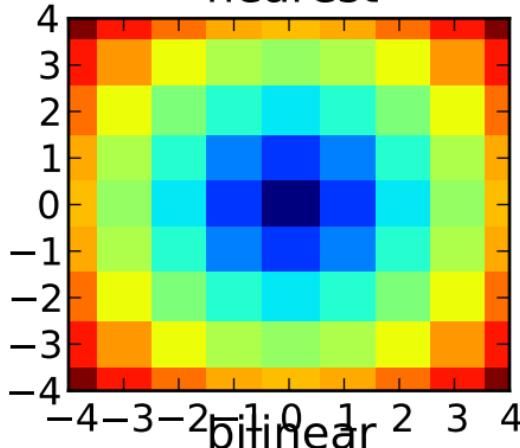
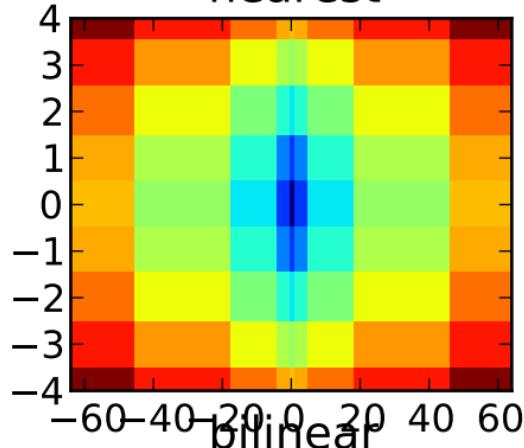
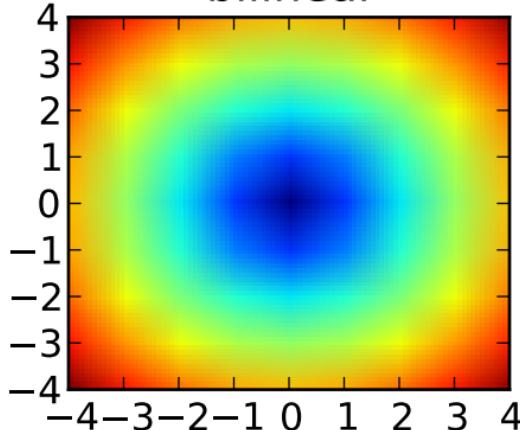


NonUniformImage class  
nearest



bilinear



bilinear

