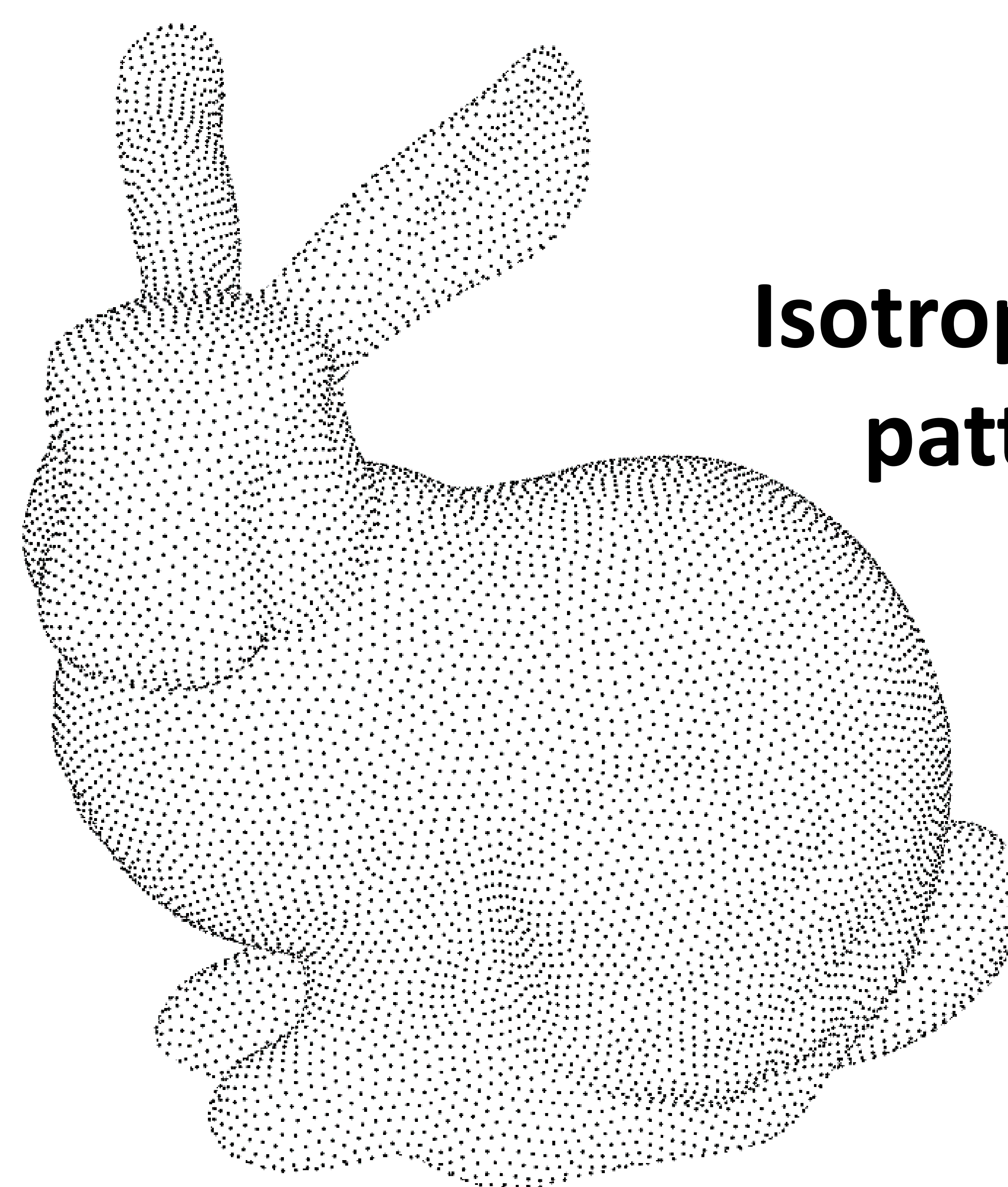
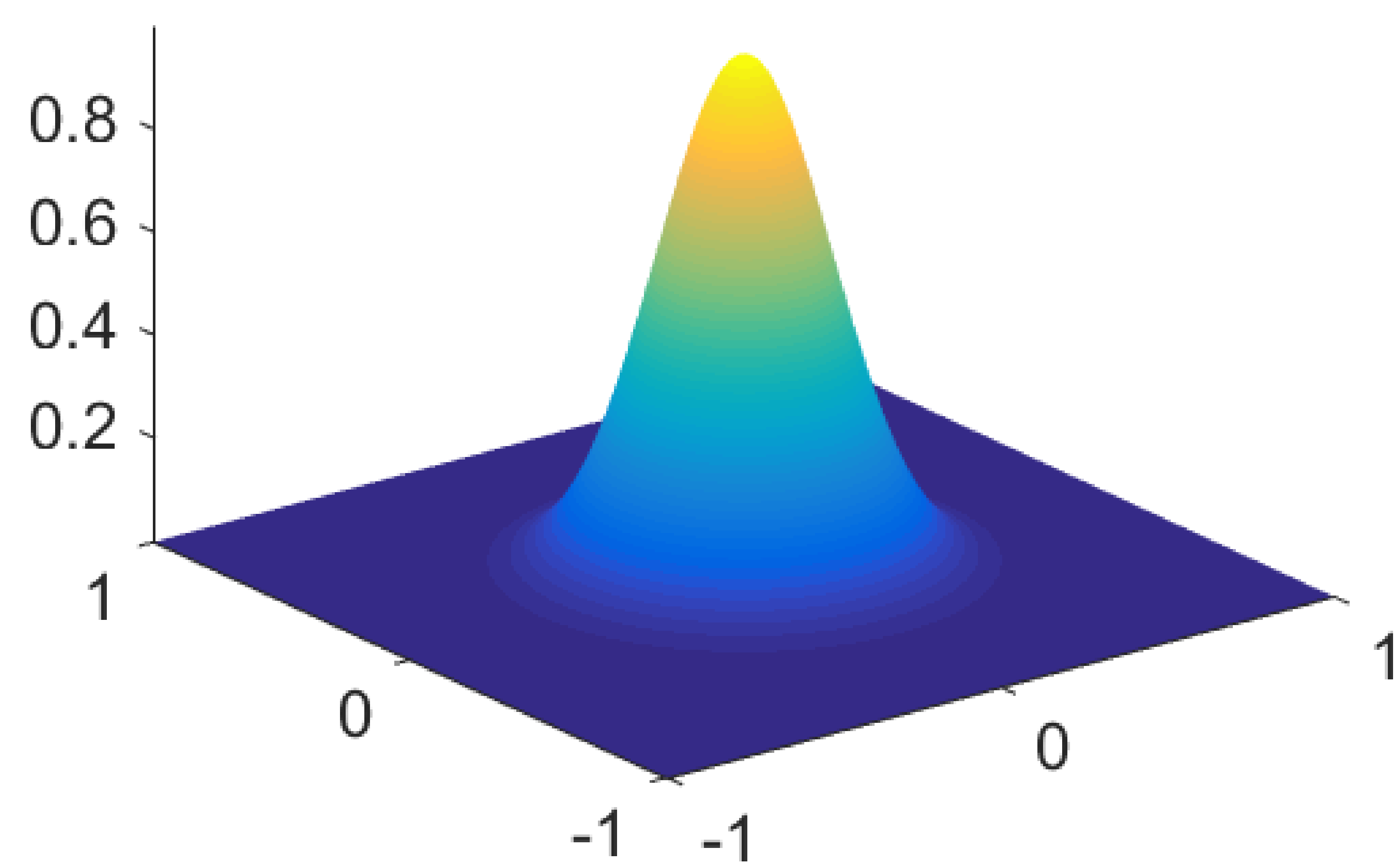
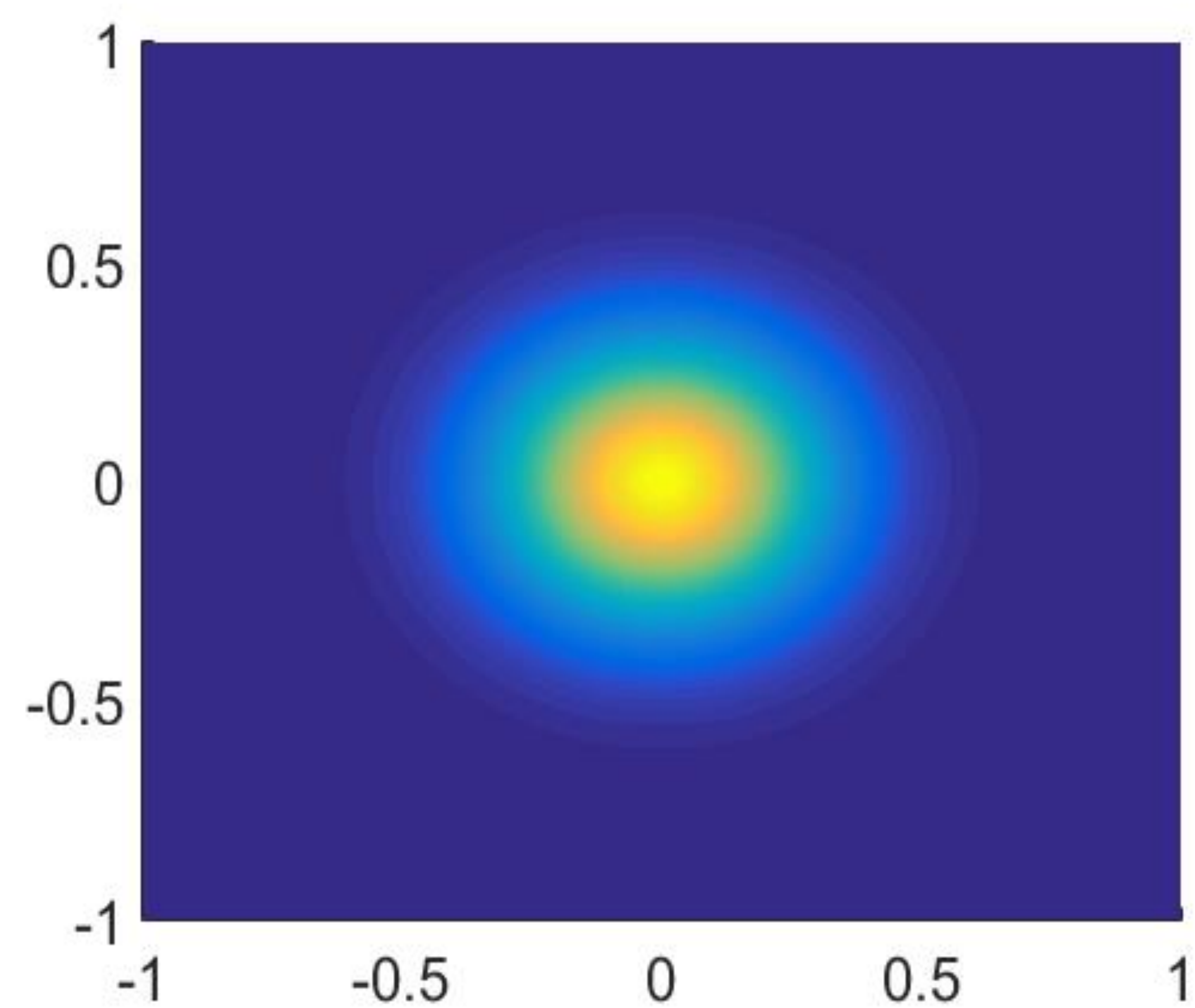
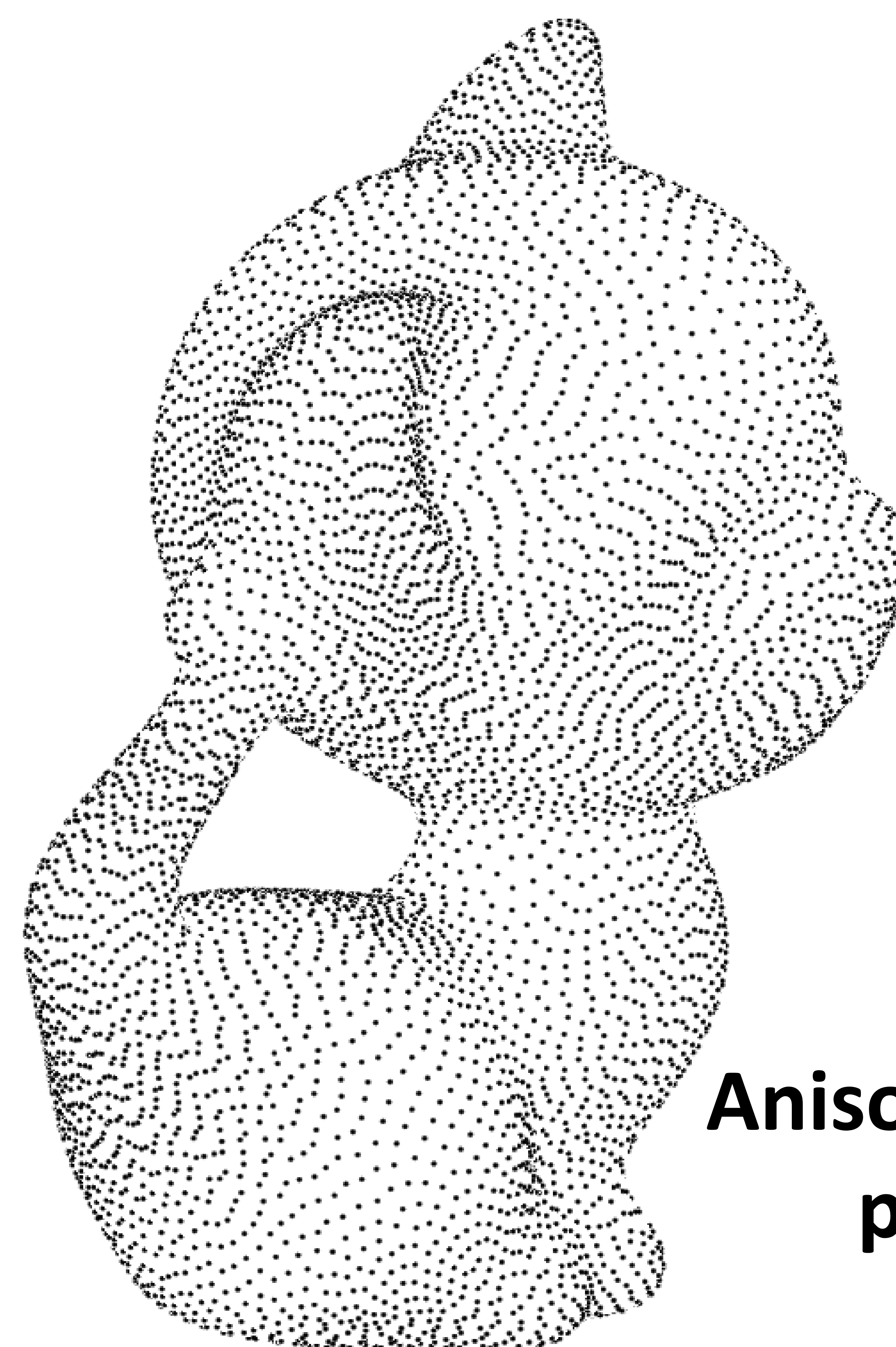
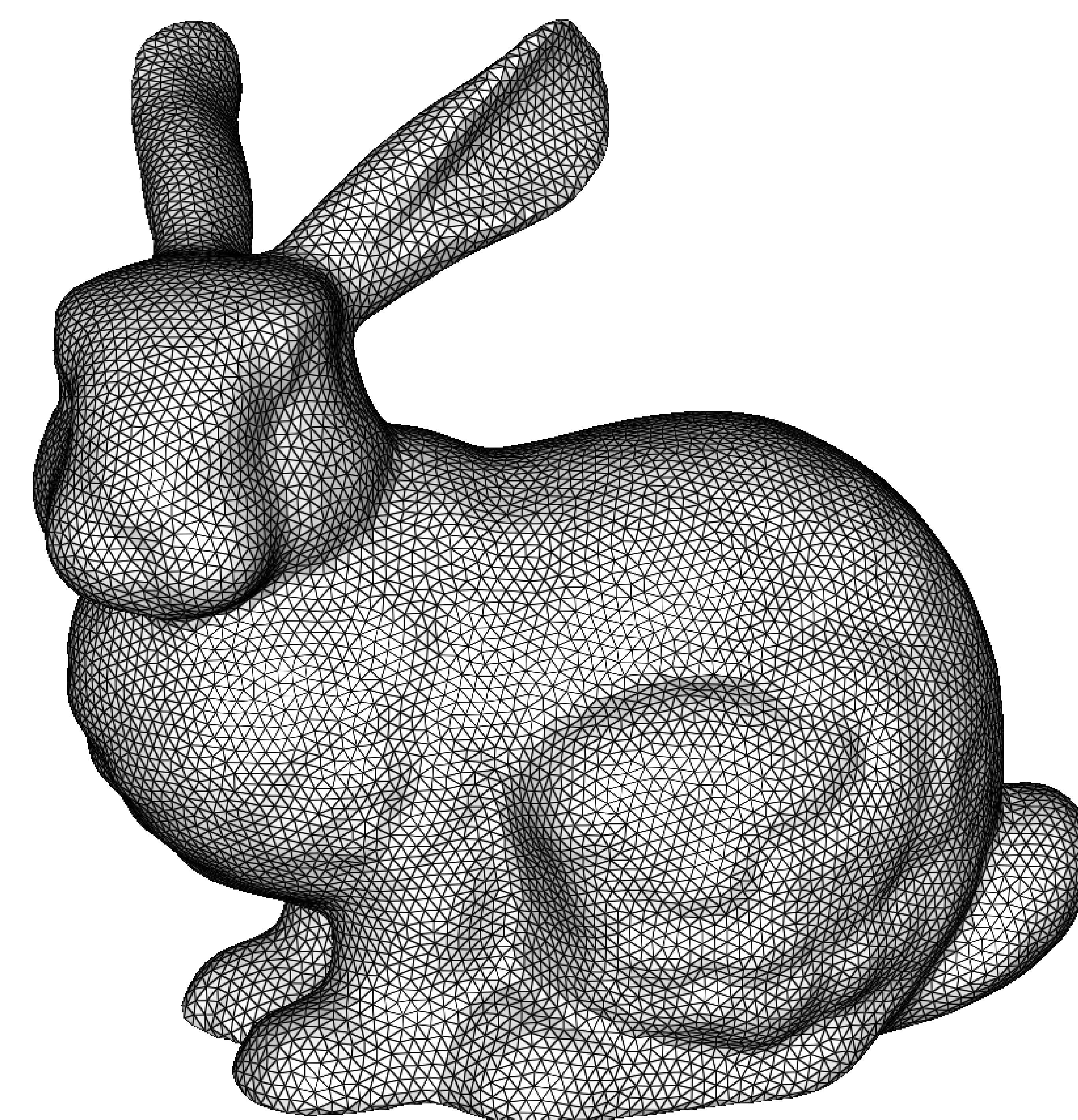


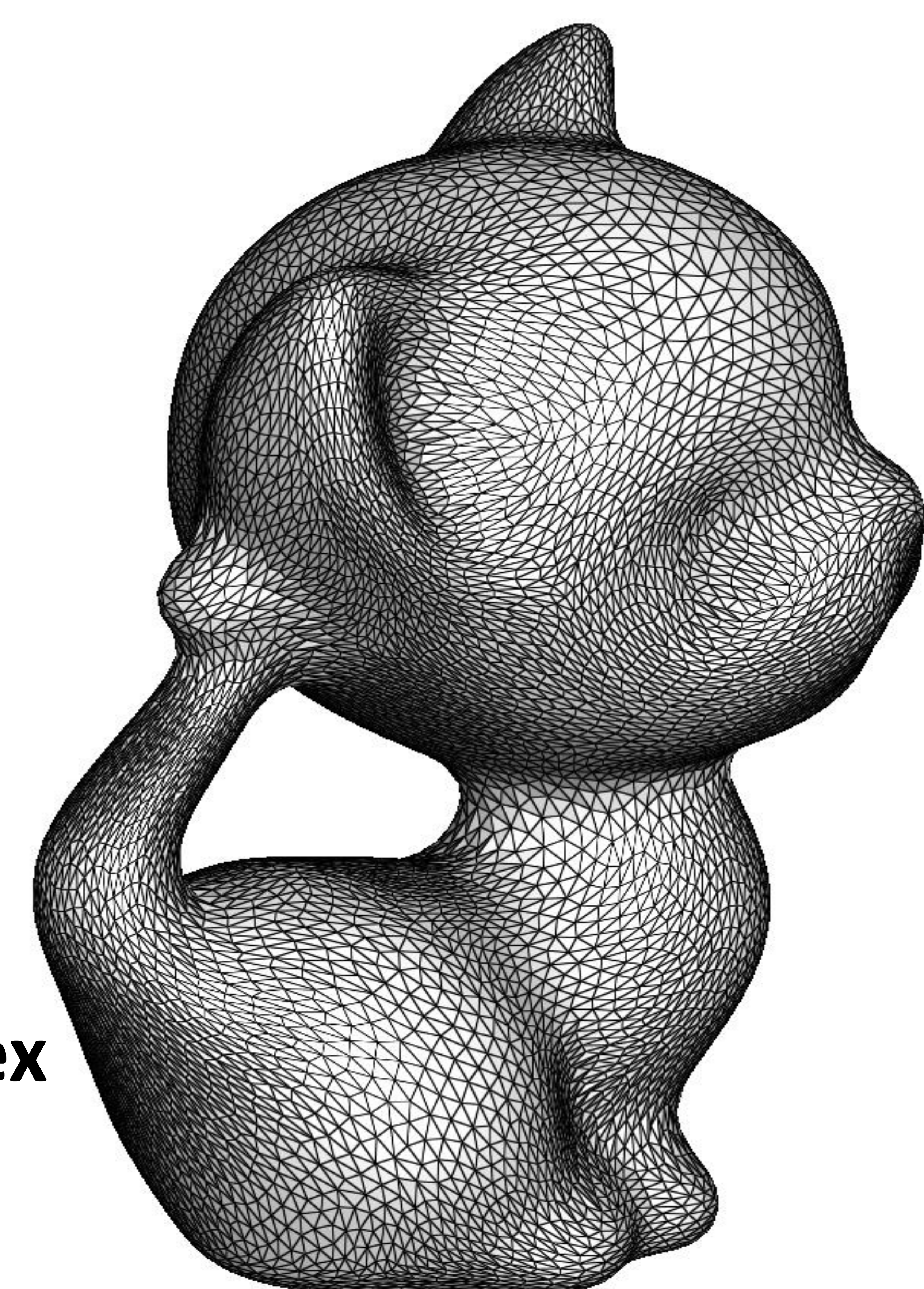
Gaussian kernel with squared L_2 norm



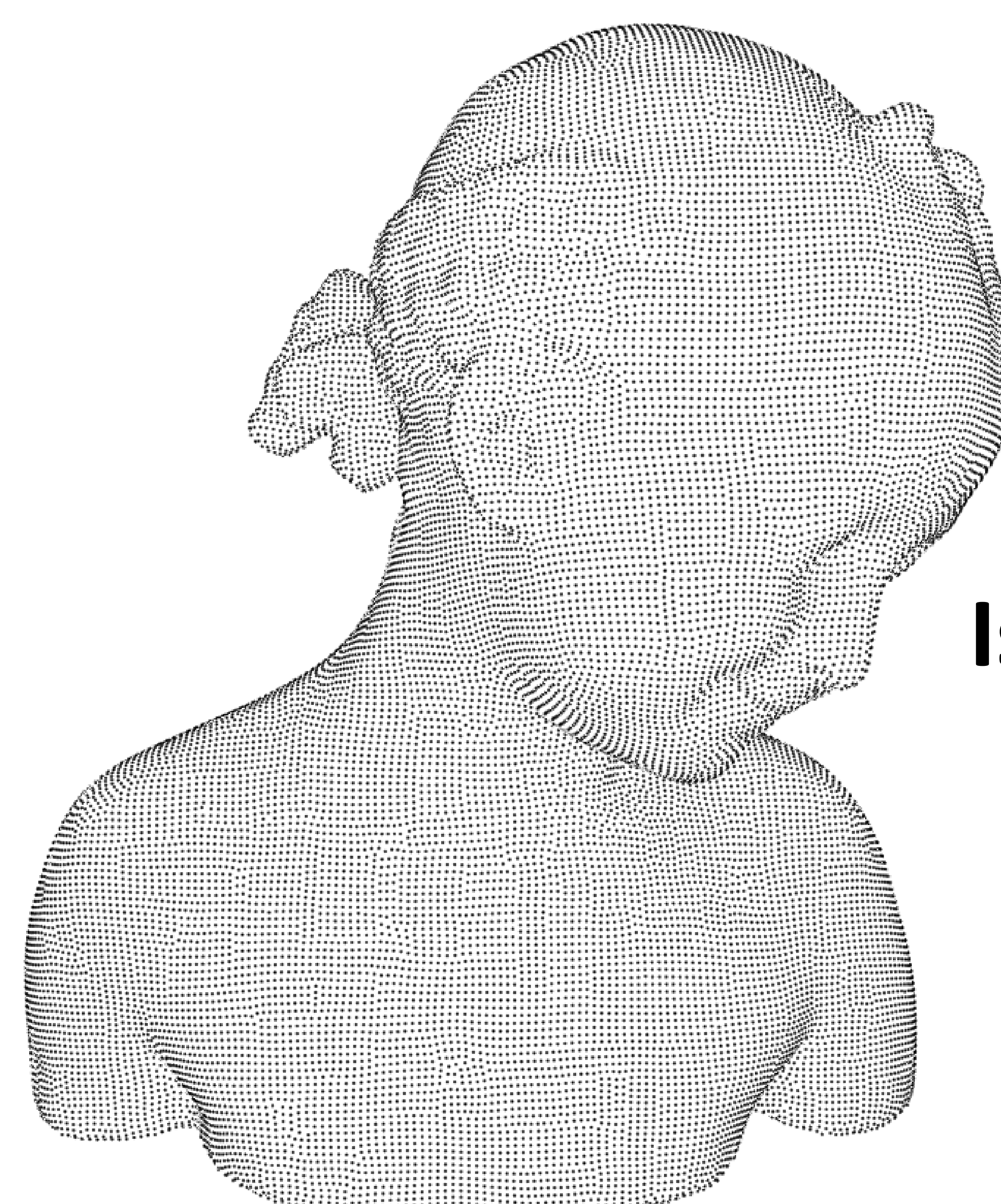
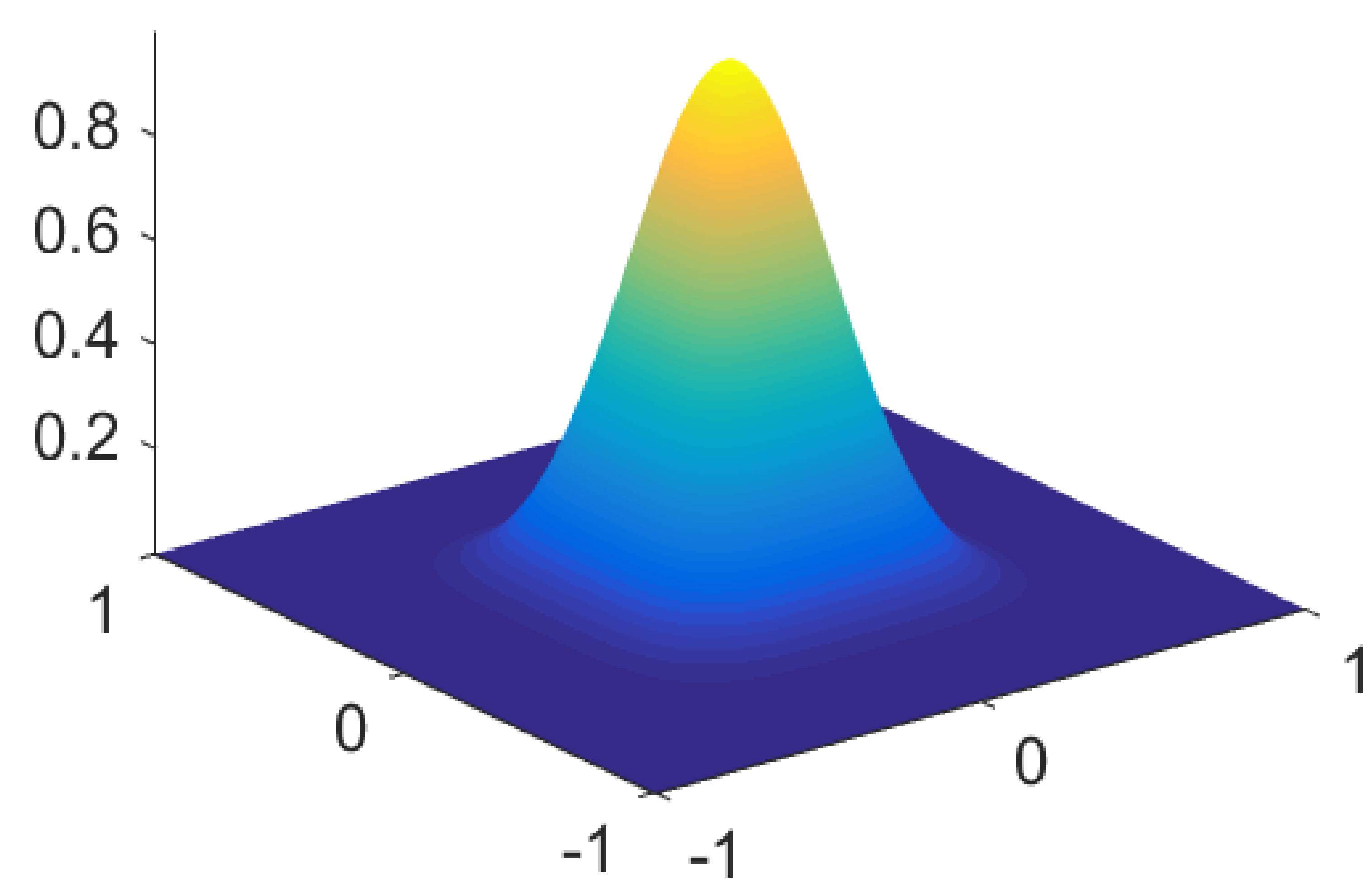
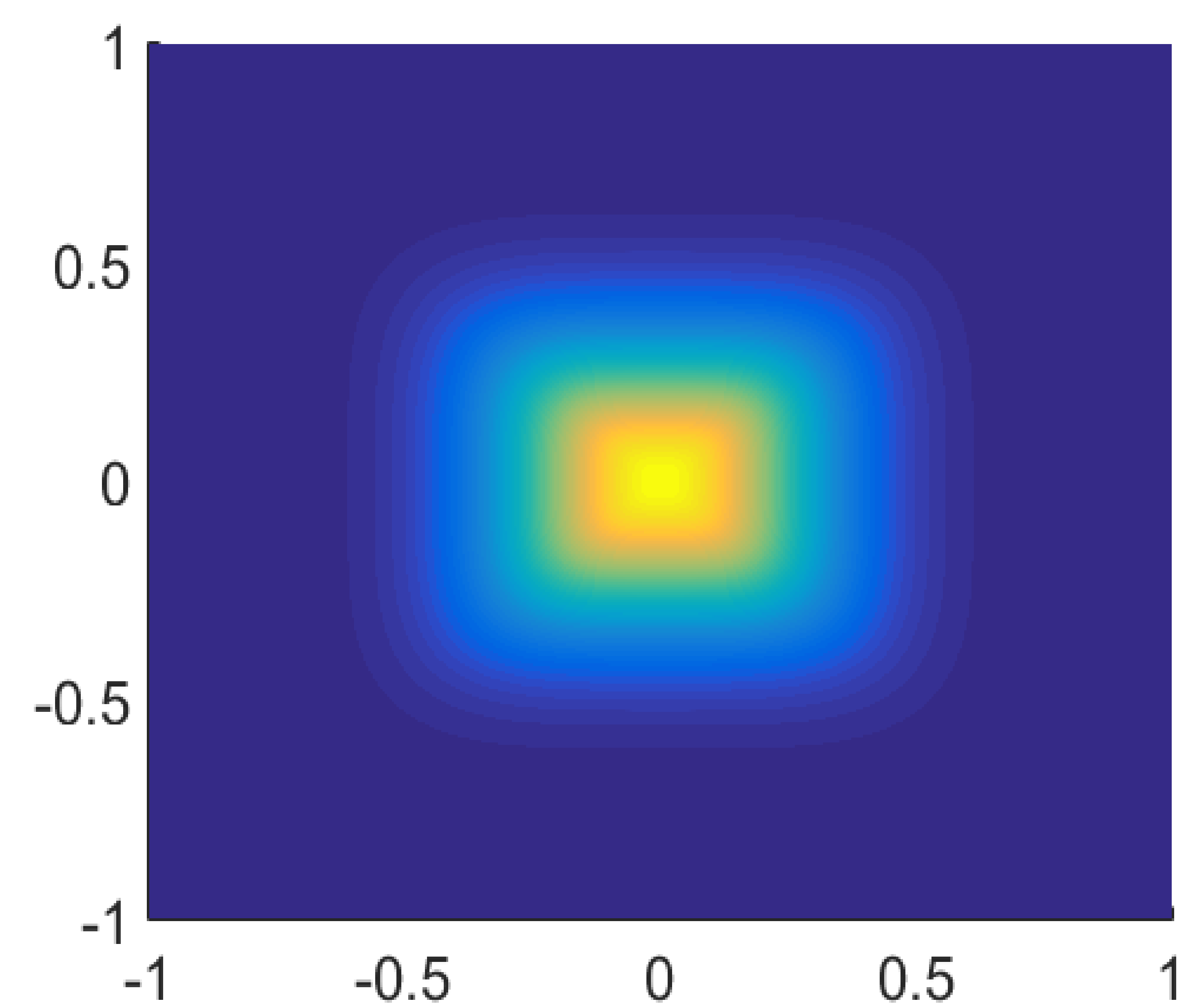
Isotropic hex pattern



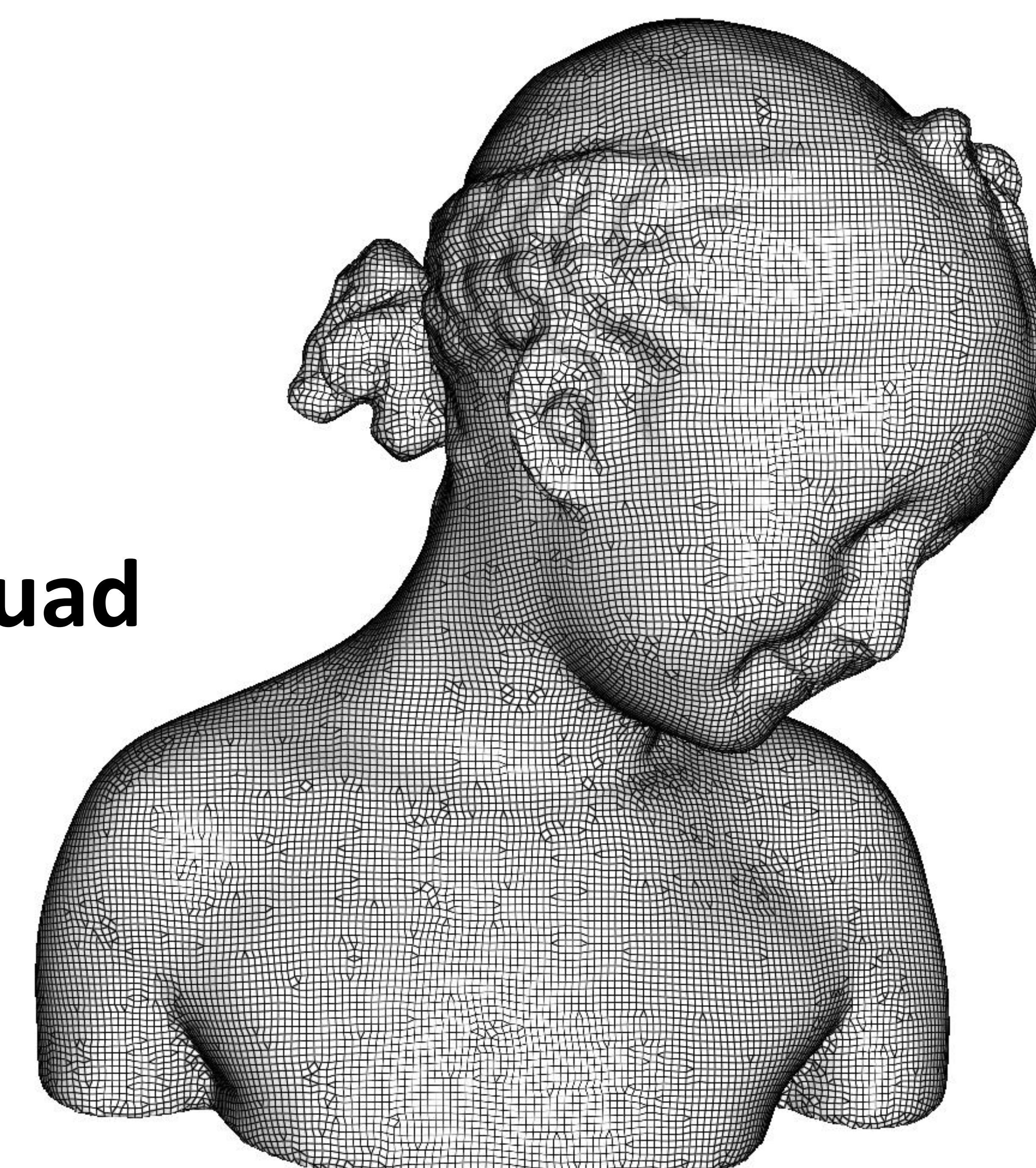
Anisotropic hex pattern



Gaussian kernel with squared L_p norm (e.g., $p = 4$)



Isotropic quad pattern



Resampling

Remeshing