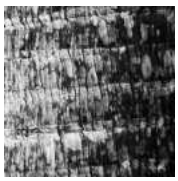
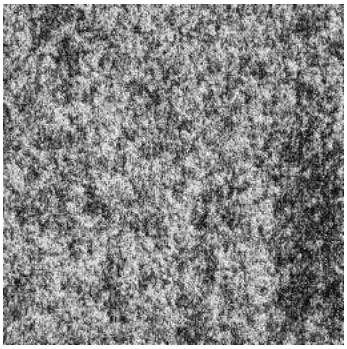
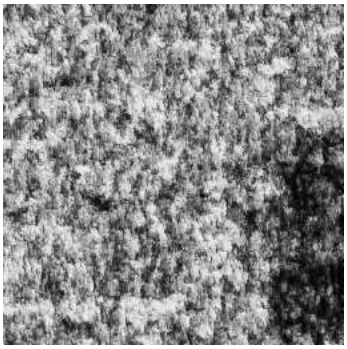


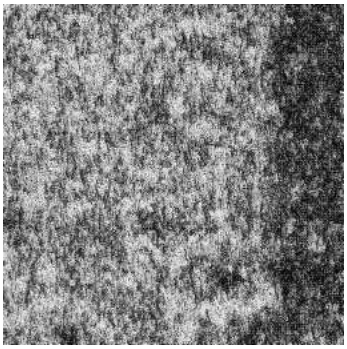
(a) Training texture



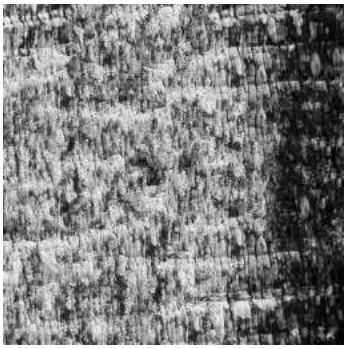
(b) Nearest neighbour



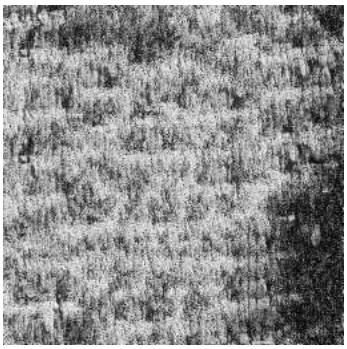
(c) Nearest neighbour



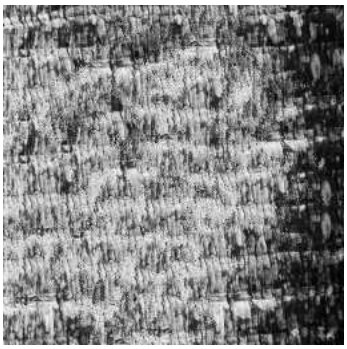
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

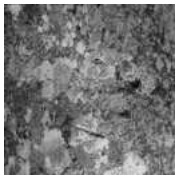


(f) 7×7 neighbourhood

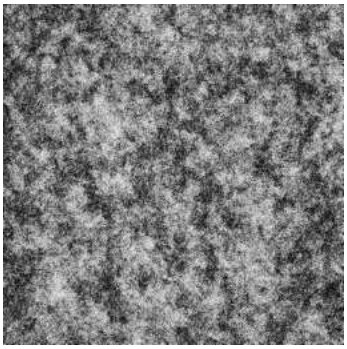


(g) 7×7 neighbourhood

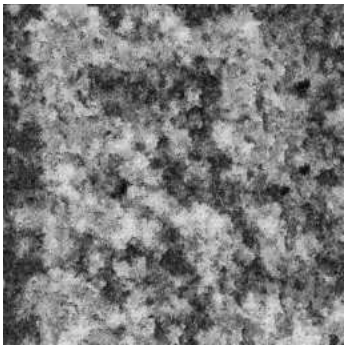
Figure B.73: VisTex texture Bark.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



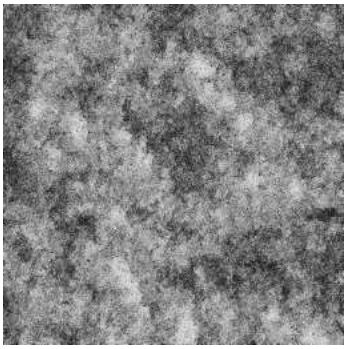
(a) Training texture



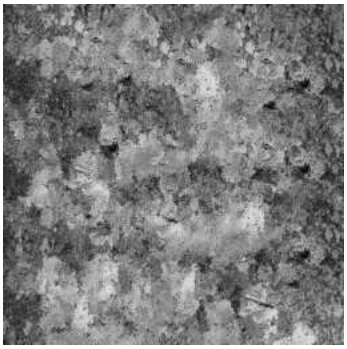
(b) Nearest neighbour



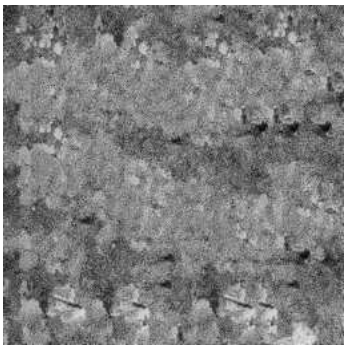
(c) Nearest neighbour



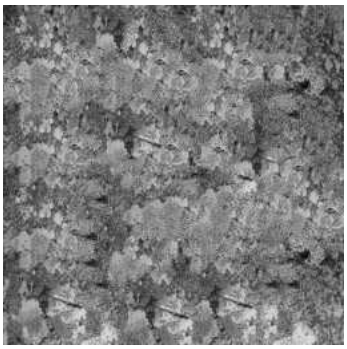
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



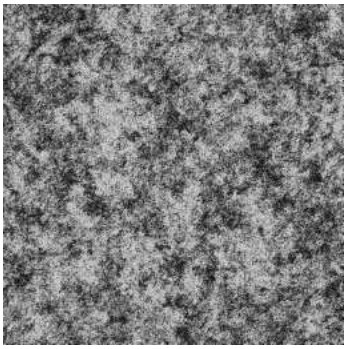
(f) 7×7 neighbourhood



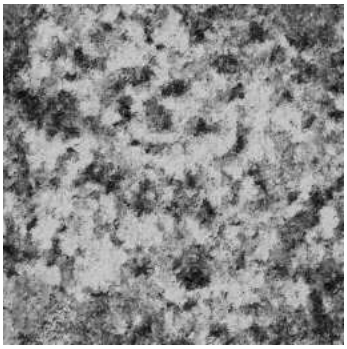
(g) 7×7 neighbourhood

Figure B.74: VisTex texture Bark.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

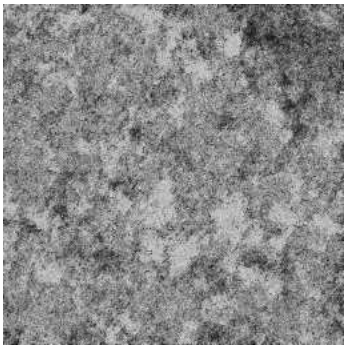
(a) Training texture



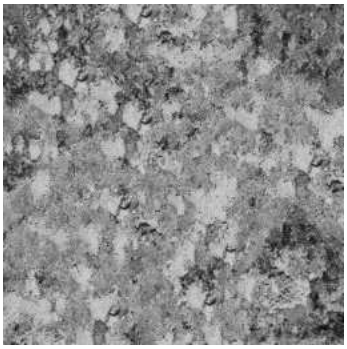
(b) Nearest neighbour



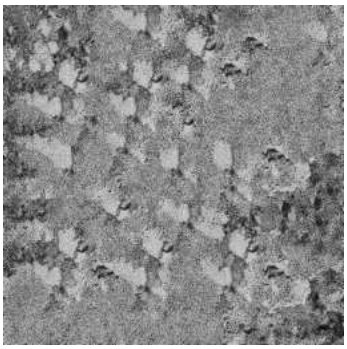
(c) Nearest neighbour



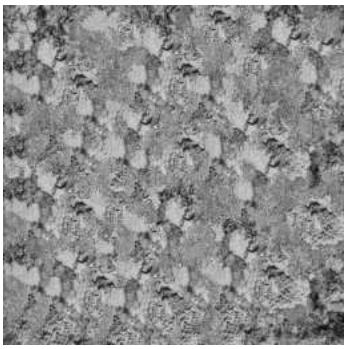
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



(f) 7×7 neighbourhood

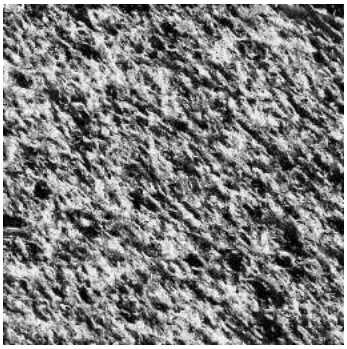


(g) 7×7 neighbourhood

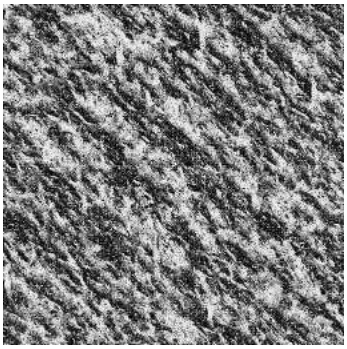
Figure B.75: VisTex texture Bark.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

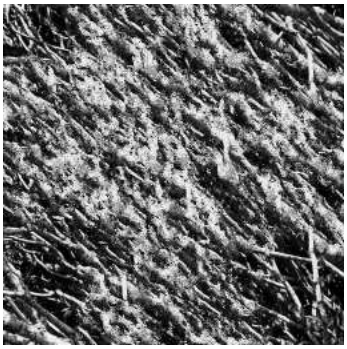
(b) Nearest neighbour



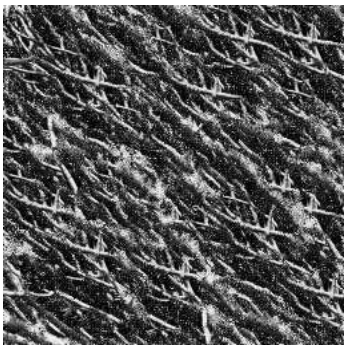
(c) Nearest neighbour



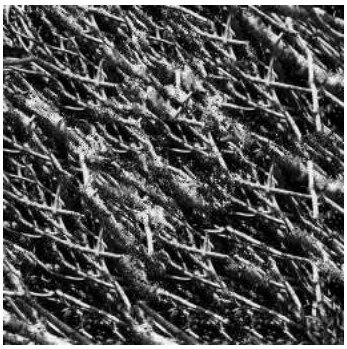
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



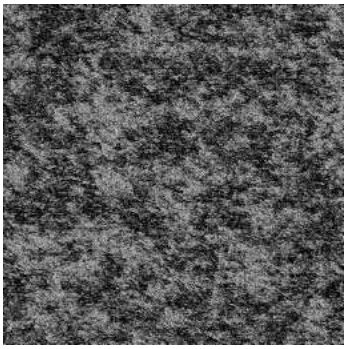
(f) 7×7 neighbourhood



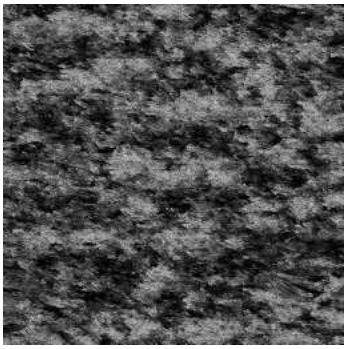
(g) 7×7 neighbourhood

Figure B.76: VisTex texture Bark.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

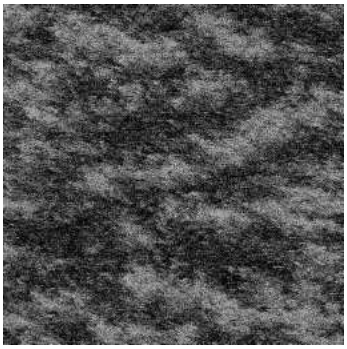
(a) Training texture



(b) Nearest neighbour

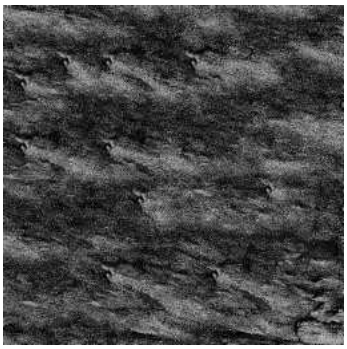


(c) Nearest neighbour

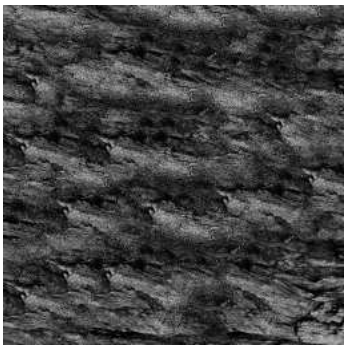


(d) 5×5 neighbourhood

(e) 5×5 neighbourhood



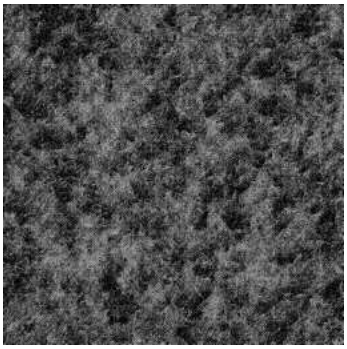
(f) 7×7 neighbourhood



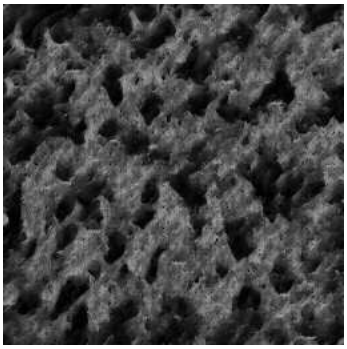
(g) 7×7 neighbourhood

Figure B.77: VisTex texture Bark.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

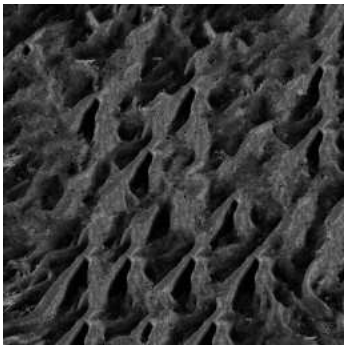


(b) Nearest neighbour

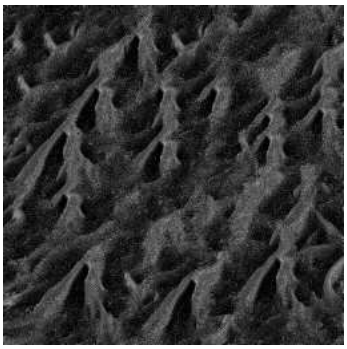


(c) Nearest neighbour

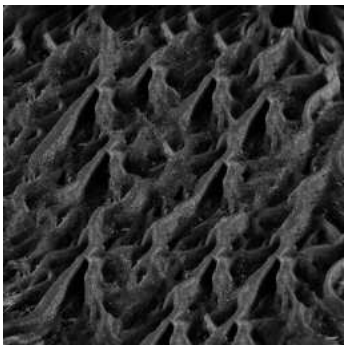
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

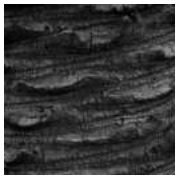


(f) 7×7 neighbourhood

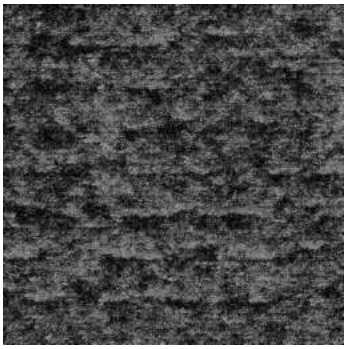


(g) 7×7 neighbourhood

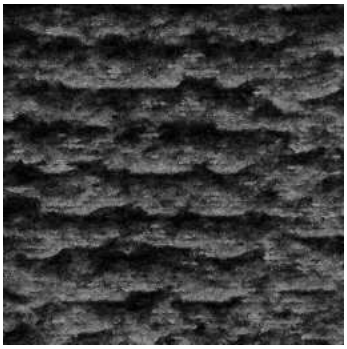
Figure B.78: VisTex texture Bark.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



(a) Training texture



(b) Nearest neighbour

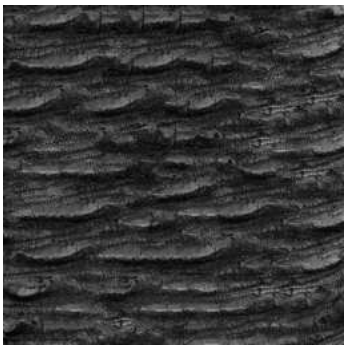


(c) Nearest neighbour

(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

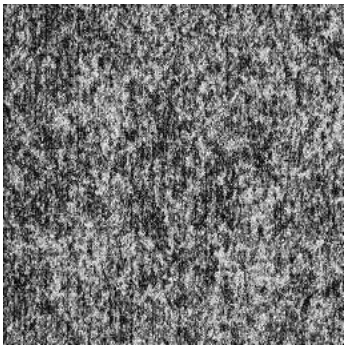
(f) 7×7 neighbourhood



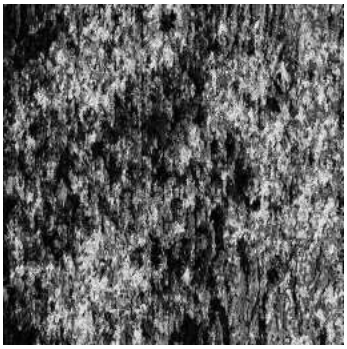
(g) 7×7 neighbourhood

Figure B.79: VisTex texture Bark.0006: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

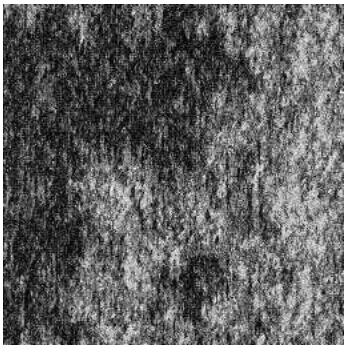
(a) Training texture



(b) Nearest neighbour

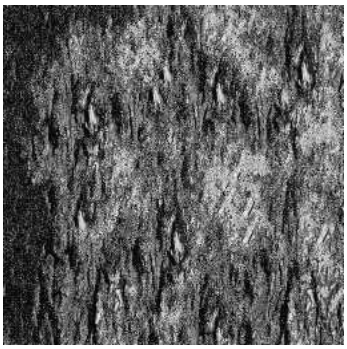


(c) Nearest neighbour

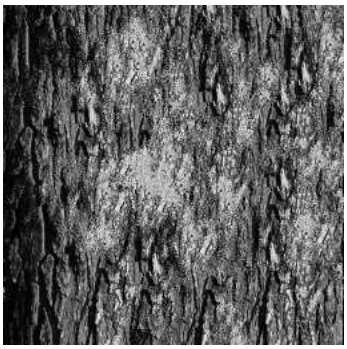


(d) 5×5 neighbourhood

(e) 5×5 neighbourhood



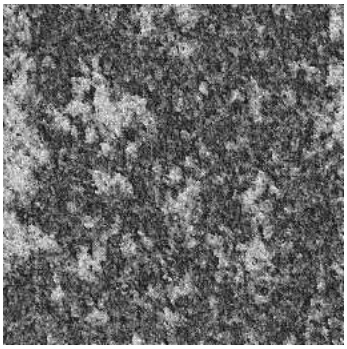
(f) 7×7 neighbourhood



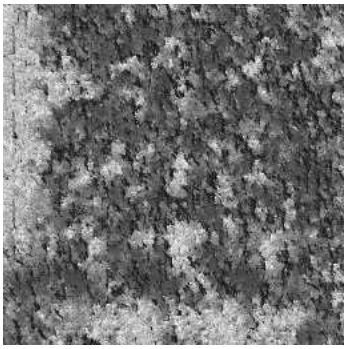
(g) 7×7 neighbourhood

Figure B.80: VisTex texture Bark.0007: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

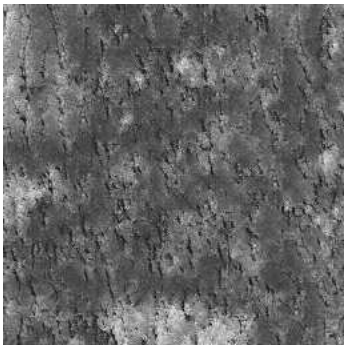


(b) Nearest neighbour

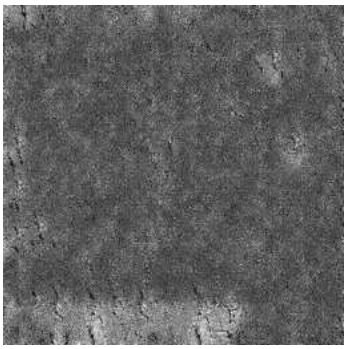


(c) Nearest neighbour

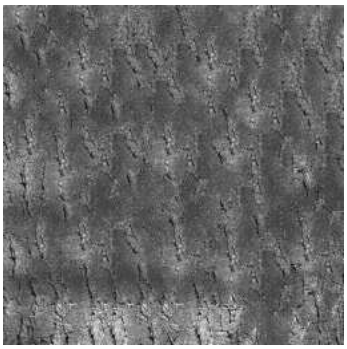
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



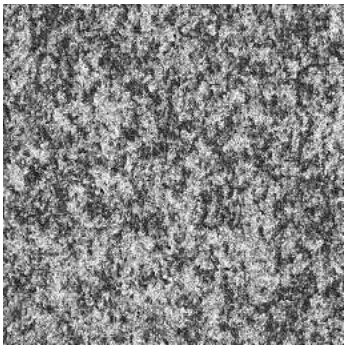
(f) 7×7 neighbourhood



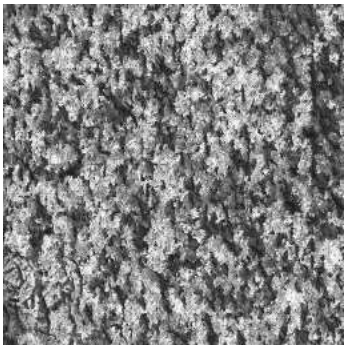
(g) 7×7 neighbourhood

Figure B.81: VisTex texture Bark.0008: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

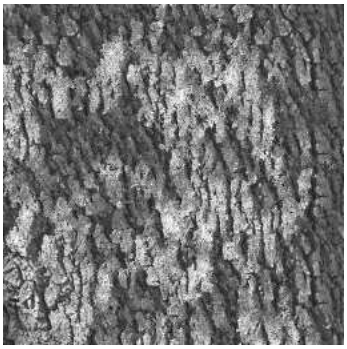


(b) Nearest neighbour



(c) Nearest neighbour

(d) 5×5 neighbourhood



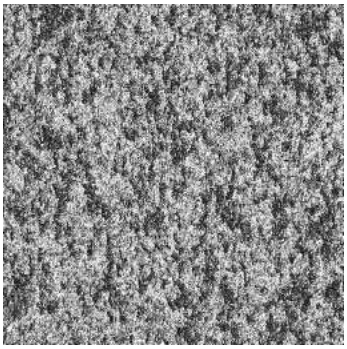
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

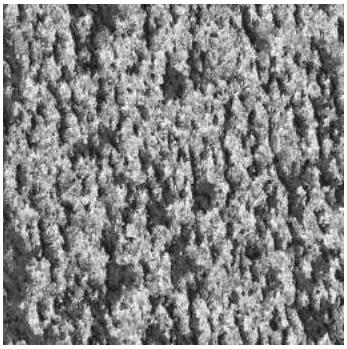
(g) 7×7 neighbourhood

Figure B.82: VisTex texture Bark.0009: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

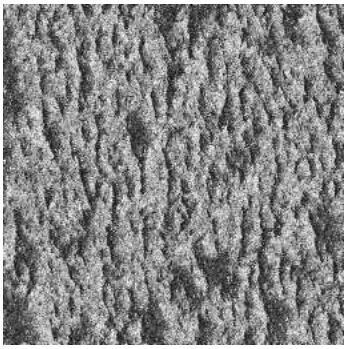
(a) Training texture



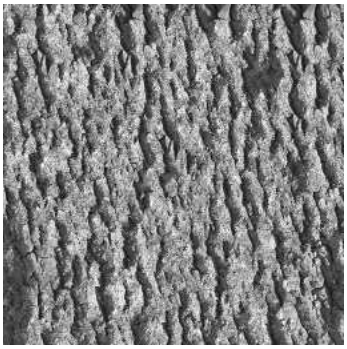
(b) Nearest neighbour



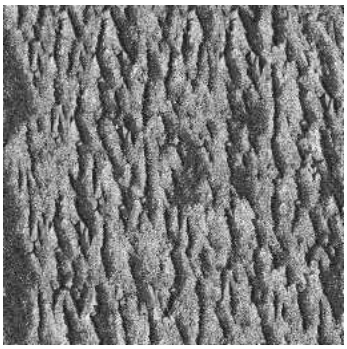
(c) Nearest neighbour



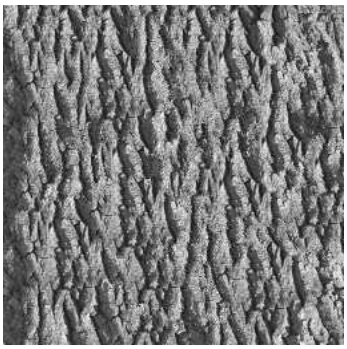
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



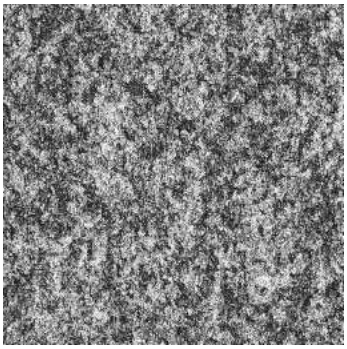
(f) 7×7 neighbourhood



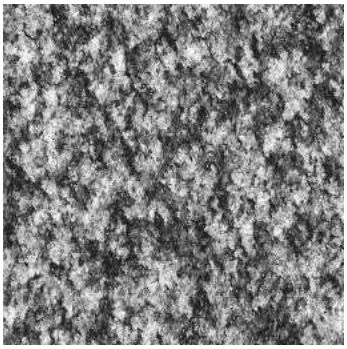
(g) 7×7 neighbourhood

Figure B.83: VisTex texture Bark.0010: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

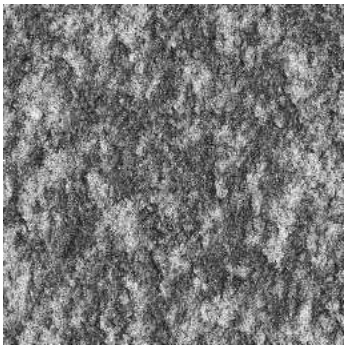
(a) Training texture



(b) Nearest neighbour



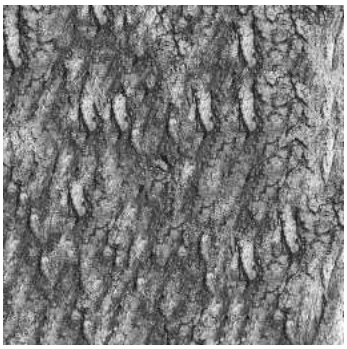
(c) Nearest neighbour



(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

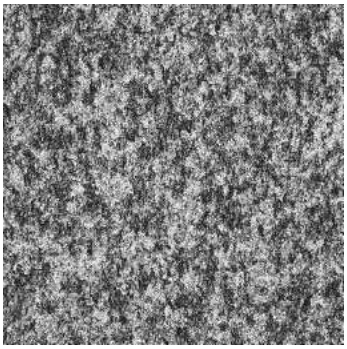
(f) 7×7 neighbourhood



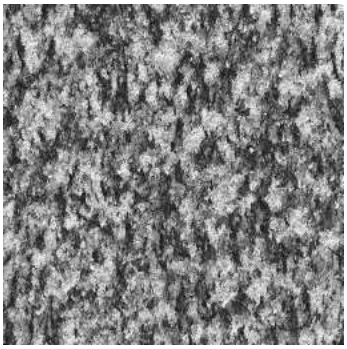
(g) 7×7 neighbourhood

Figure B.84: VisTex texture Bark.0011: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

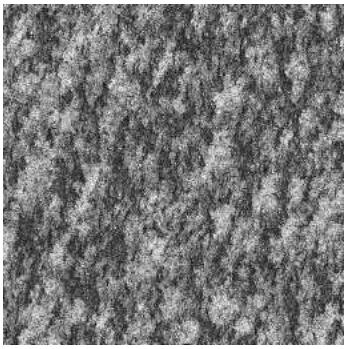
(a) Training texture



(b) Nearest neighbour



(c) Nearest neighbour



(d) 5×5 neighbourhood

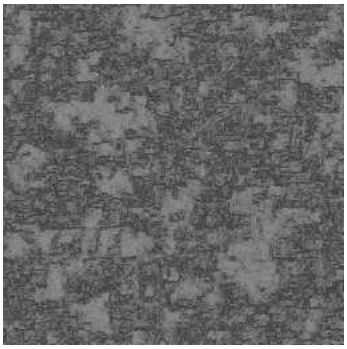
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

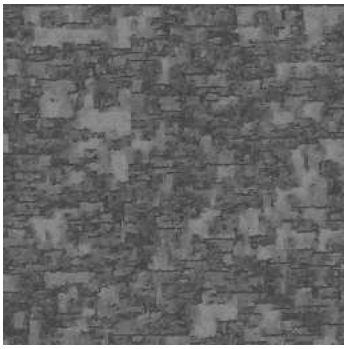
(g) 7×7 neighbourhood

Figure B.85: VisTex texture Bark.0012: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

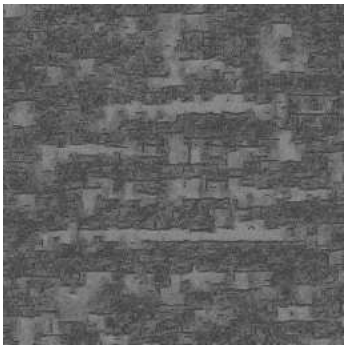
(a) Training texture



(b) Nearest neighbour

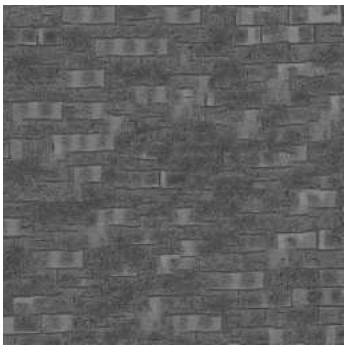


(c) Nearest neighbour



(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

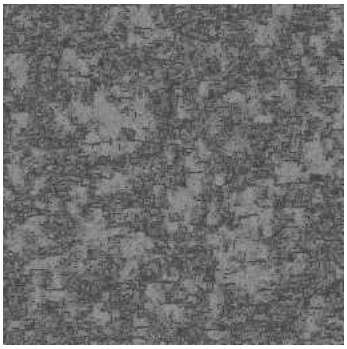


(f) 7×7 neighbourhood

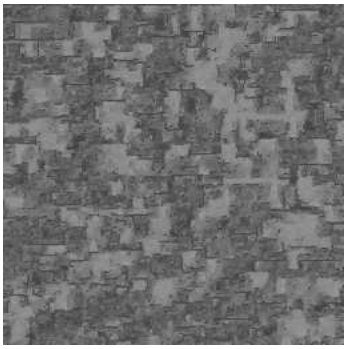
(g) 7×7 neighbourhood

Figure B.86: VisTex texture Brick.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

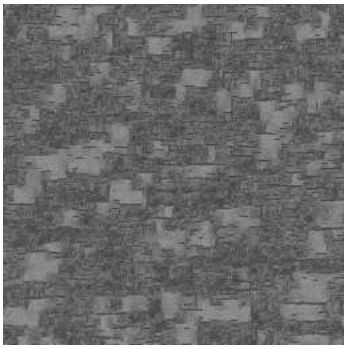
(a) Training texture



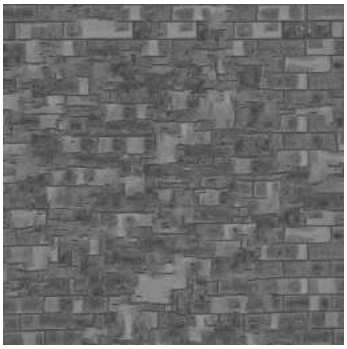
(b) Nearest neighbour



(c) Nearest neighbour



(d) 5×5 neighbourhood



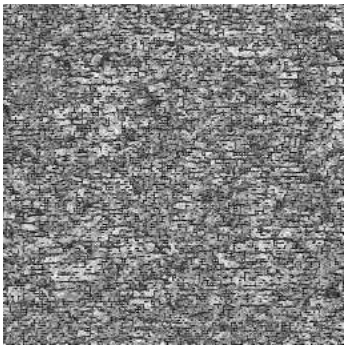
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

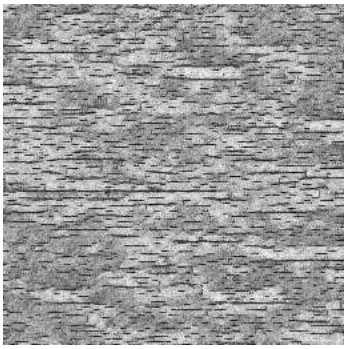
Figure B.87: VisTex texture Brick.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

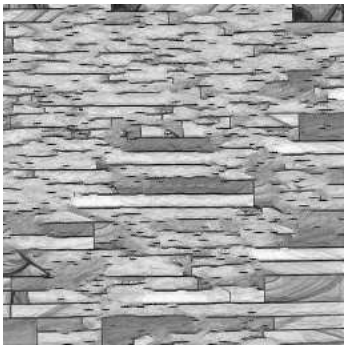


(b) Nearest neighbour

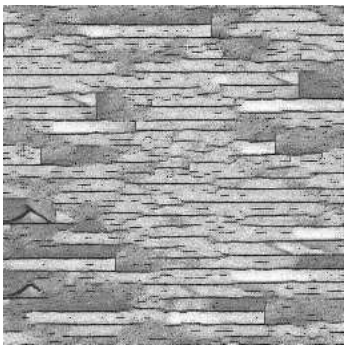
(c) Nearest neighbour



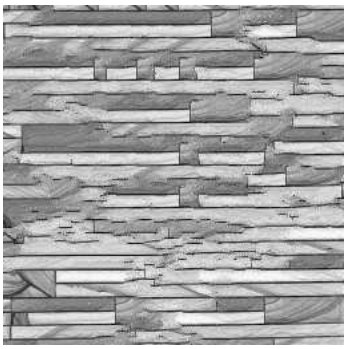
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



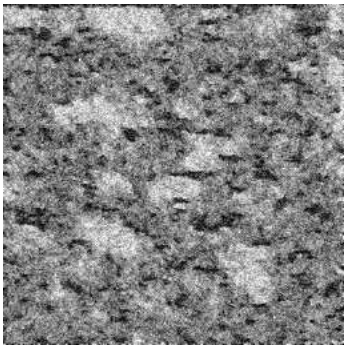
(f) 7×7 neighbourhood



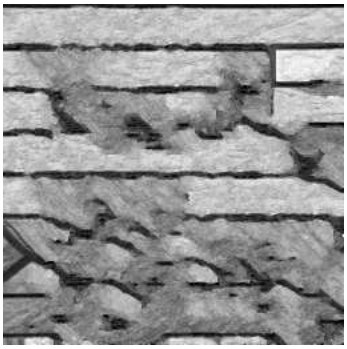
(g) 7×7 neighbourhood

Figure B.88: VisTex texture Brick.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

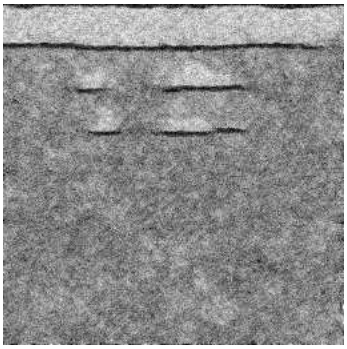
(a) Training texture



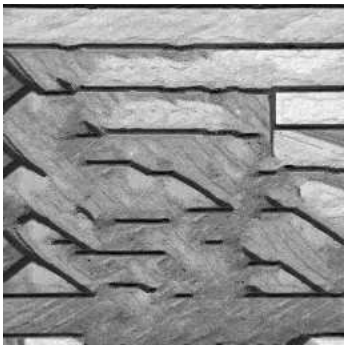
(b) Nearest neighbour



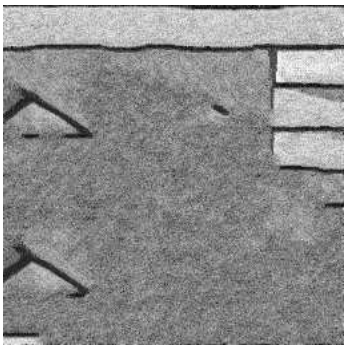
(c) Nearest neighbour



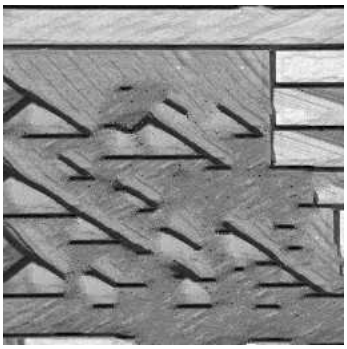
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



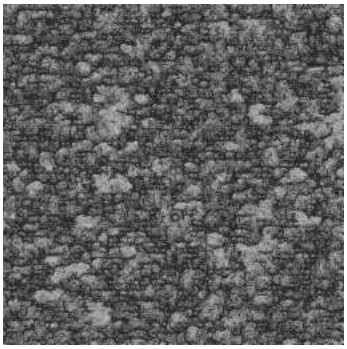
(f) 7×7 neighbourhood



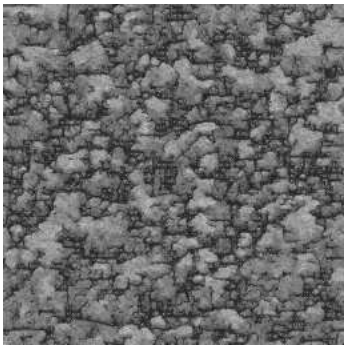
(g) 7×7 neighbourhood

Figure B.89: VisTex texture Brick.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

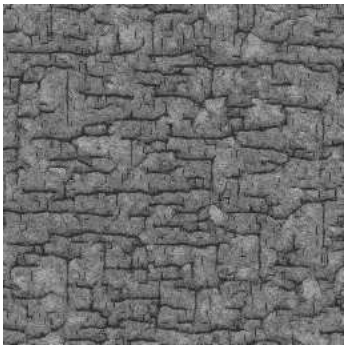
(a) Training texture



(b) Nearest neighbour



(c) Nearest neighbour



(d) 5×5 neighbourhood

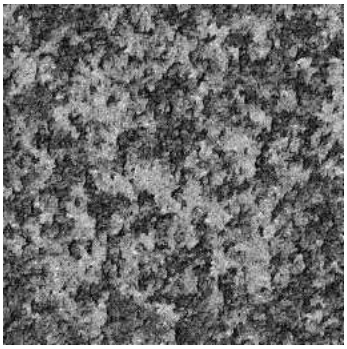
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

Figure B.90: VisTex texture Brick.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture



(b) Nearest neighbour

(c) Nearest neighbour

(d) 5×5 neighbourhood

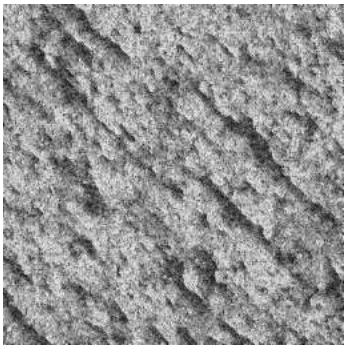
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

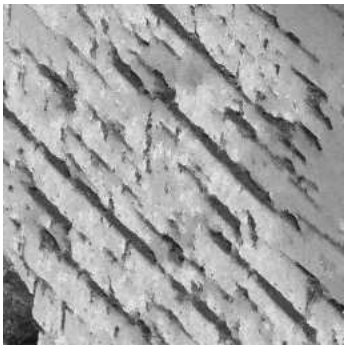
(g) 7×7 neighbourhood

Figure B.91: VisTex texture Brick.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

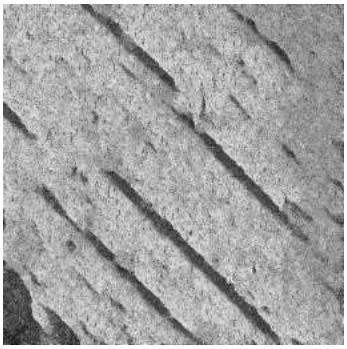
(a) Training texture



(b) Nearest neighbour

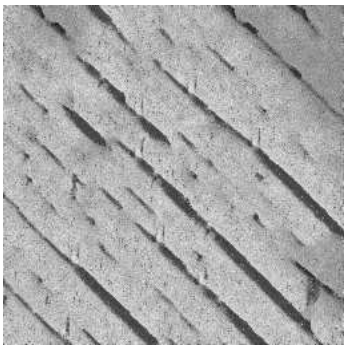


(c) Nearest neighbour

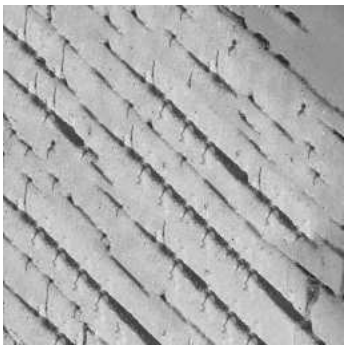


(d) 5×5 neighbourhood

(e) 5×5 neighbourhood



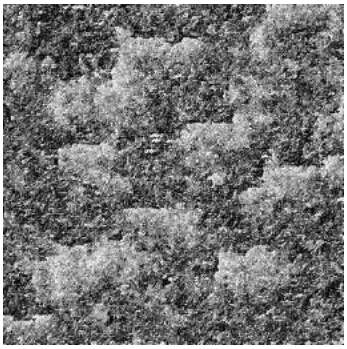
(f) 7×7 neighbourhood



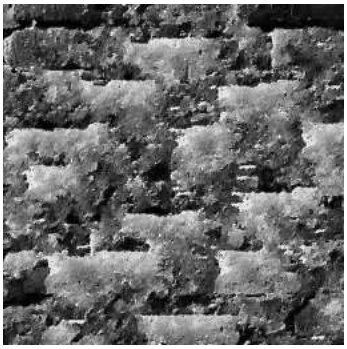
(g) 7×7 neighbourhood

Figure B.92: VisTex texture Brick.0006: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

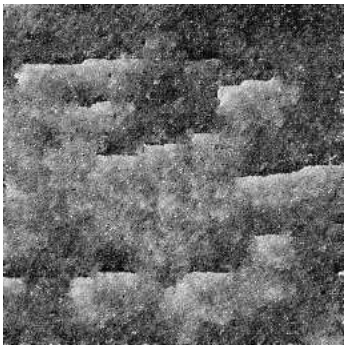
(a) Training texture



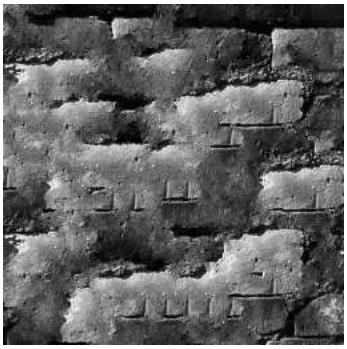
(b) Nearest neighbour



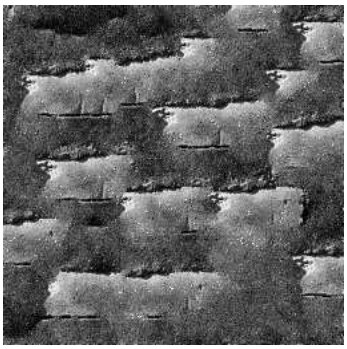
(c) Nearest neighbour



(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

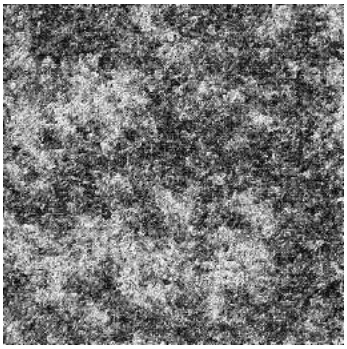


(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

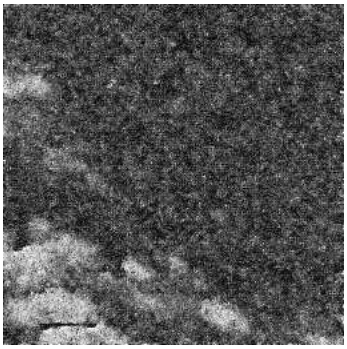
Figure B.93: VisTex texture Brick.0007: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture



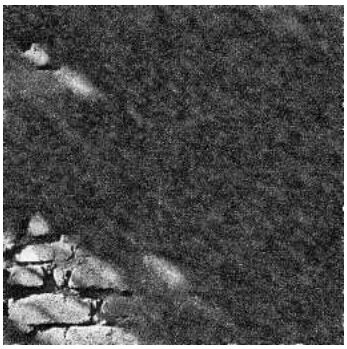
(b) Nearest neighbour

(c) Nearest neighbour



(d) 5×5 neighbourhood

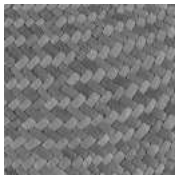
(e) 5×5 neighbourhood



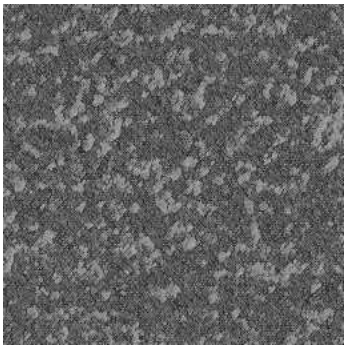
(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

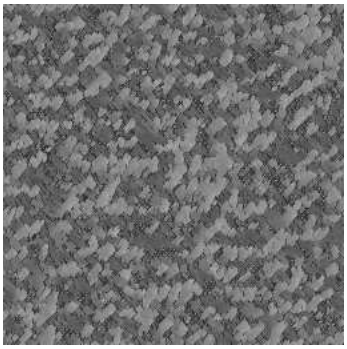
Figure B.94: VisTex texture Brick.0008: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



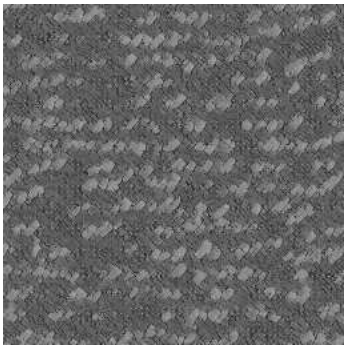
(a) Training texture



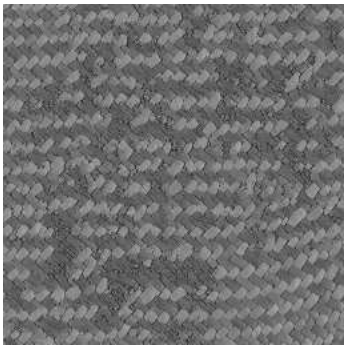
(b) Nearest neighbour



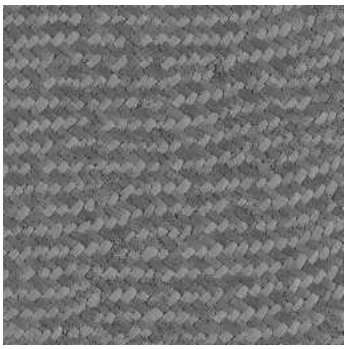
(c) Nearest neighbour



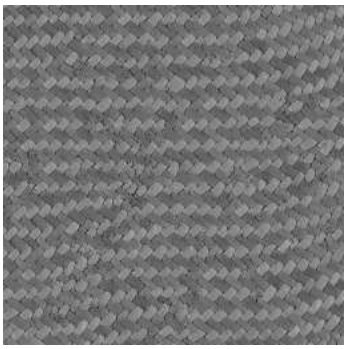
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

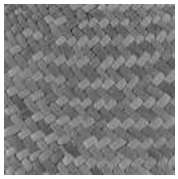


(f) 7×7 neighbourhood

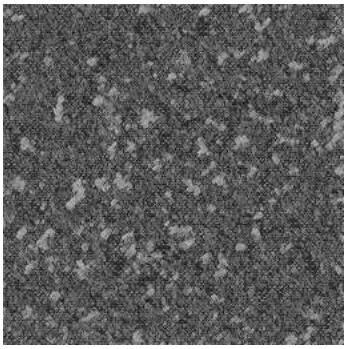


(g) 7×7 neighbourhood

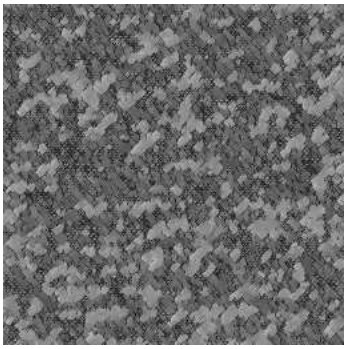
Figure B.95: VisTex texture Fabric.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



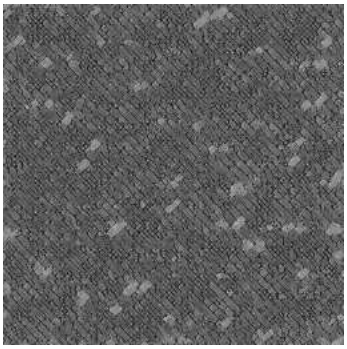
(a) Training texture



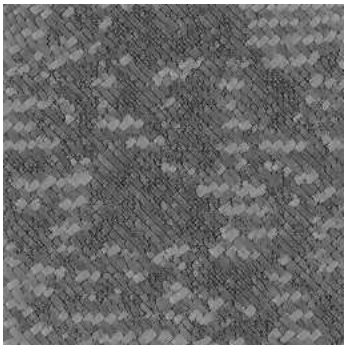
(b) Nearest neighbour



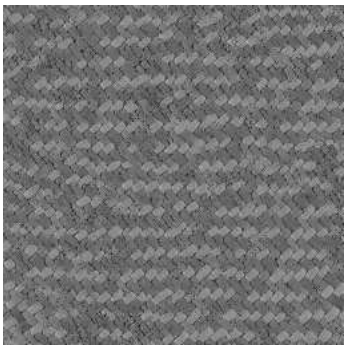
(c) Nearest neighbour



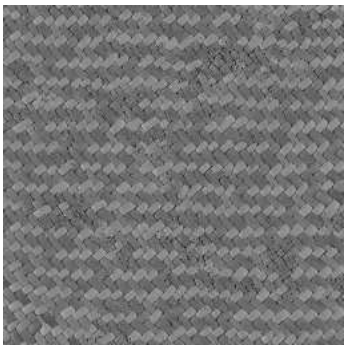
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

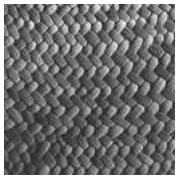


(f) 7×7 neighbourhood



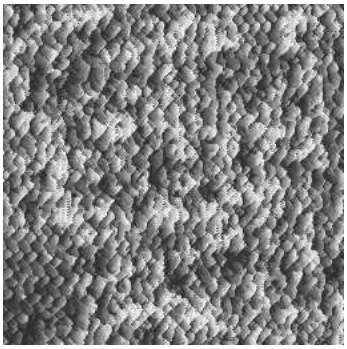
(g) 7×7 neighbourhood

Figure B.96: VisTex texture Fabric.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

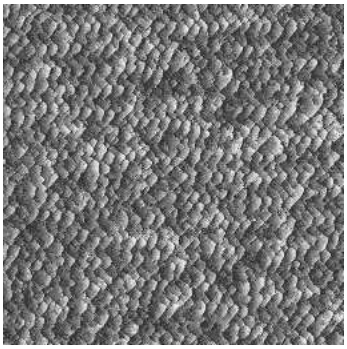


(a) Training texture

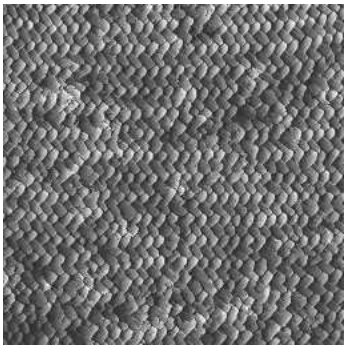
(b) Nearest neighbour



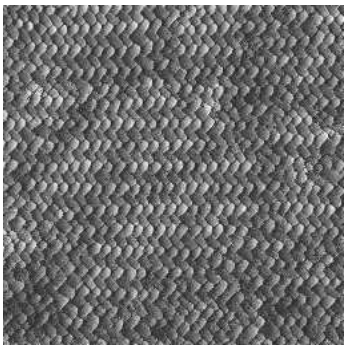
(c) Nearest neighbour



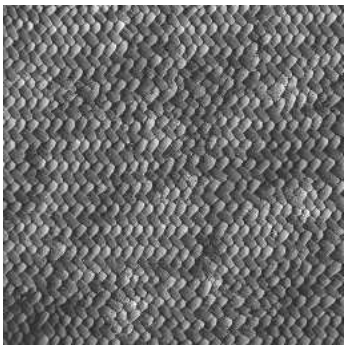
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

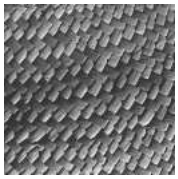


(f) 7×7 neighbourhood

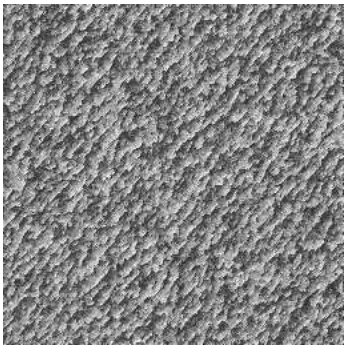


(g) 7×7 neighbourhood

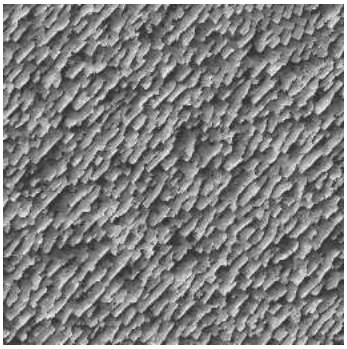
Figure B.97: VisTex texture Fabric.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



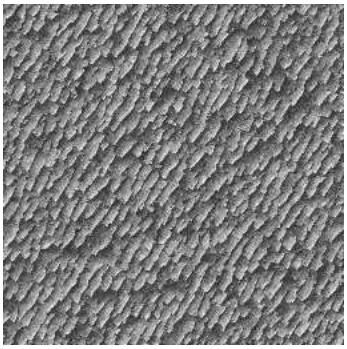
(a) Training texture



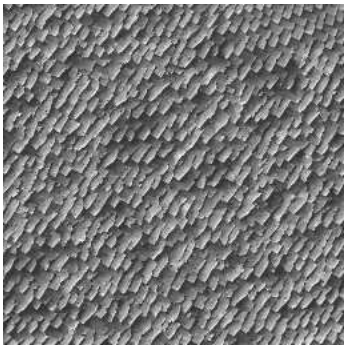
(b) Nearest neighbour



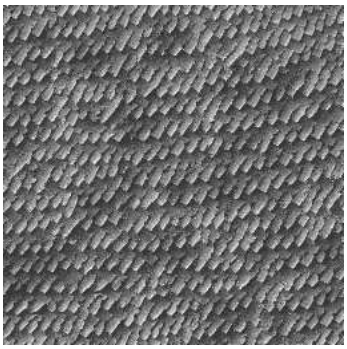
(c) Nearest neighbour



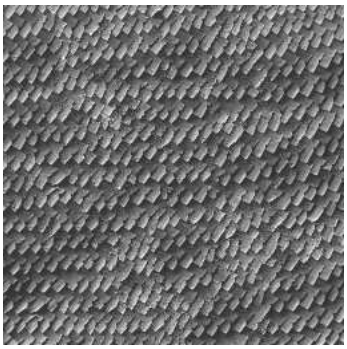
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



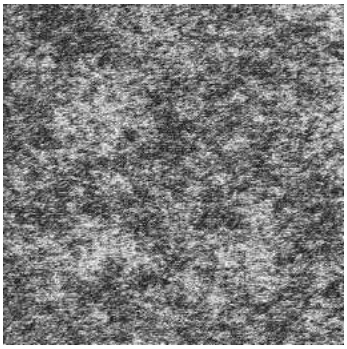
(f) 7×7 neighbourhood



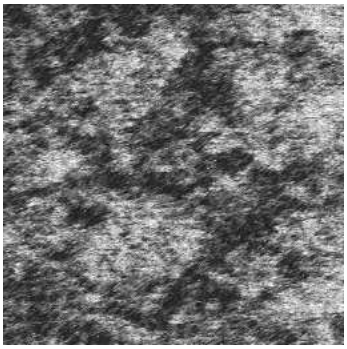
(g) 7×7 neighbourhood

Figure B.98: VisTex texture Fabric.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

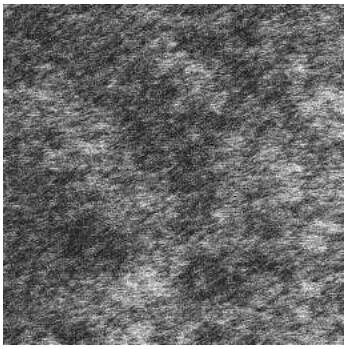
(a) Training texture



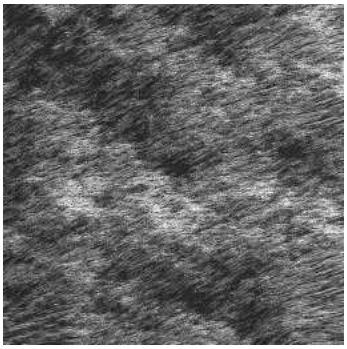
(b) Nearest neighbour



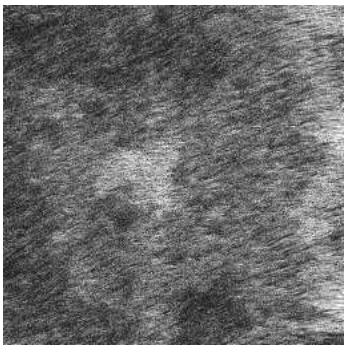
(c) Nearest neighbour



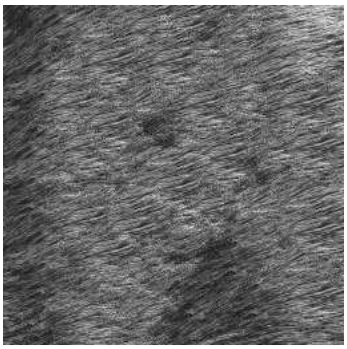
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



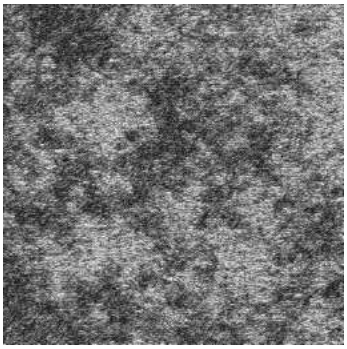
(f) 7×7 neighbourhood



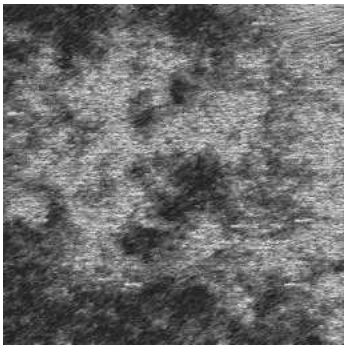
(g) 7×7 neighbourhood

Figure B.99: VisTex texture Fabric.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

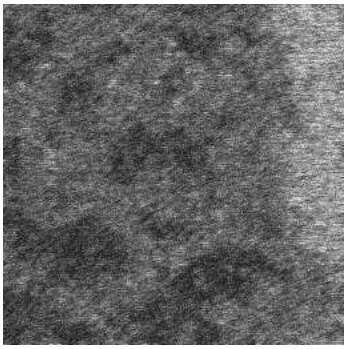
(a) Training texture



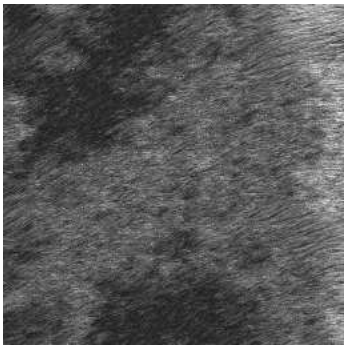
(b) Nearest neighbour



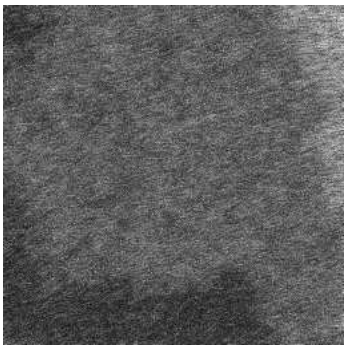
(c) Nearest neighbour



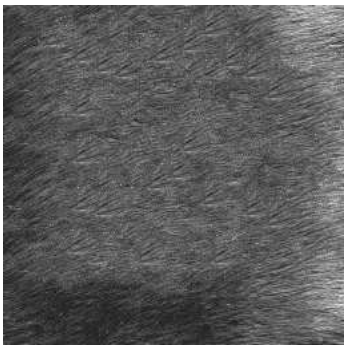
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



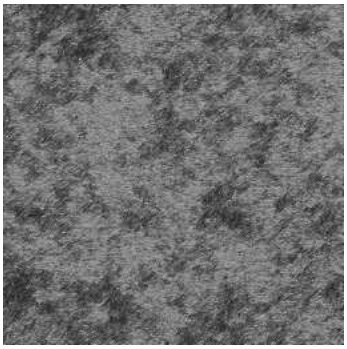
(f) 7×7 neighbourhood



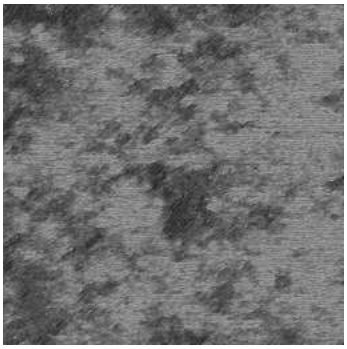
(g) 7×7 neighbourhood

Figure B.100: VisTex texture Fabric.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

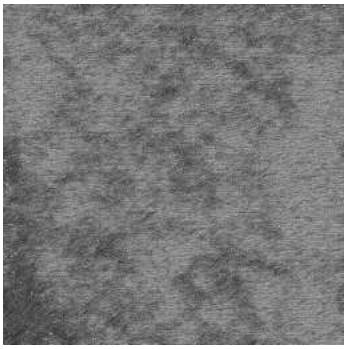
(a) Training texture



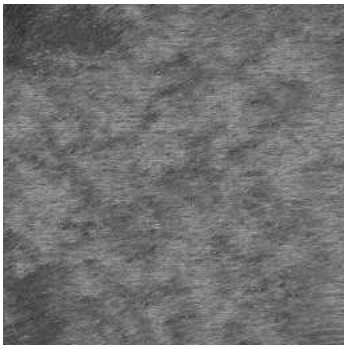
(b) Nearest neighbour



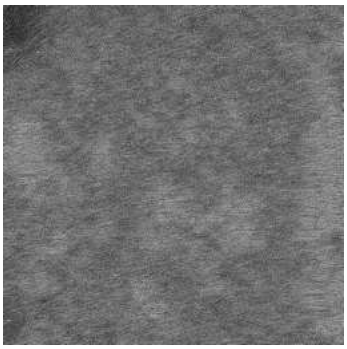
(c) Nearest neighbour



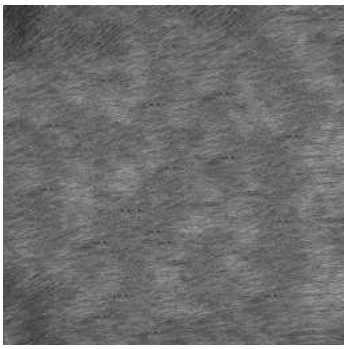
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



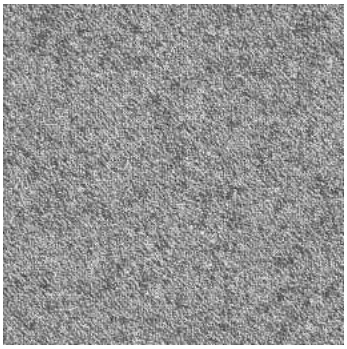
(f) 7×7 neighbourhood



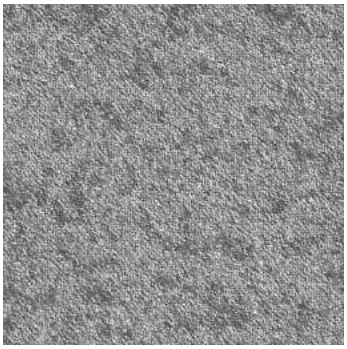
(g) 7×7 neighbourhood

Figure B.101: VisTex texture Fabric.0006: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

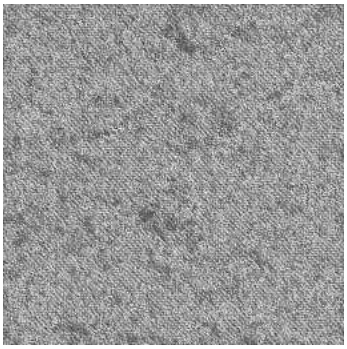
(a) Training texture



(b) Nearest neighbour

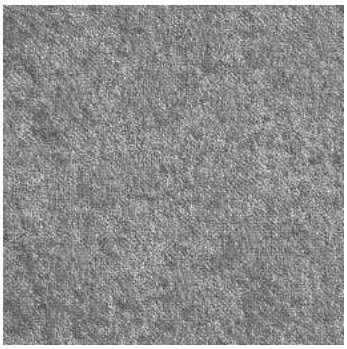


(c) Nearest neighbour

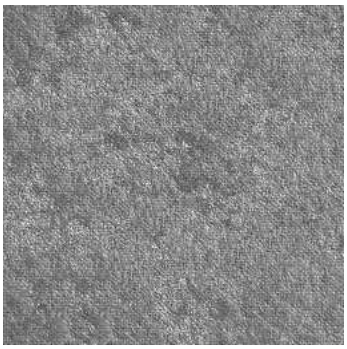


(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

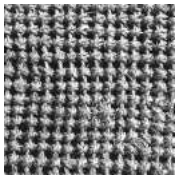


(f) 7×7 neighbourhood

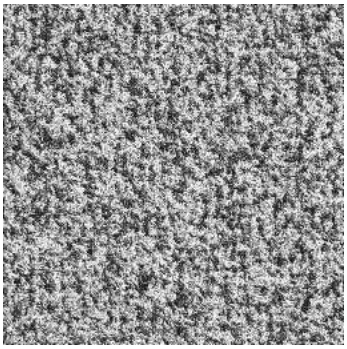


(g) 7×7 neighbourhood

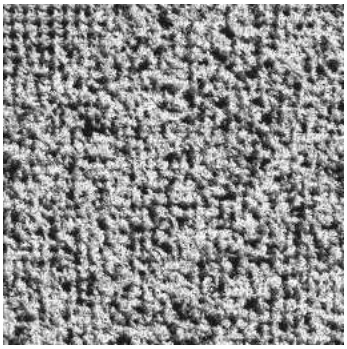
Figure B.102: VisTex texture Fabric.0007: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



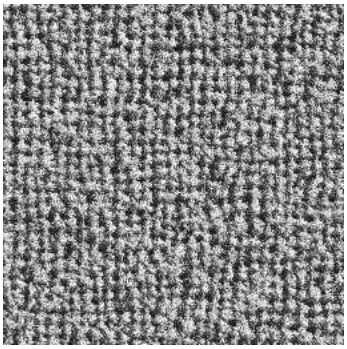
(a) Training texture



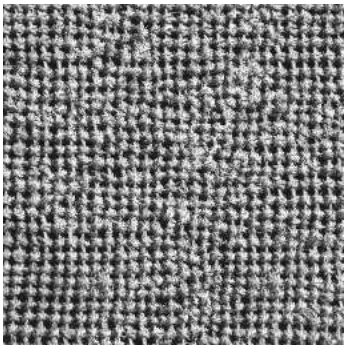
(b) Nearest neighbour



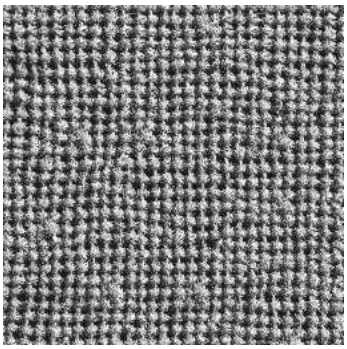
(c) Nearest neighbour



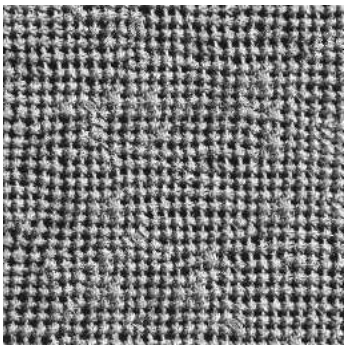
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

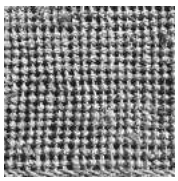


(f) 7×7 neighbourhood

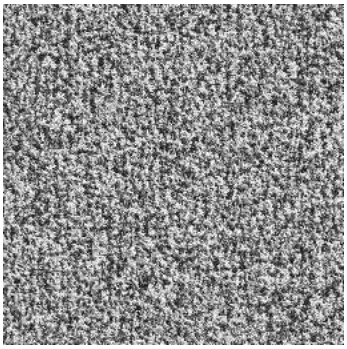


(g) 7×7 neighbourhood

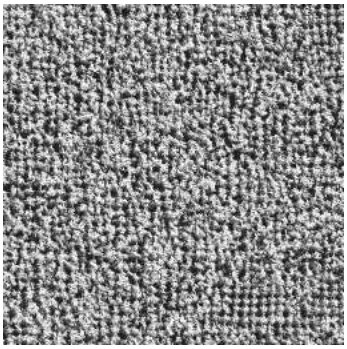
Figure B.103: VisTex texture Fabric.0008: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



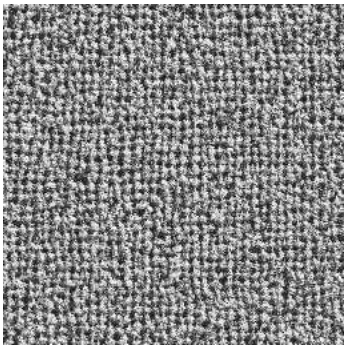
(a) Training texture



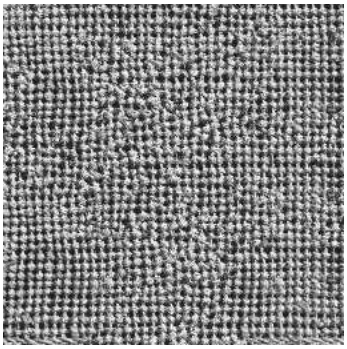
(b) Nearest neighbour



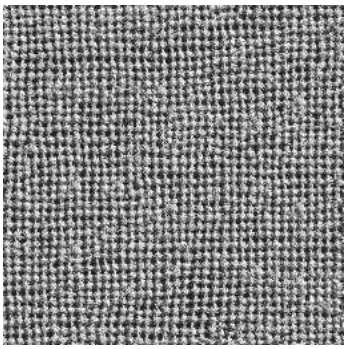
(c) Nearest neighbour



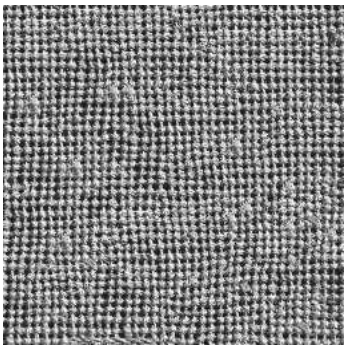
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

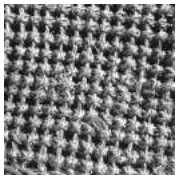


(f) 7×7 neighbourhood

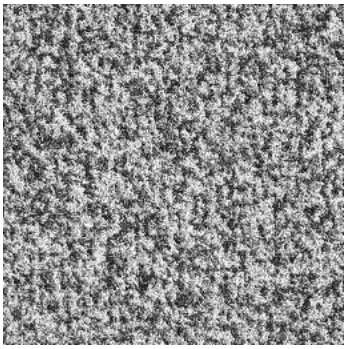


(g) 7×7 neighbourhood

Figure B.104: VisTex texture Fabric.0009: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

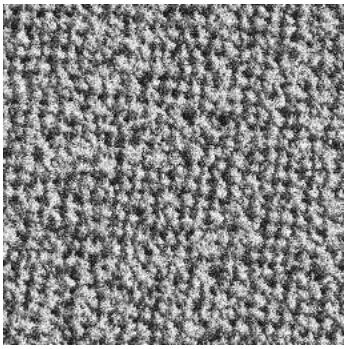


(a) Training texture

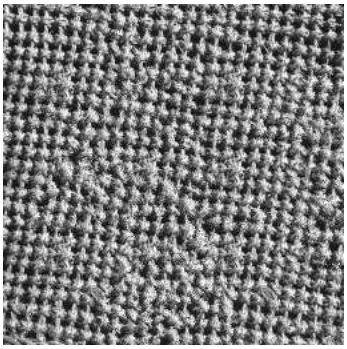


(b) Nearest neighbour

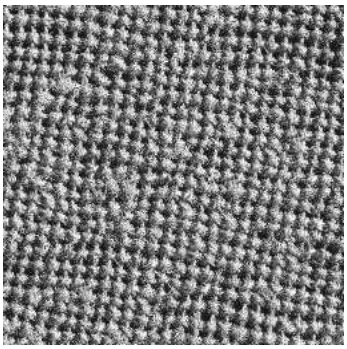
(c) Nearest neighbour



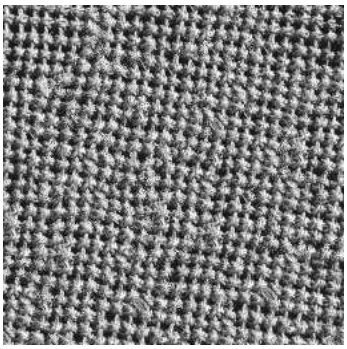
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



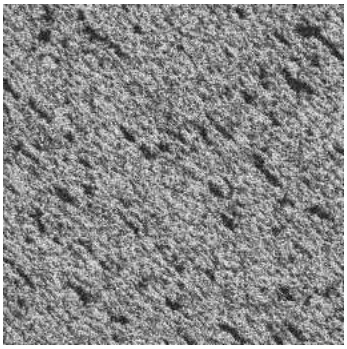
(f) 7×7 neighbourhood



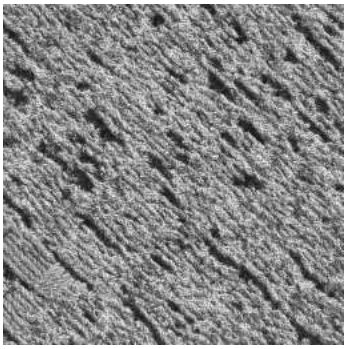
(g) 7×7 neighbourhood

Figure B.105: VisTex texture Fabric.0010: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

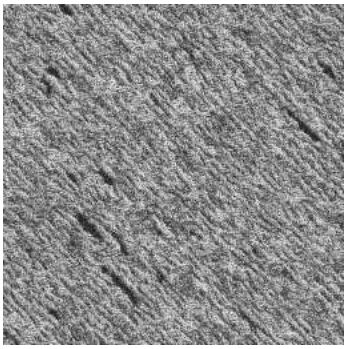
(a) Training texture



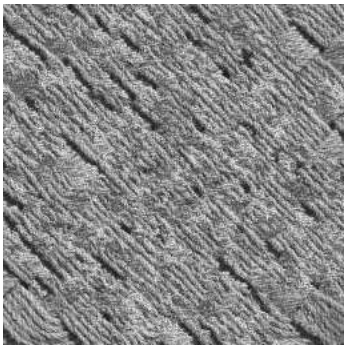
(b) Nearest neighbour



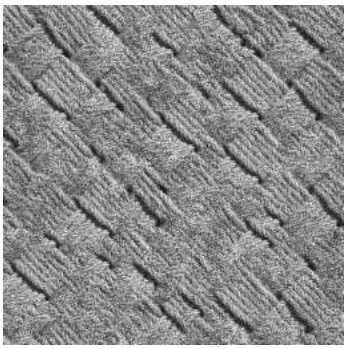
(c) Nearest neighbour



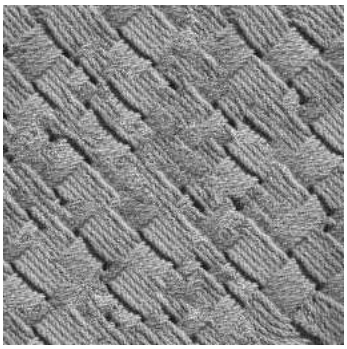
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

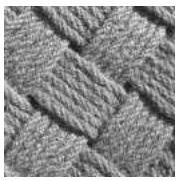


(f) 7×7 neighbourhood

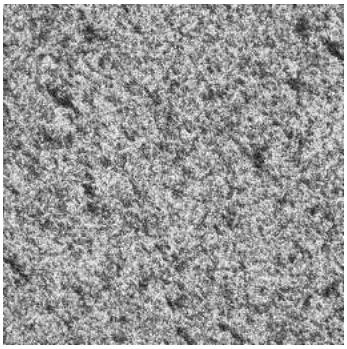


(g) 7×7 neighbourhood

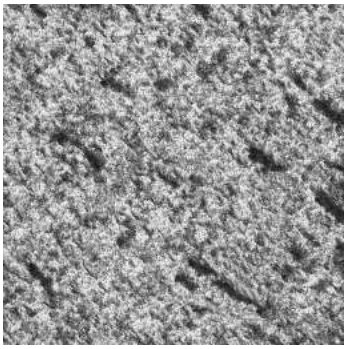
Figure B.106: VisTex texture Fabric.0011: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



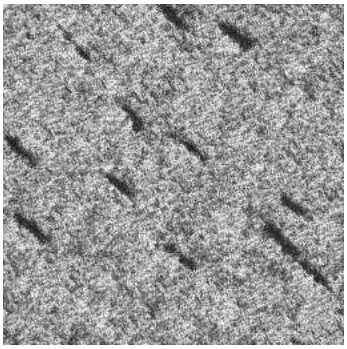
(a) Training texture



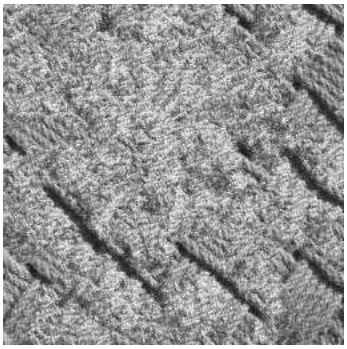
(b) Nearest neighbour



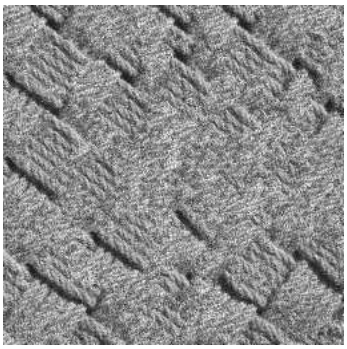
(c) Nearest neighbour



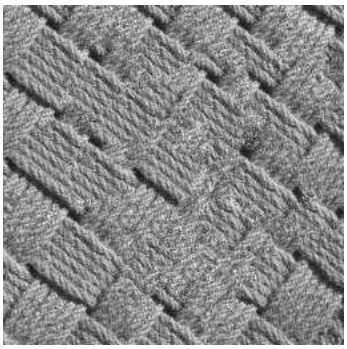
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

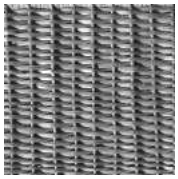


(f) 7×7 neighbourhood

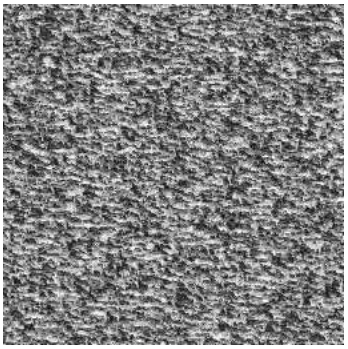


(g) 7×7 neighbourhood

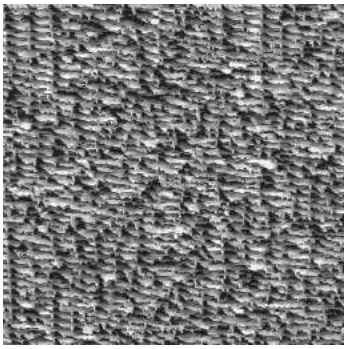
Figure B.107: VisTex texture Fabric.0012: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



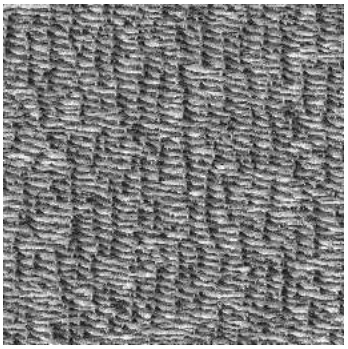
(a) Training texture



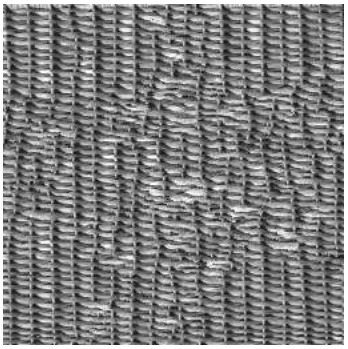
(b) Nearest neighbour



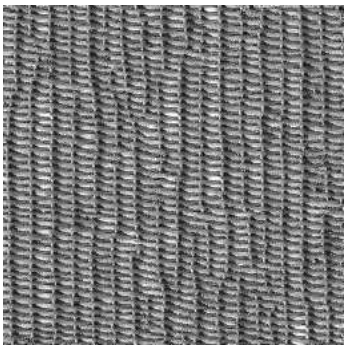
(c) Nearest neighbour



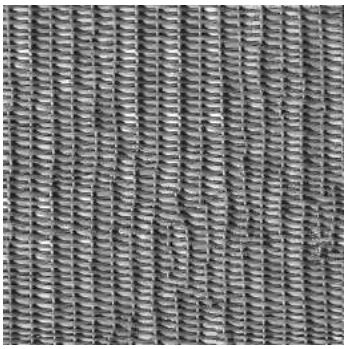
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

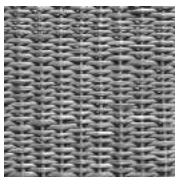


(f) 7×7 neighbourhood

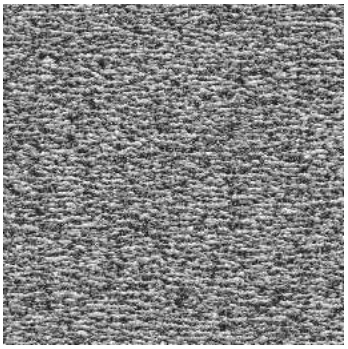


(g) 7×7 neighbourhood

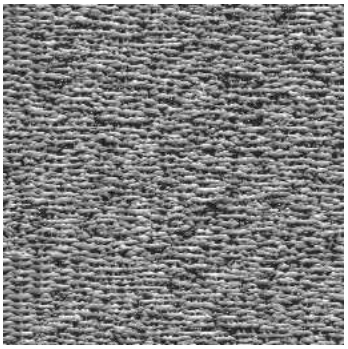
Figure B.108: VisTex texture Fabric.0013: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



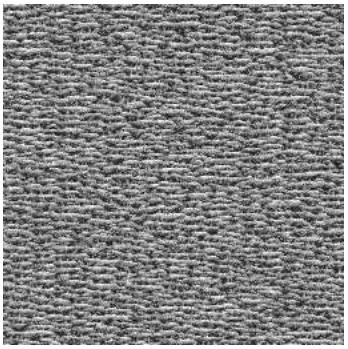
(a) Training texture



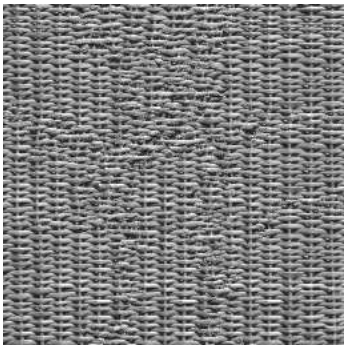
(b) Nearest neighbour



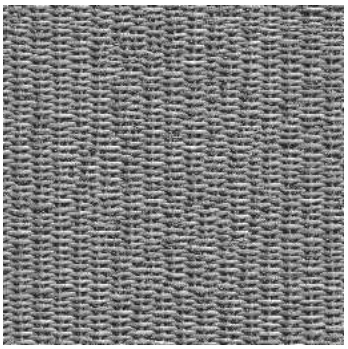
(c) Nearest neighbour



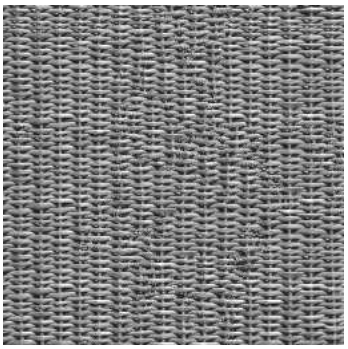
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

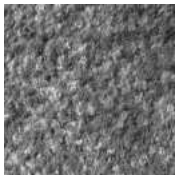


(f) 7×7 neighbourhood

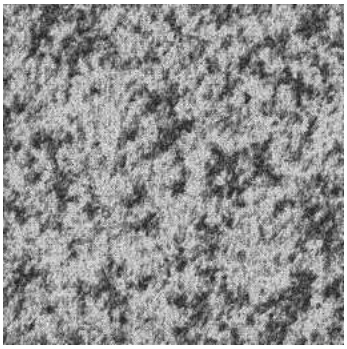


(g) 7×7 neighbourhood

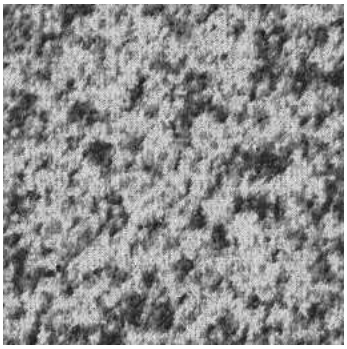
Figure B.109: VisTex texture Fabric.0014: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



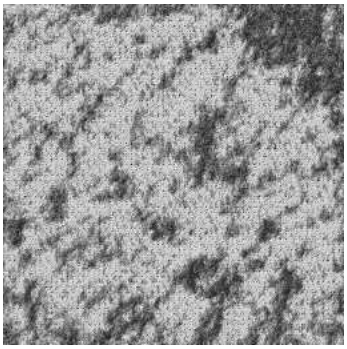
(a) Training texture



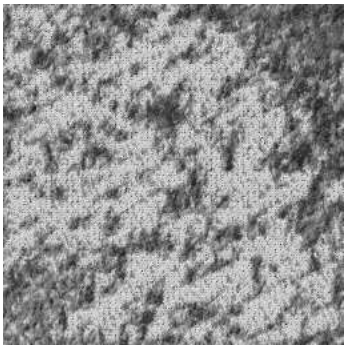
(b) Nearest neighbour



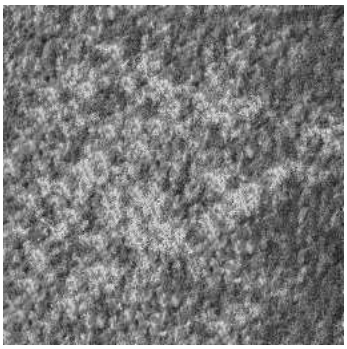
(c) Nearest neighbour



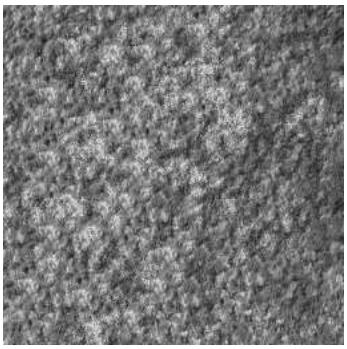
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

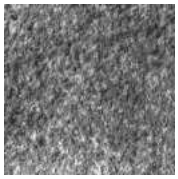


(f) 7×7 neighbourhood

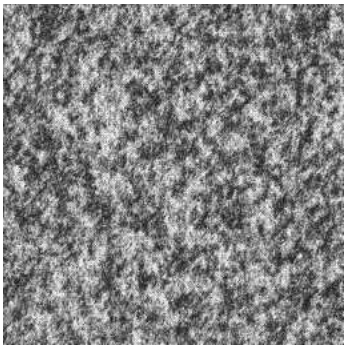


(g) 7×7 neighbourhood

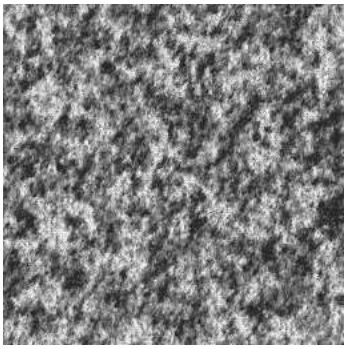
Figure B.110: VisTex texture Fabric.0015: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



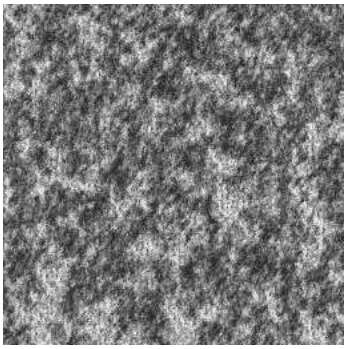
(a) Training texture



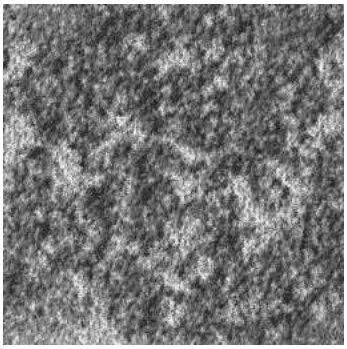
(b) Nearest neighbour



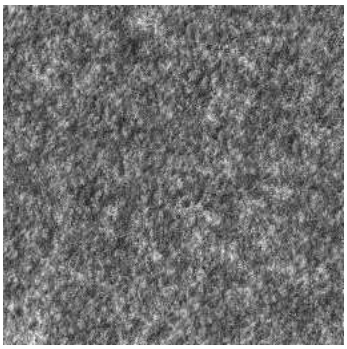
(c) Nearest neighbour



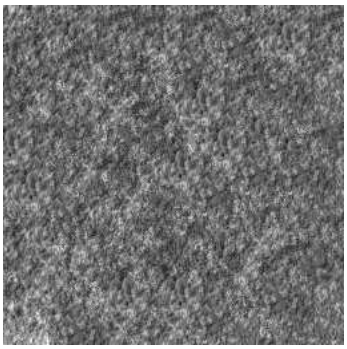
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

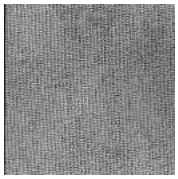


(f) 7×7 neighbourhood

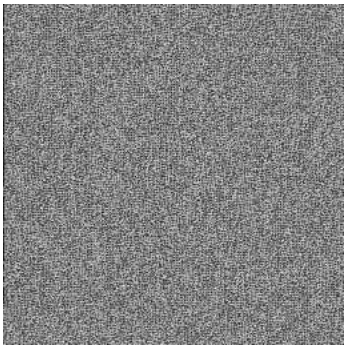


(g) 7×7 neighbourhood

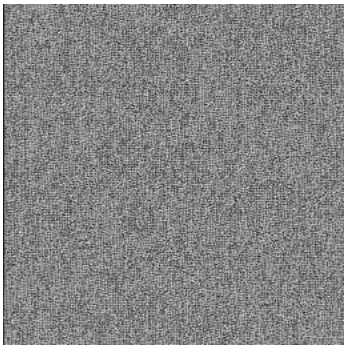
Figure B.111: VisTex texture Fabric.0016: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



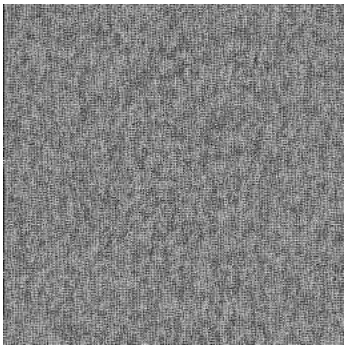
(a) Training texture



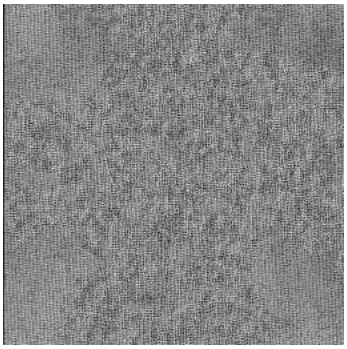
(b) Nearest neighbour



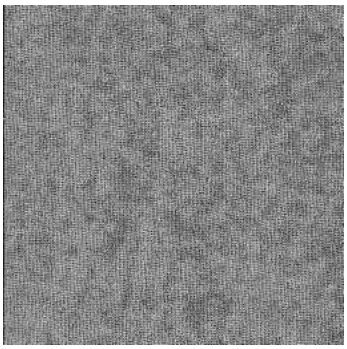
(c) Nearest neighbour



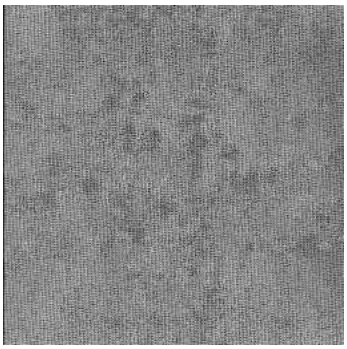
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

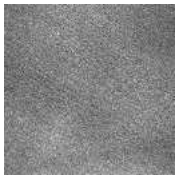


(f) 7×7 neighbourhood

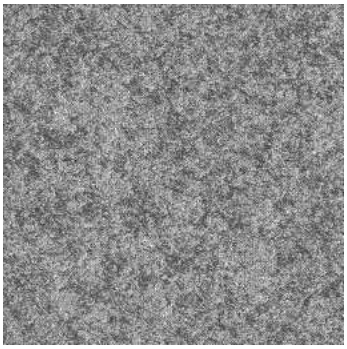


(g) 7×7 neighbourhood

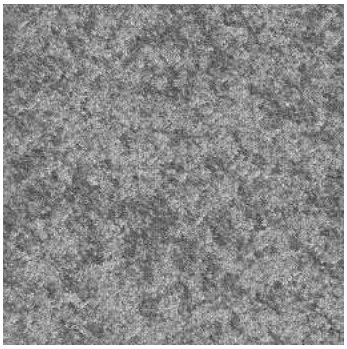
Figure B.112: VisTex texture Fabric.0017: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



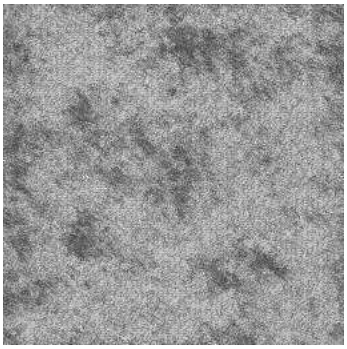
(a) Training texture



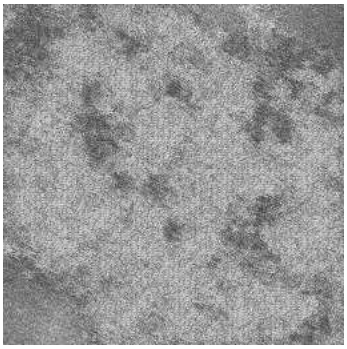
(b) Nearest neighbour



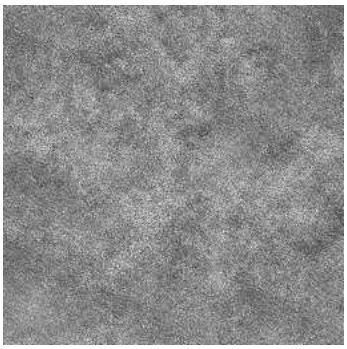
(c) Nearest neighbour



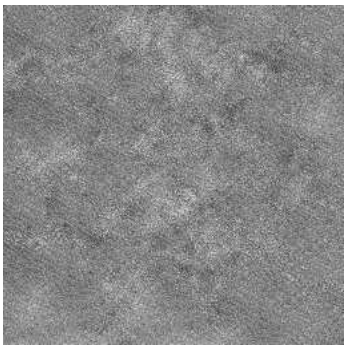
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

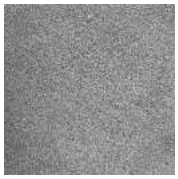


(f) 7×7 neighbourhood

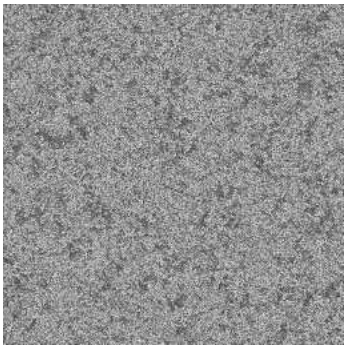


(g) 7×7 neighbourhood

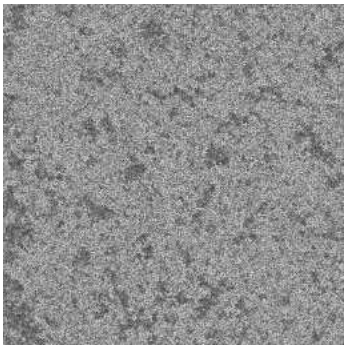
Figure B.113: VisTex texture Fabric.0018: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



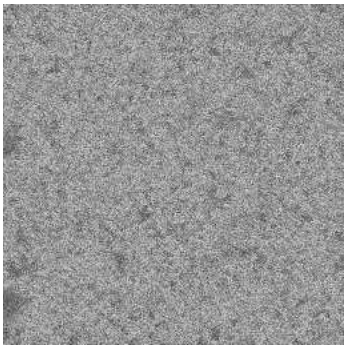
(a) Training texture



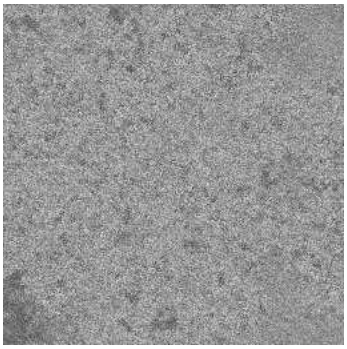
(b) Nearest neighbour



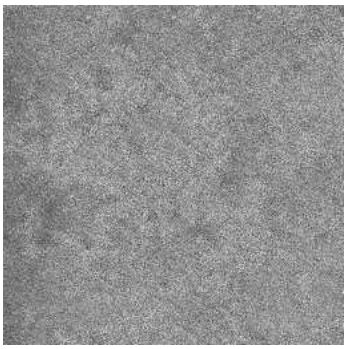
(c) Nearest neighbour



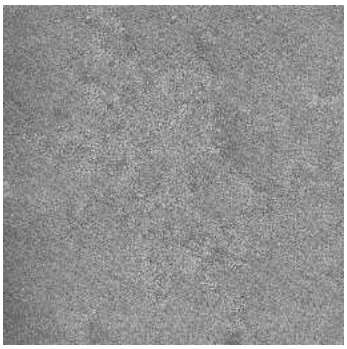
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



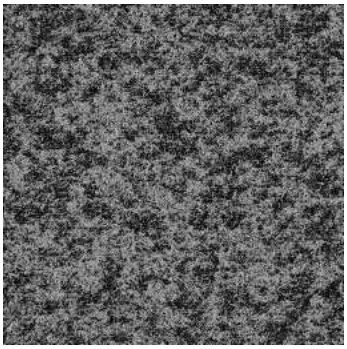
(f) 7×7 neighbourhood



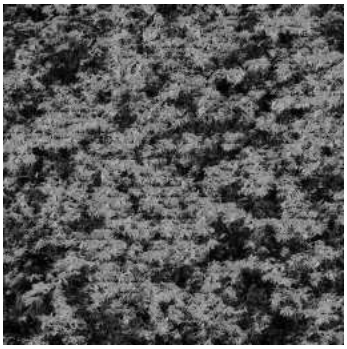
(g) 7×7 neighbourhood

Figure B.114: VisTex texture Fabric.0019: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

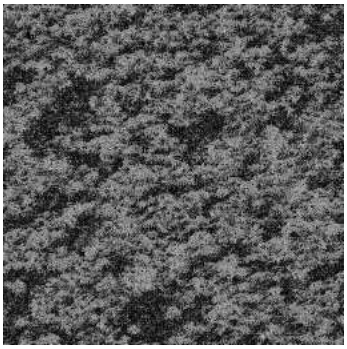
(a) Training texture



(b) Nearest neighbour

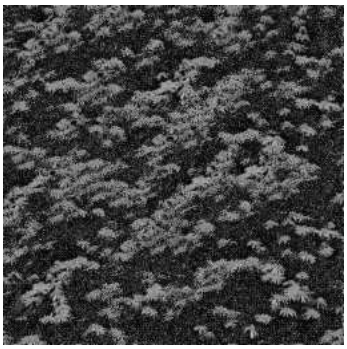


(c) Nearest neighbour

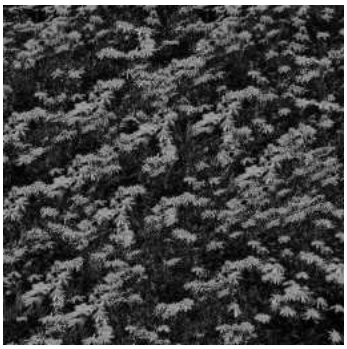


(d) 5×5 neighbourhood

(e) 5×5 neighbourhood



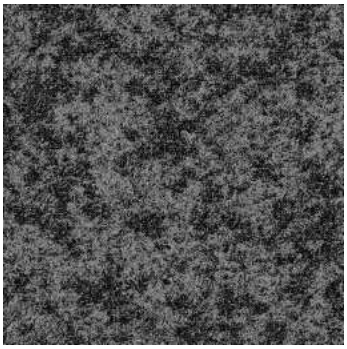
(f) 7×7 neighbourhood



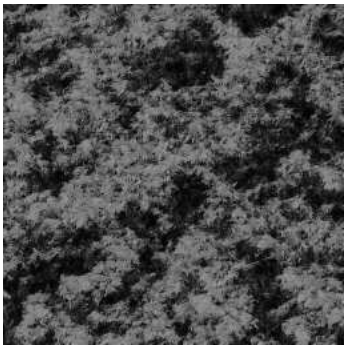
(g) 7×7 neighbourhood

Figure B.115: VisTex texture Flowers.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

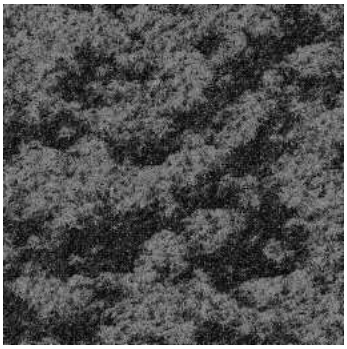
(a) Training texture



(b) Nearest neighbour

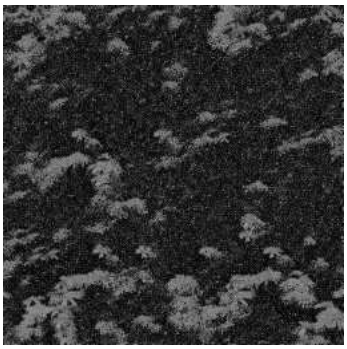


(c) Nearest neighbour



(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

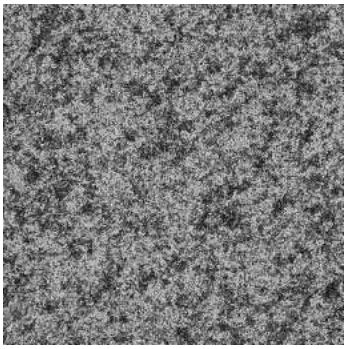


(f) 7×7 neighbourhood

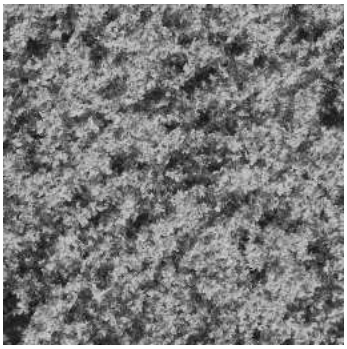
(g) 7×7 neighbourhood

Figure B.116: VisTex texture Flowers.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

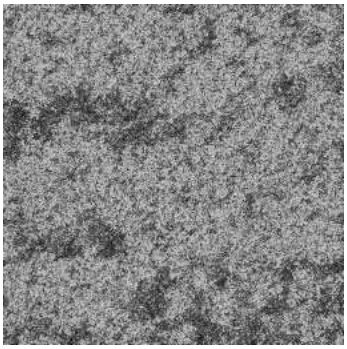
(a) Training texture



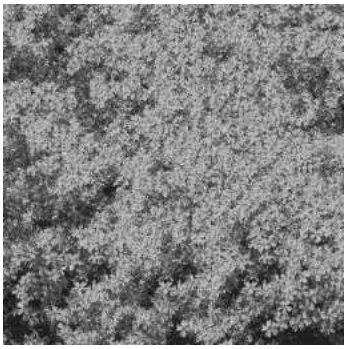
(b) Nearest neighbour



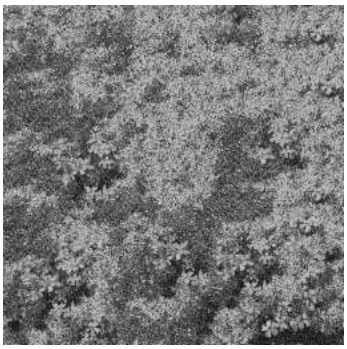
(c) Nearest neighbour



(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

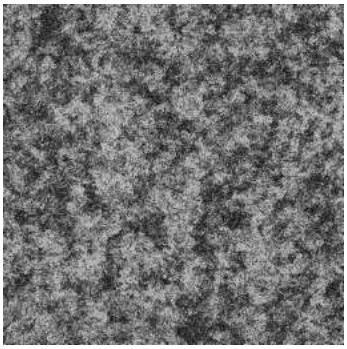


(f) 7×7 neighbourhood

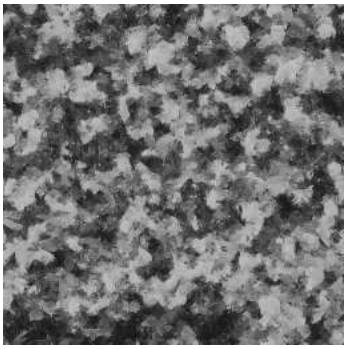
(g) 7×7 neighbourhood

Figure B.117: VisTex texture Flowers.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

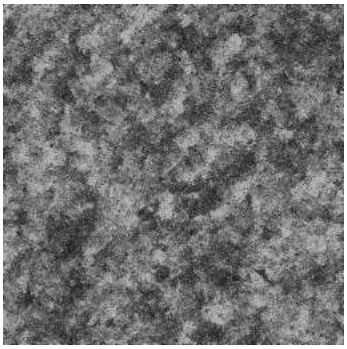
(a) Training texture



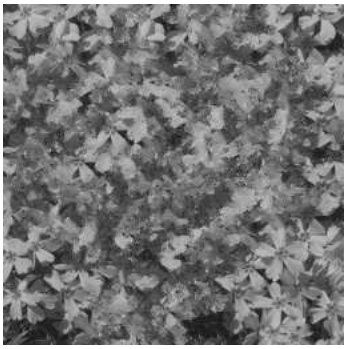
(b) Nearest neighbour



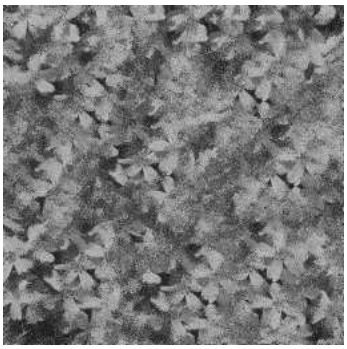
(c) Nearest neighbour



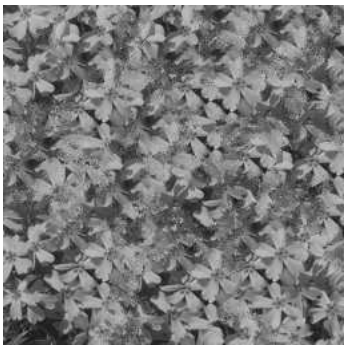
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



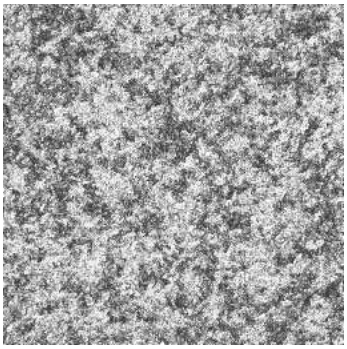
(f) 7×7 neighbourhood



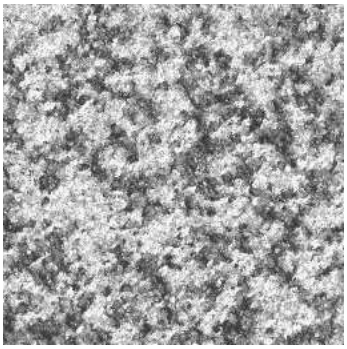
(g) 7×7 neighbourhood

Figure B.118: VisTex texture Flowers.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

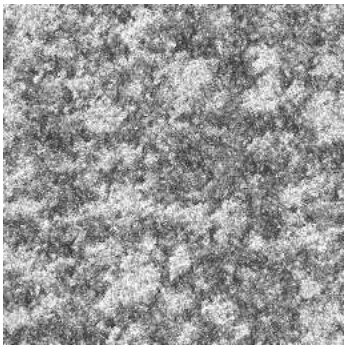
(a) Training texture



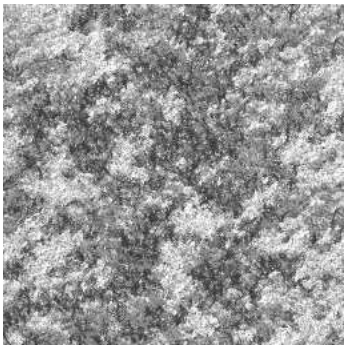
(b) Nearest neighbour



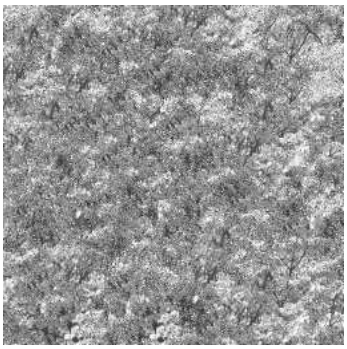
(c) Nearest neighbour



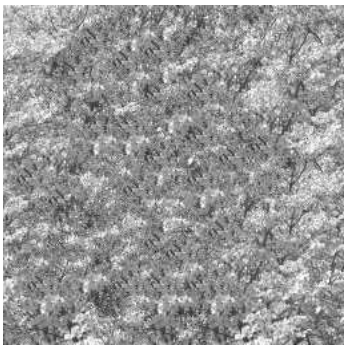
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



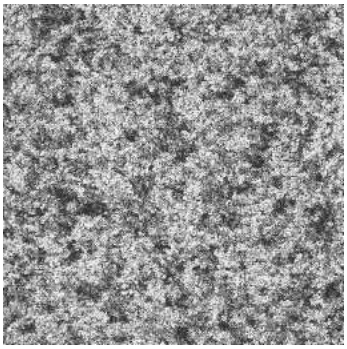
(f) 7×7 neighbourhood



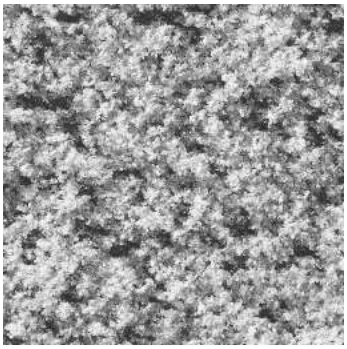
(g) 7×7 neighbourhood

Figure B.119: VisTex texture Flowers.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

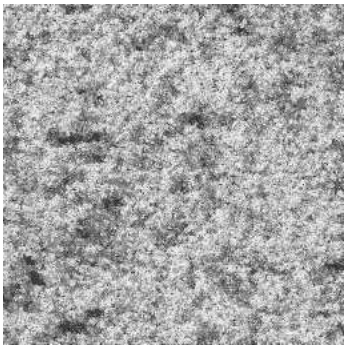
(a) Training texture



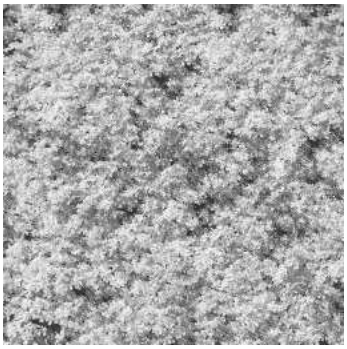
(b) Nearest neighbour



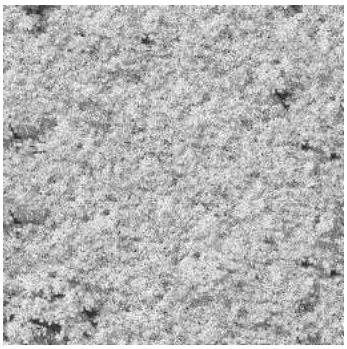
(c) Nearest neighbour



(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

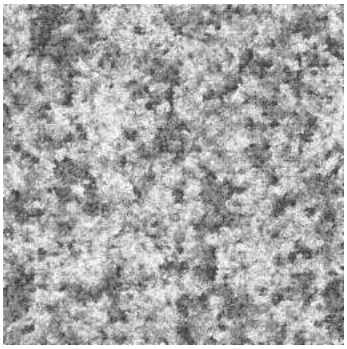


(f) 7×7 neighbourhood

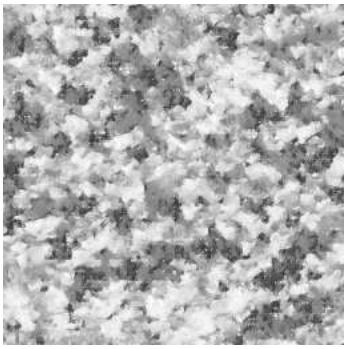
(g) 7×7 neighbourhood

Figure B.120: VisTex texture Flowers.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

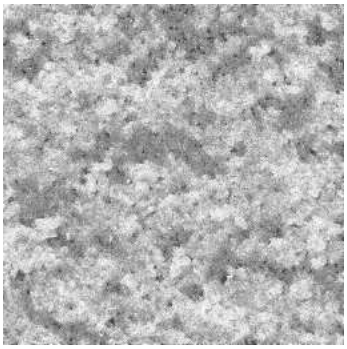
(a) Training texture



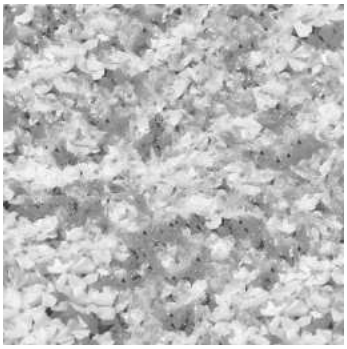
(b) Nearest neighbour



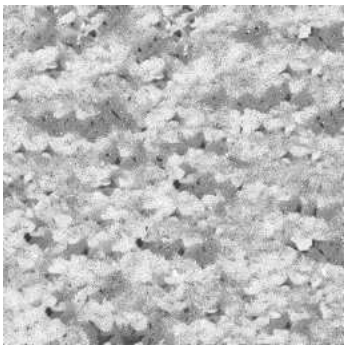
(c) Nearest neighbour



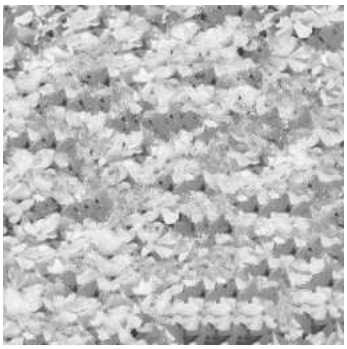
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



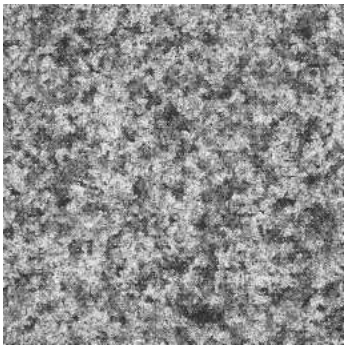
(f) 7×7 neighbourhood



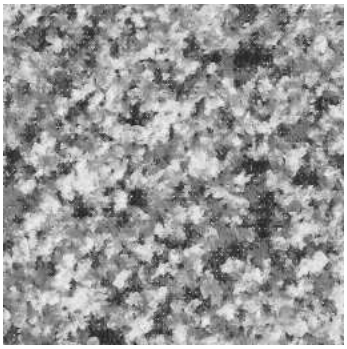
(g) 7×7 neighbourhood

Figure B.121: VisTex texture Flowers.0006: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

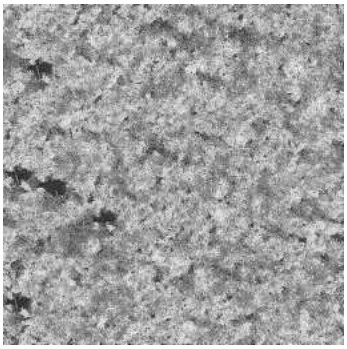
(a) Training texture



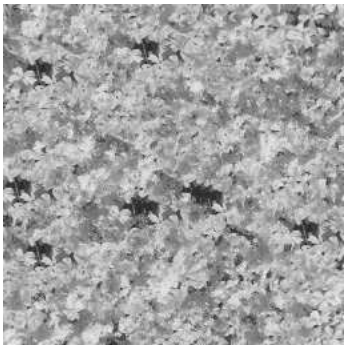
(b) Nearest neighbour



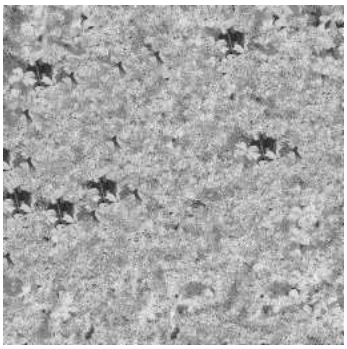
(c) Nearest neighbour



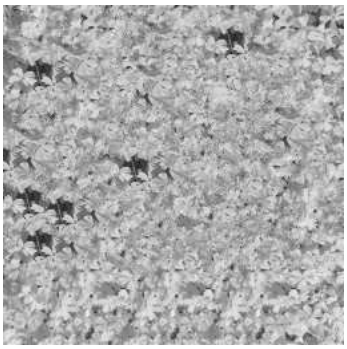
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

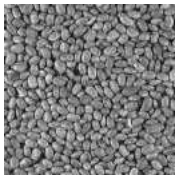


(f) 7×7 neighbourhood

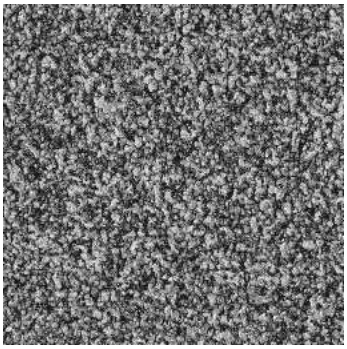


(g) 7×7 neighbourhood

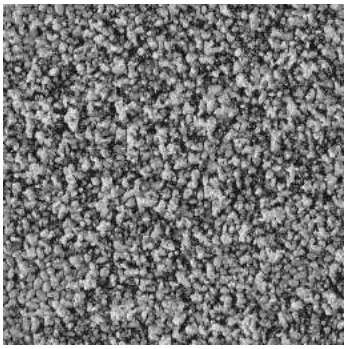
Figure B.122: VisTex texture Flowers.0007: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



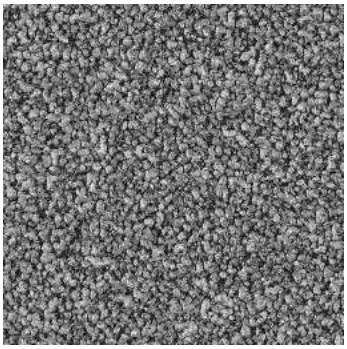
(a) Training texture



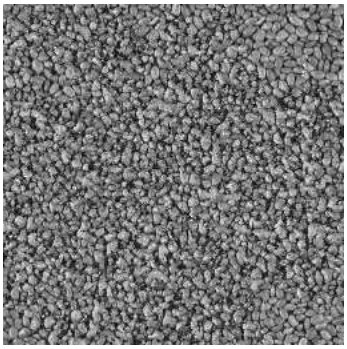
(b) Nearest neighbour



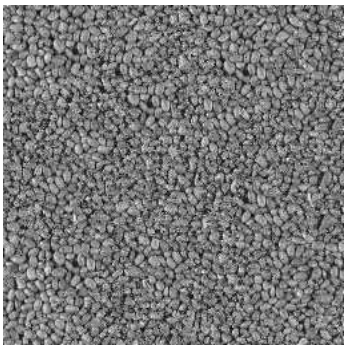
(c) Nearest neighbour



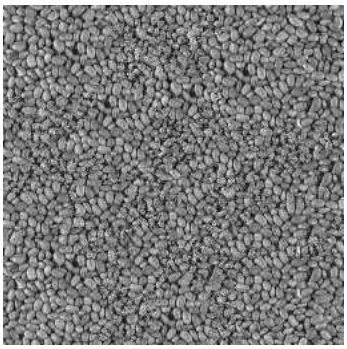
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

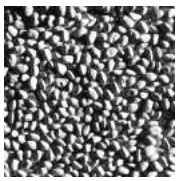


(f) 7×7 neighbourhood

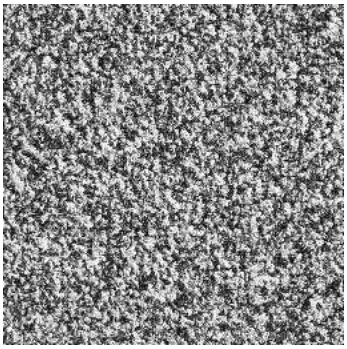


(g) 7×7 neighbourhood

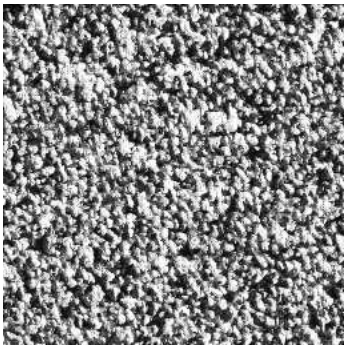
Figure B.123: VisTex texture Food.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



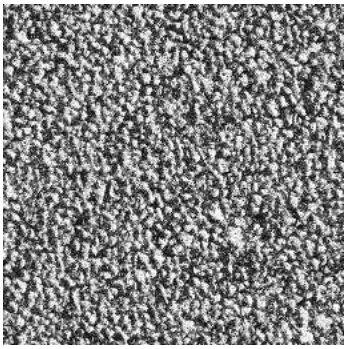
(a) Training texture



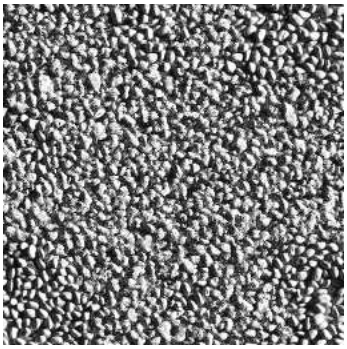
(b) Nearest neighbour



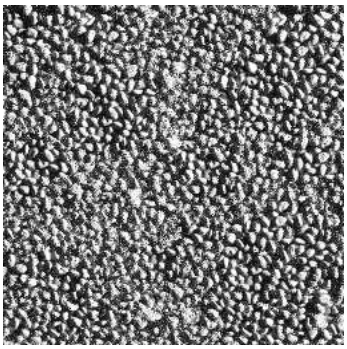
(c) Nearest neighbour



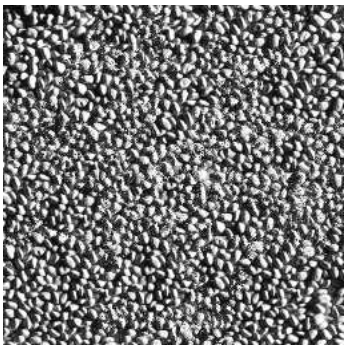
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



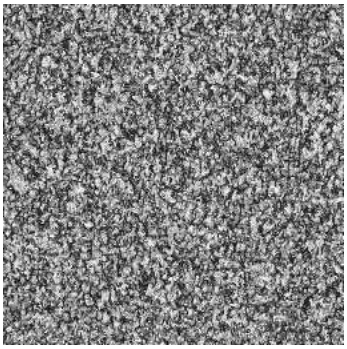
(f) 7×7 neighbourhood



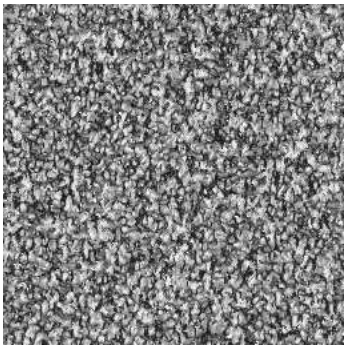
(g) 7×7 neighbourhood

Figure B.124: VisTex texture Food.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

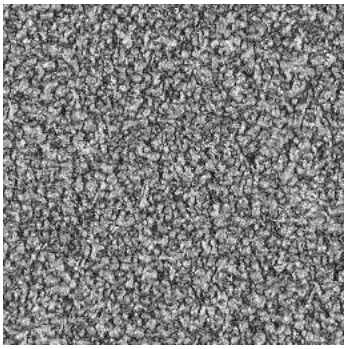
(a) Training texture



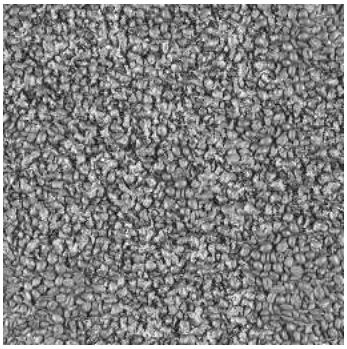
(b) Nearest neighbour



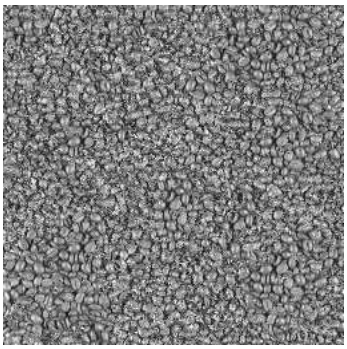
(c) Nearest neighbour



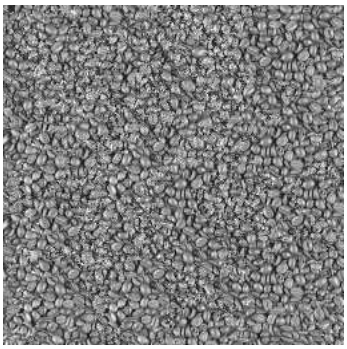
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



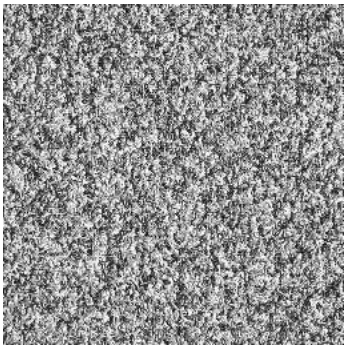
(f) 7×7 neighbourhood



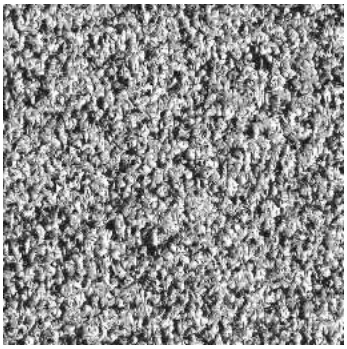
(g) 7×7 neighbourhood

Figure B.125: VisTex texture Food.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

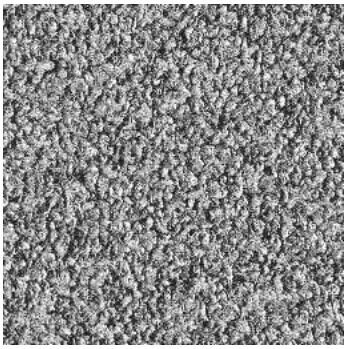
(a) Training texture



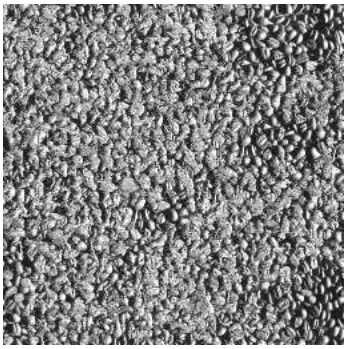
(b) Nearest neighbour



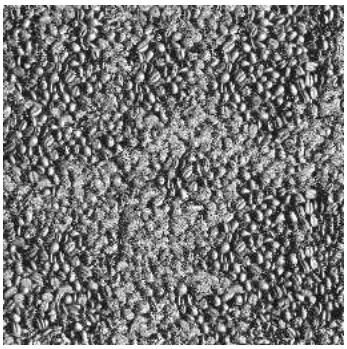
(c) Nearest neighbour



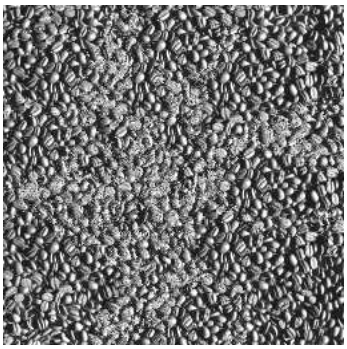
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



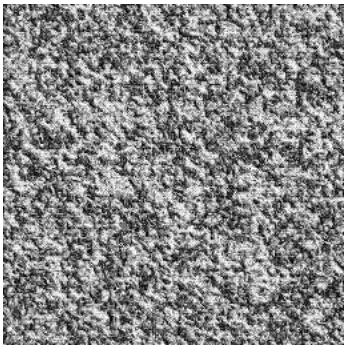
(f) 7×7 neighbourhood



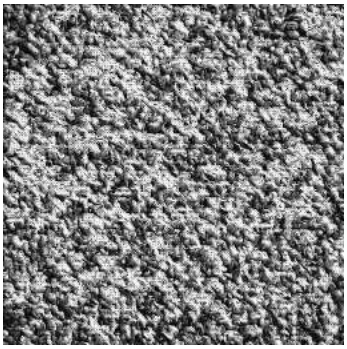
(g) 7×7 neighbourhood

Figure B.126: VisTex texture Food.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

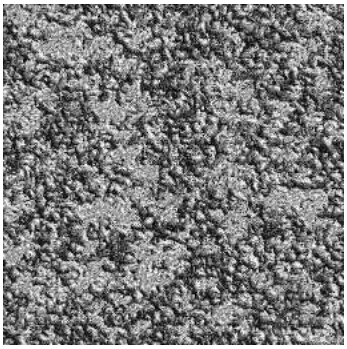
(a) Training texture



(b) Nearest neighbour



(c) Nearest neighbour



(d) 5×5 neighbourhood

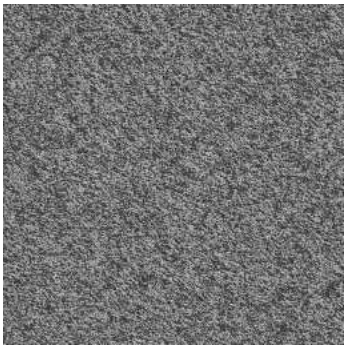
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

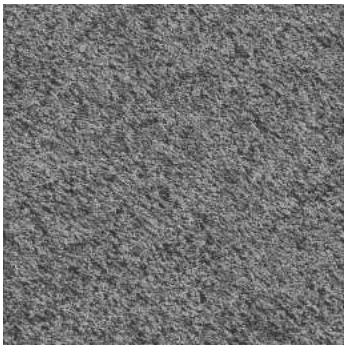
(g) 7×7 neighbourhood

Figure B.127: VisTex texture Food.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

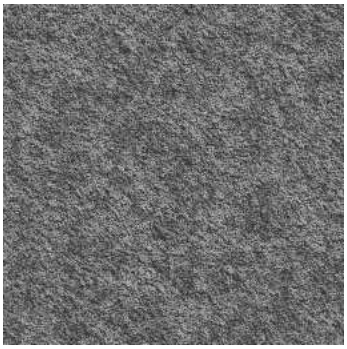
(a) Training texture



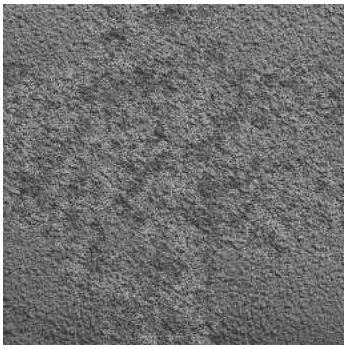
(b) Nearest neighbour



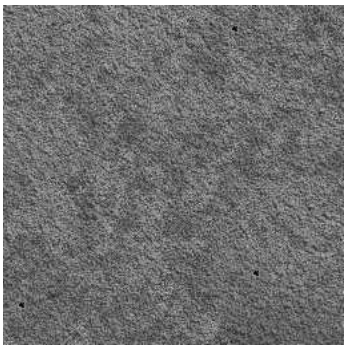
(c) Nearest neighbour



(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

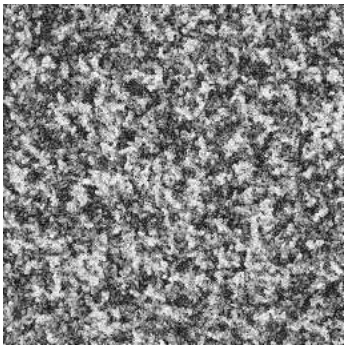


(f) 7×7 neighbourhood

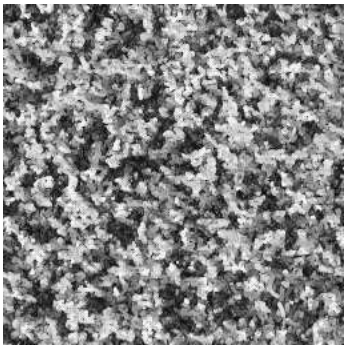
(g) 7×7 neighbourhood

Figure B.128: VisTex texture Food.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

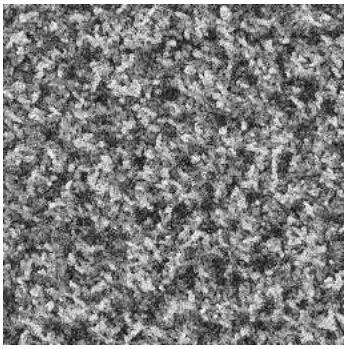
(a) Training texture



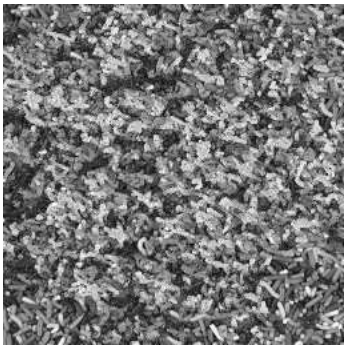
(b) Nearest neighbour



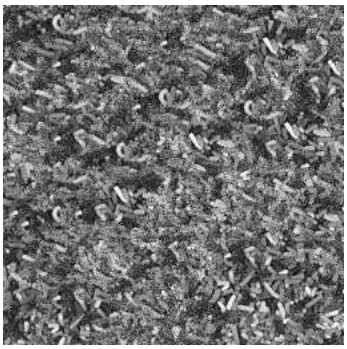
(c) Nearest neighbour



(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

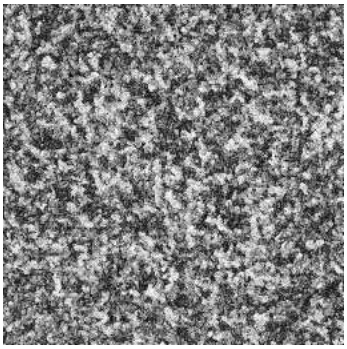


(f) 7×7 neighbourhood

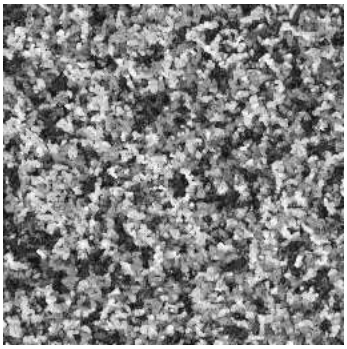
(g) 7×7 neighbourhood

Figure B.129: VisTex texture Food.0006: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

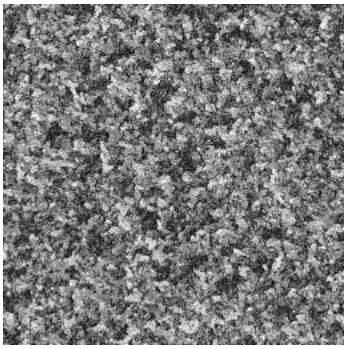
(a) Training texture



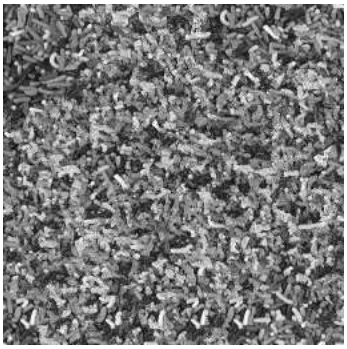
(b) Nearest neighbour



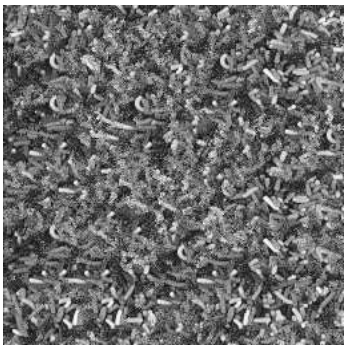
(c) Nearest neighbour



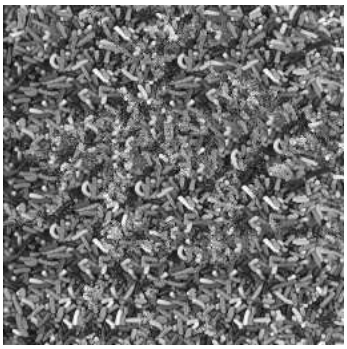
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



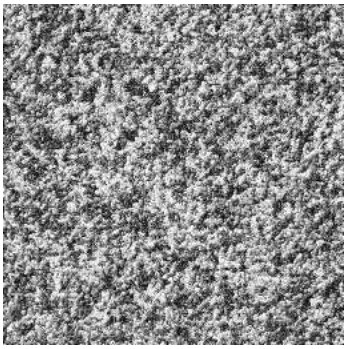
(f) 7×7 neighbourhood



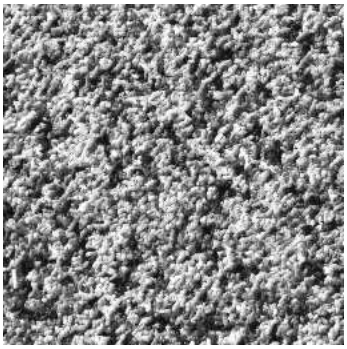
(g) 7×7 neighbourhood

Figure B.130: VisTex texture Food.0007: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

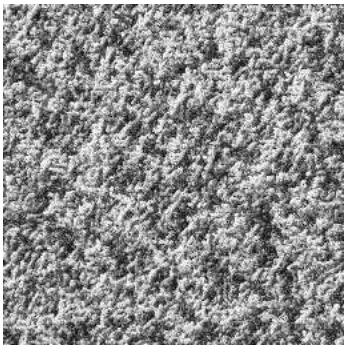
(a) Training texture



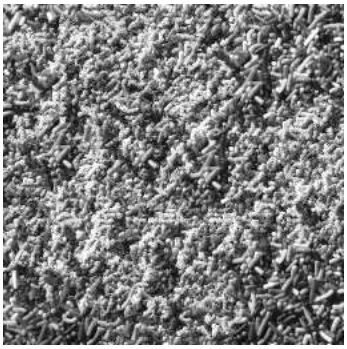
(b) Nearest neighbour



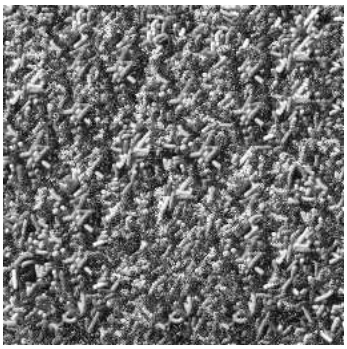
(c) Nearest neighbour



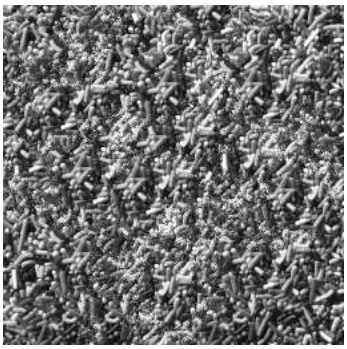
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



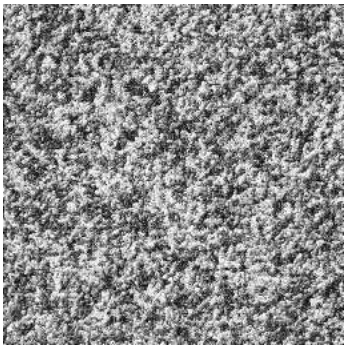
(f) 7×7 neighbourhood



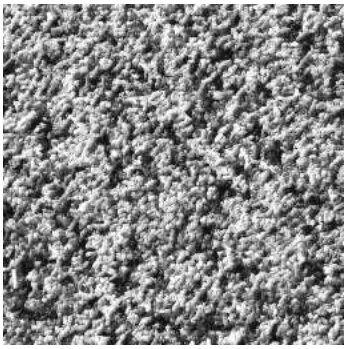
(g) 7×7 neighbourhood

Figure B.131: VisTex texture Food.0008: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

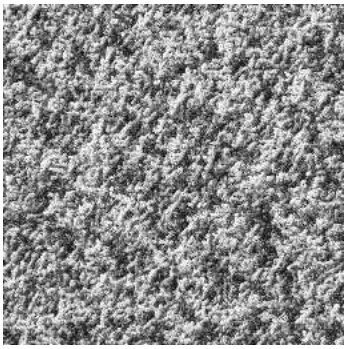
(a) Training texture



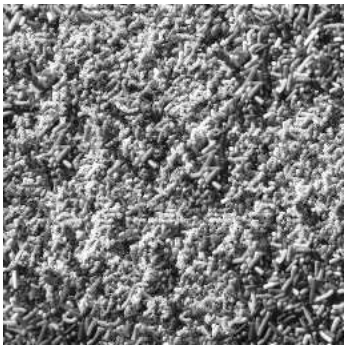
(b) Nearest neighbour



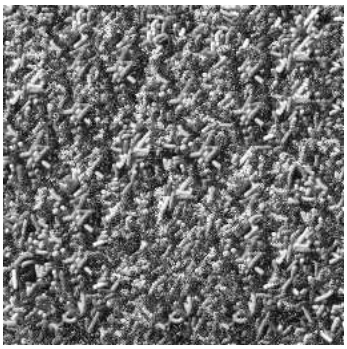
(c) Nearest neighbour



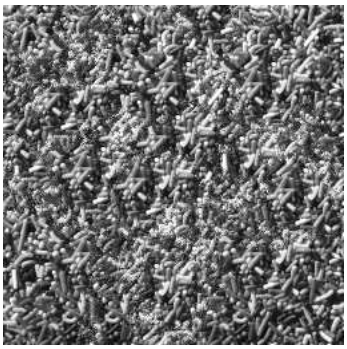
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



(f) 7×7 neighbourhood



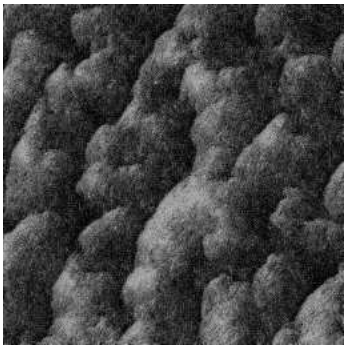
(g) 7×7 neighbourhood

Figure B.132: VisTex texture Food.0009: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

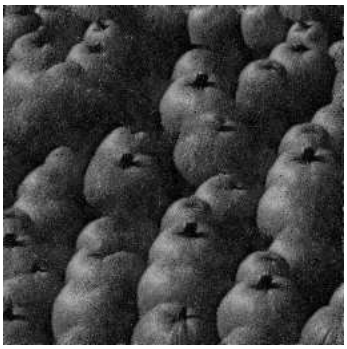
(b) Nearest neighbour

(c) Nearest neighbour



(d) 5×5 neighbourhood

(e) 5×5 neighbourhood



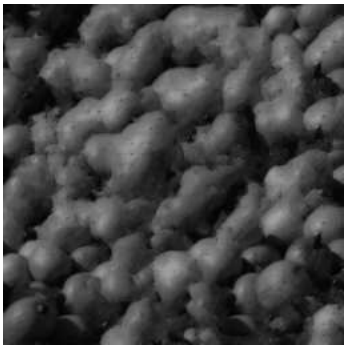
(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

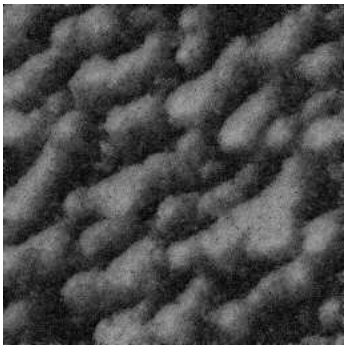
Figure B.133: VisTex texture Food.0010: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

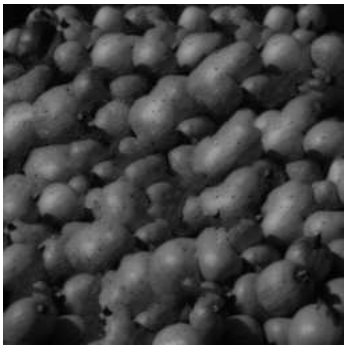
(b) Nearest neighbour



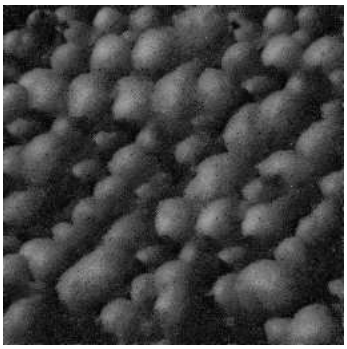
(c) Nearest neighbour



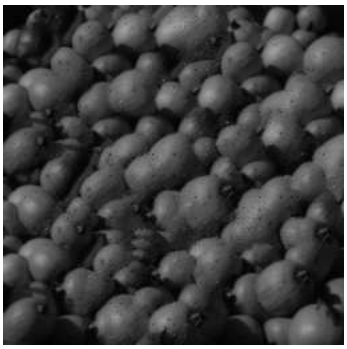
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



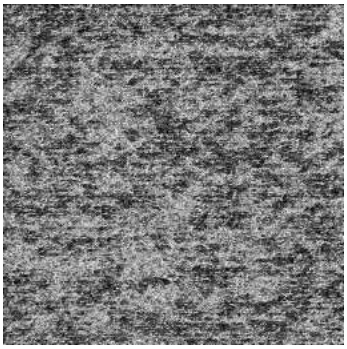
(f) 7×7 neighbourhood



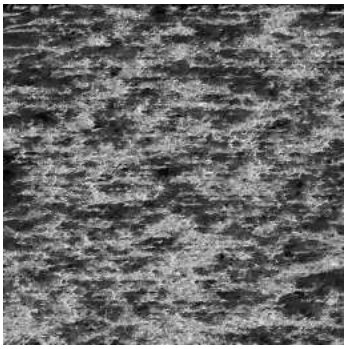
(g) 7×7 neighbourhood

Figure B.134: VisTex texture Food.0011: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

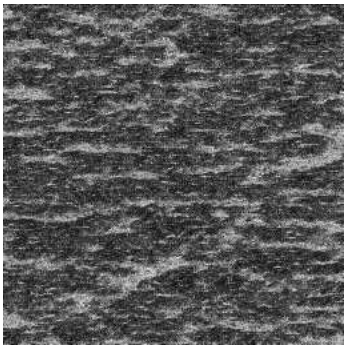
(a) Training texture



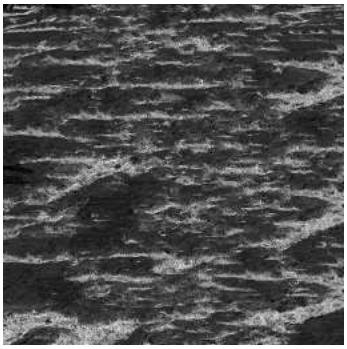
(b) Nearest neighbour



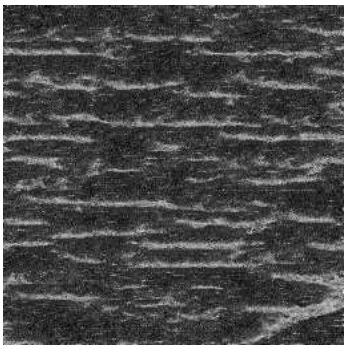
(c) Nearest neighbour



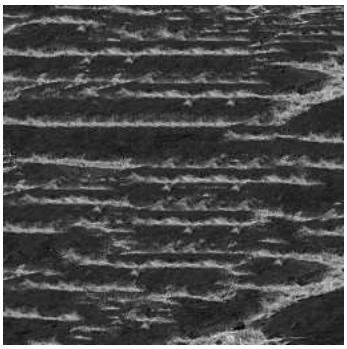
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



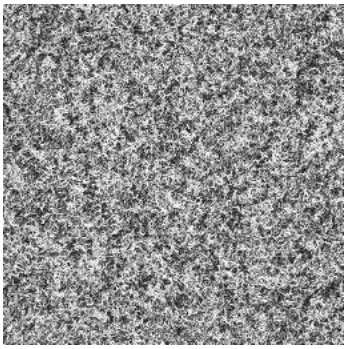
(f) 7×7 neighbourhood



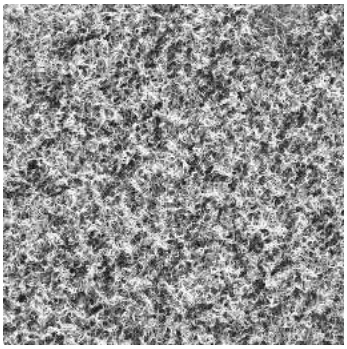
(g) 7×7 neighbourhood

Figure B.135: VisTex texture Grass.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

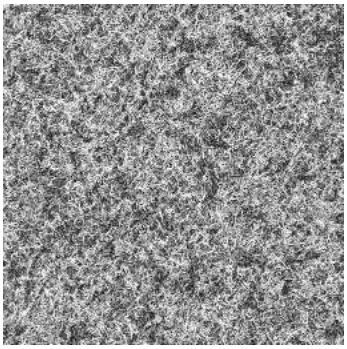
(a) Training texture



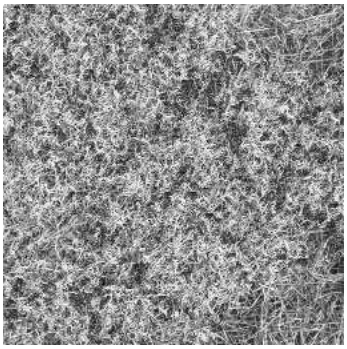
(b) Nearest neighbour



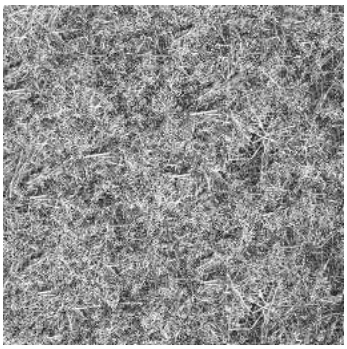
(c) Nearest neighbour



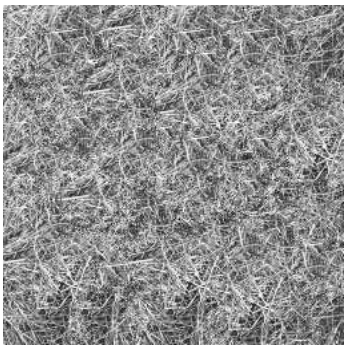
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



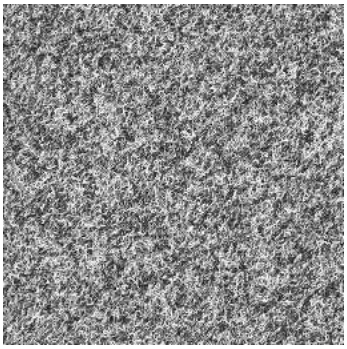
(f) 7×7 neighbourhood



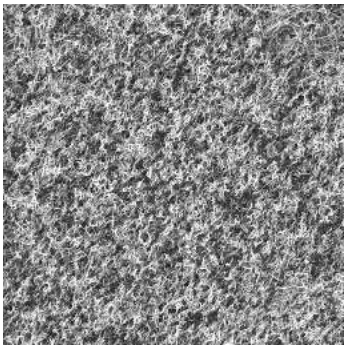
(g) 7×7 neighbourhood

Figure B.136: VisTex texture Grass.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

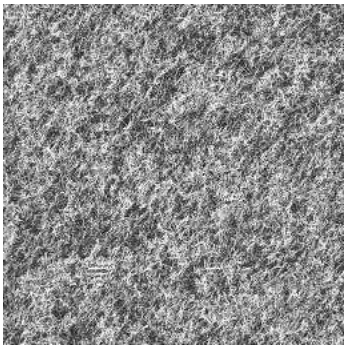
(a) Training texture



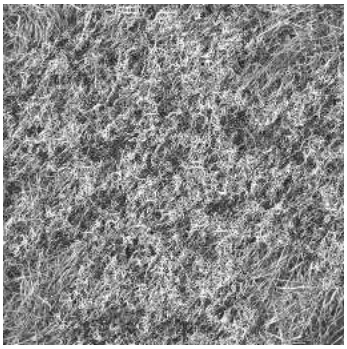
(b) Nearest neighbour



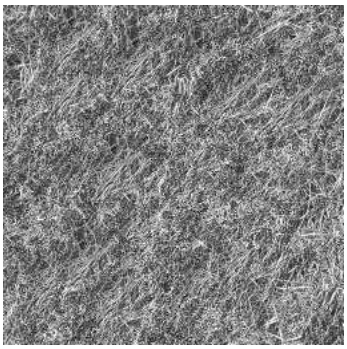
(c) Nearest neighbour



(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

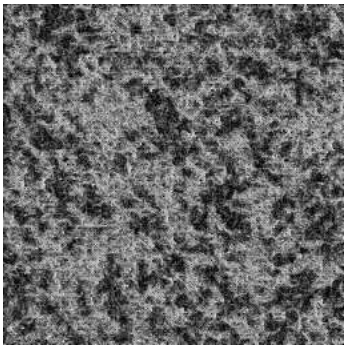


(f) 7×7 neighbourhood

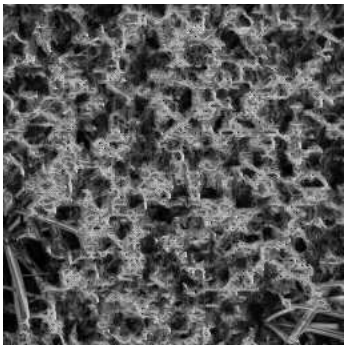
(g) 7×7 neighbourhood

Figure B.137: VisTex texture Grass.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

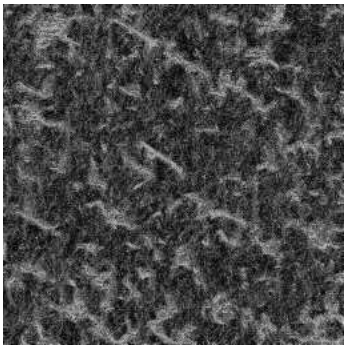
(a) Training texture



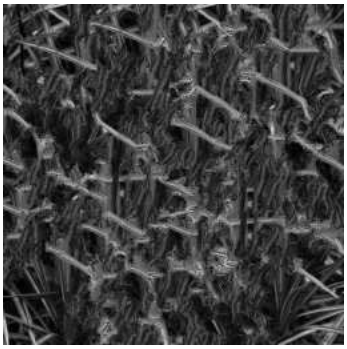
(b) Nearest neighbour



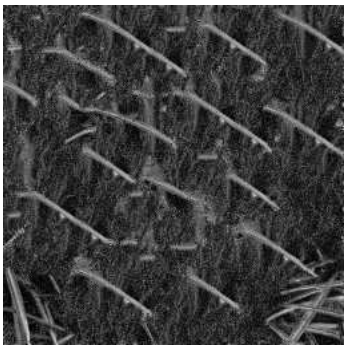
(c) Nearest neighbour



(d) 5×5 neighbourhood



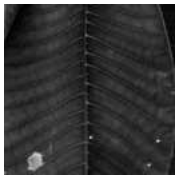
(e) 5×5 neighbourhood



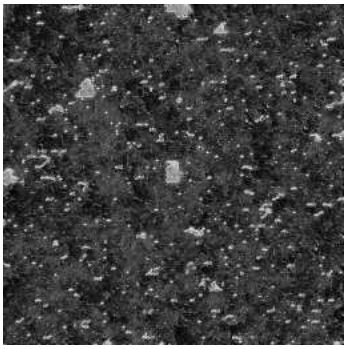
(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

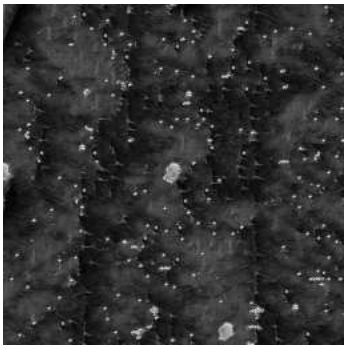
Figure B.138: VisTex texture Leaves.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



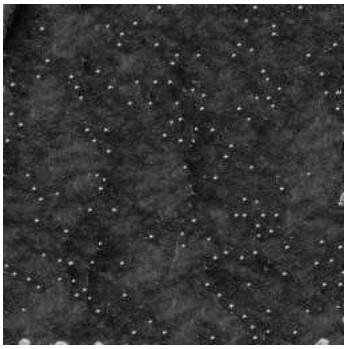
(a) Training texture



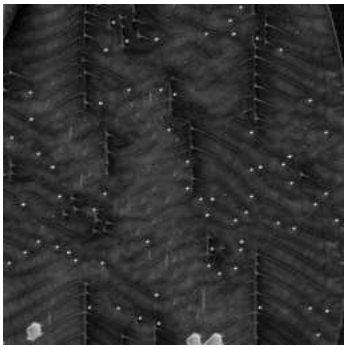
(b) Nearest neighbour



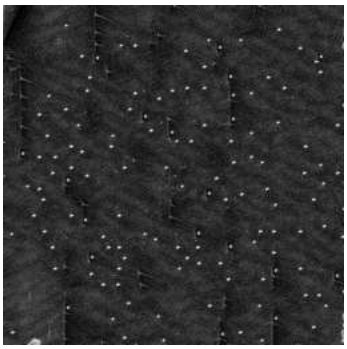
(c) Nearest neighbour



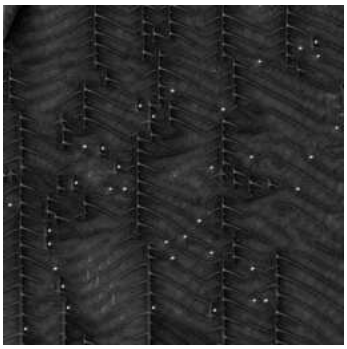
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



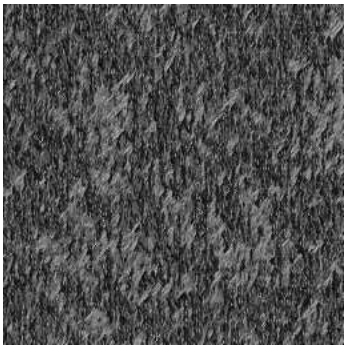
(f) 7×7 neighbourhood



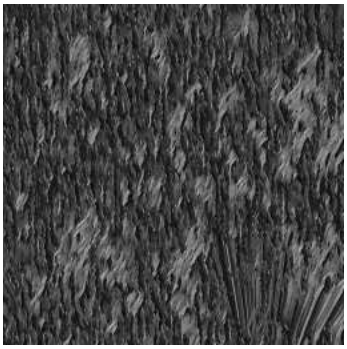
(g) 7×7 neighbourhood

Figure B.139: VisTex texture Leaves.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

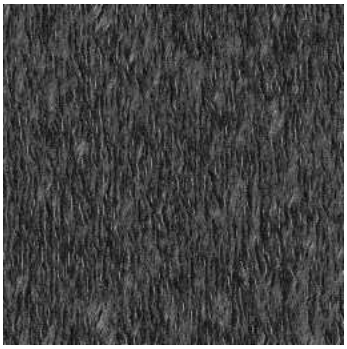
(a) Training texture



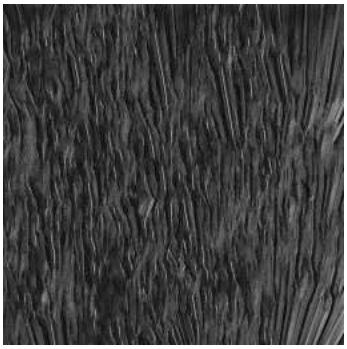
(b) Nearest neighbour



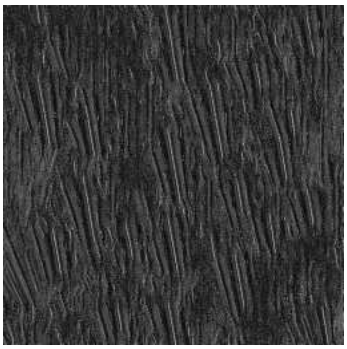
(c) Nearest neighbour



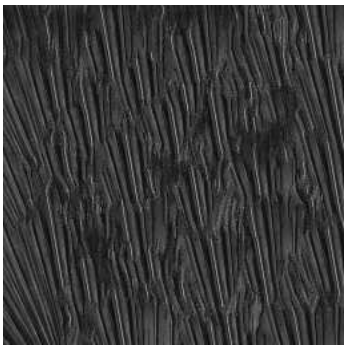
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

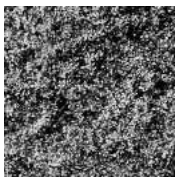


(f) 7×7 neighbourhood

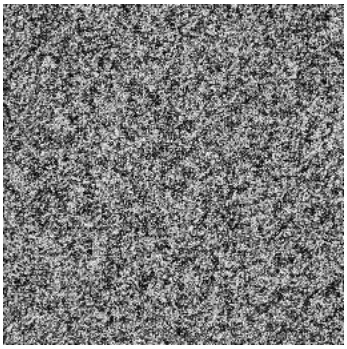


(g) 7×7 neighbourhood

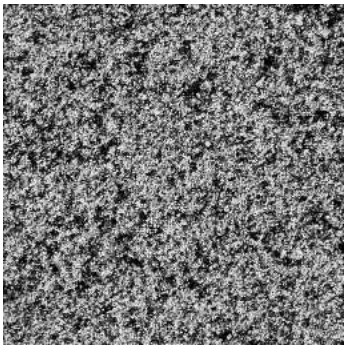
Figure B.140: VisTex texture Leaves.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



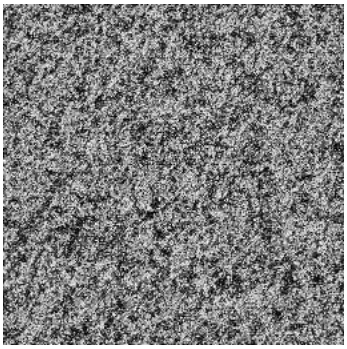
(a) Training texture



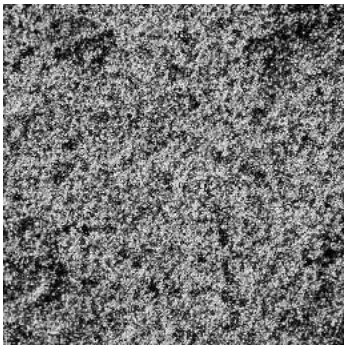
(b) Nearest neighbour



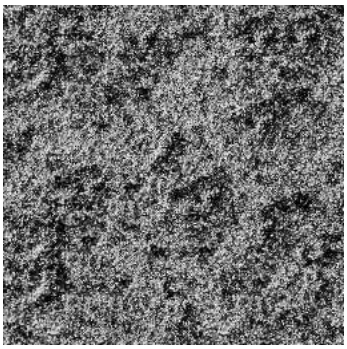
(c) Nearest neighbour



(d) 5×5 neighbourhood



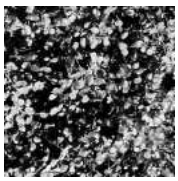
(e) 5×5 neighbourhood



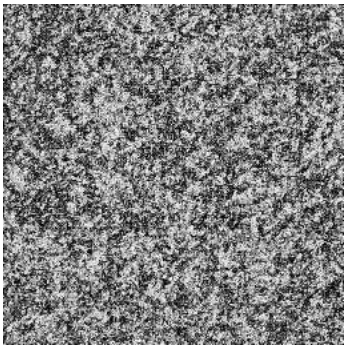
(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

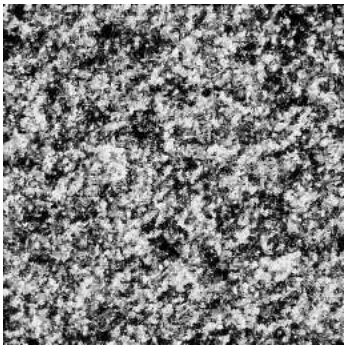
Figure B.141: VisTex texture Leaves.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



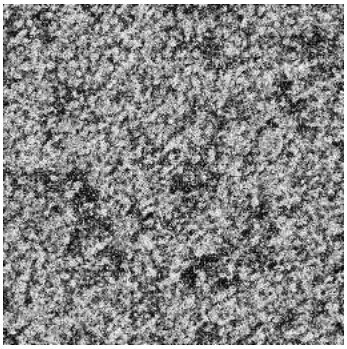
(a) Training texture



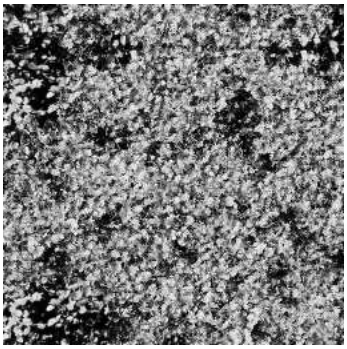
(b) Nearest neighbour



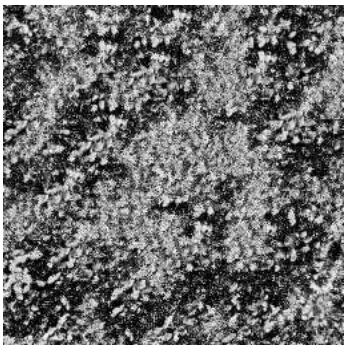
(c) Nearest neighbour



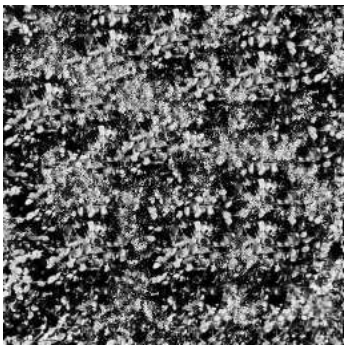
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



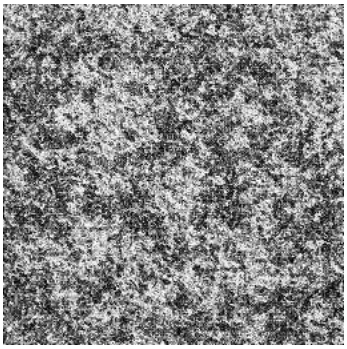
(f) 7×7 neighbourhood



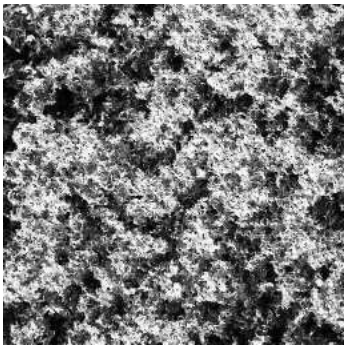
(g) 7×7 neighbourhood

Figure B.142: VisTex texture Leaves.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

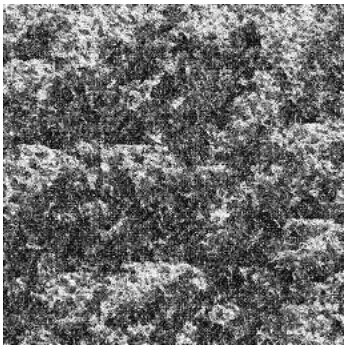
(a) Training texture



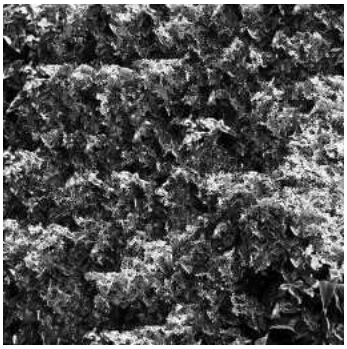
(b) Nearest neighbour



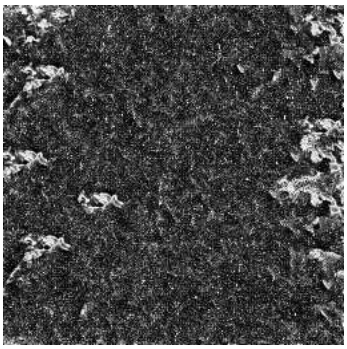
(c) Nearest neighbour



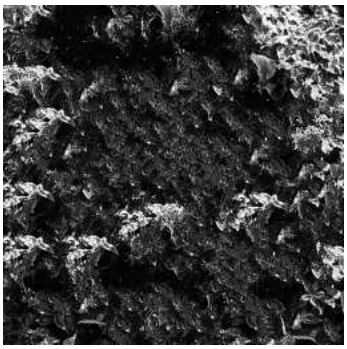
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



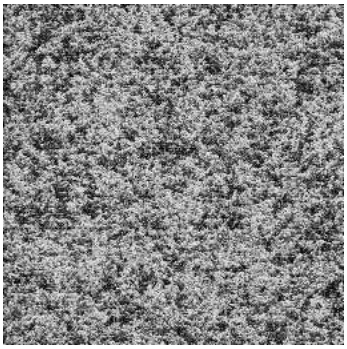
(f) 7×7 neighbourhood



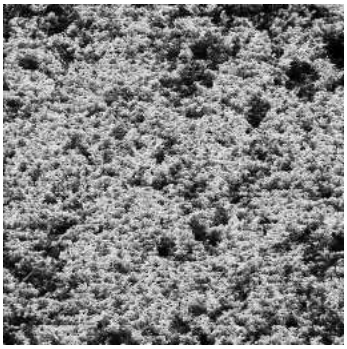
(g) 7×7 neighbourhood

Figure B.143: VisTex texture Leaves.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

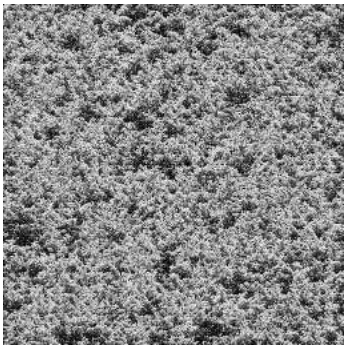
(a) Training texture



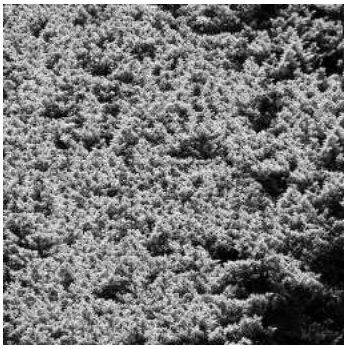
(b) Nearest neighbour



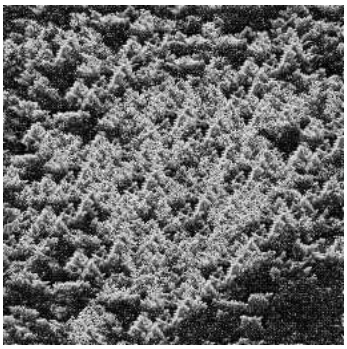
(c) Nearest neighbour



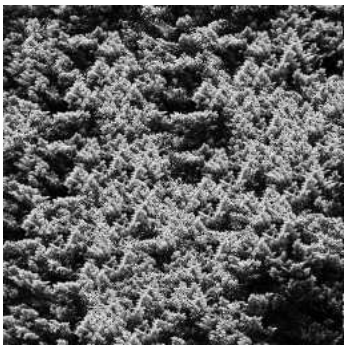
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



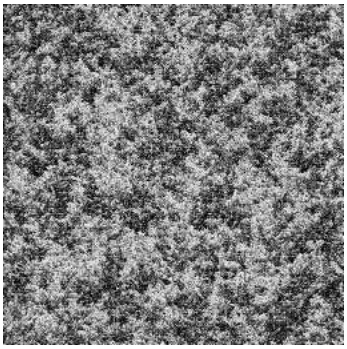
(f) 7×7 neighbourhood



(g) 7×7 neighbourhood

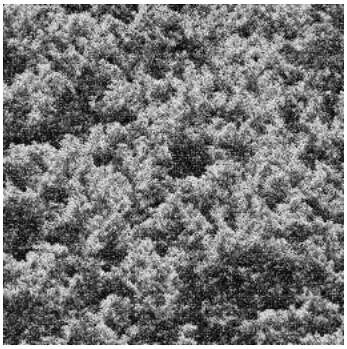
Figure B.144: VisTex texture Leaves.0006: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

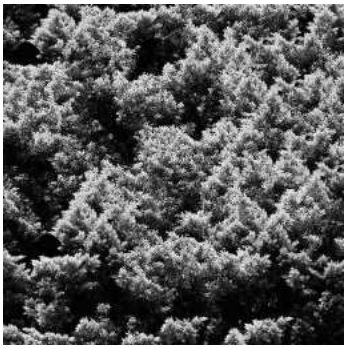


(b) Nearest neighbour

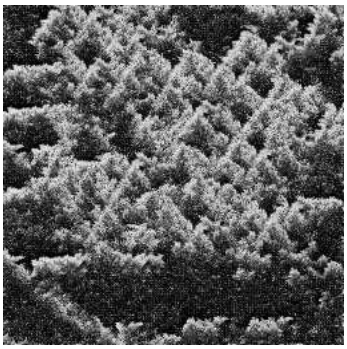
(c) Nearest neighbour



(d) 5×5 neighbourhood



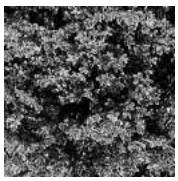
(e) 5×5 neighbourhood



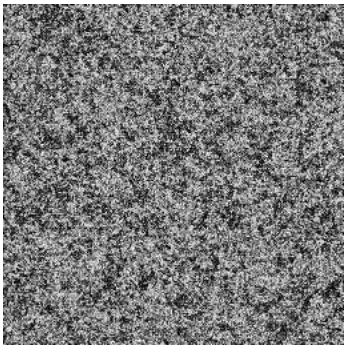
(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

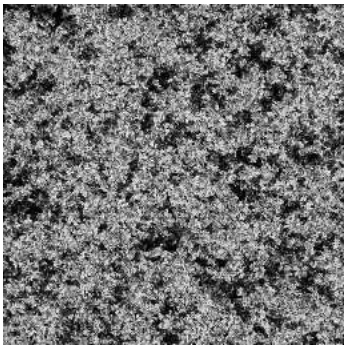
Figure B.145: VisTex texture Leaves.0007: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



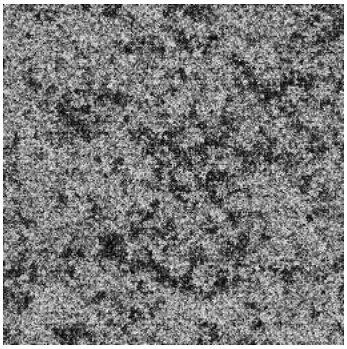
(a) Training texture



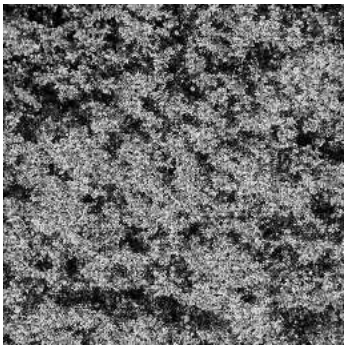
(b) Nearest neighbour



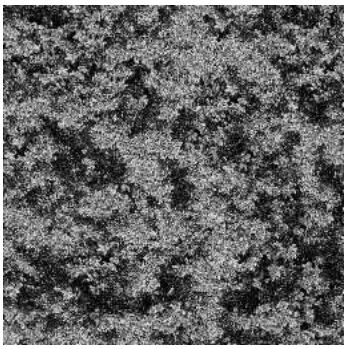
(c) Nearest neighbour



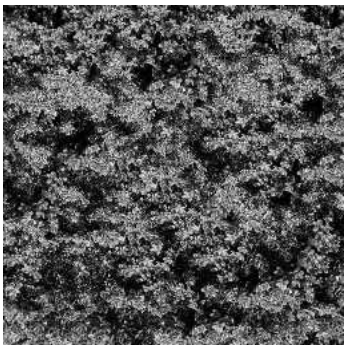
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

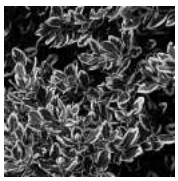


(f) 7×7 neighbourhood

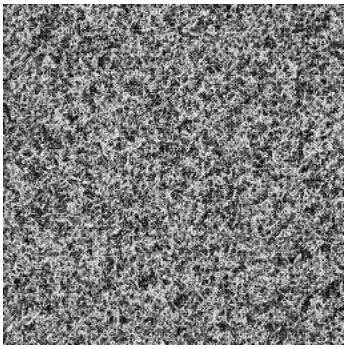


(g) 7×7 neighbourhood

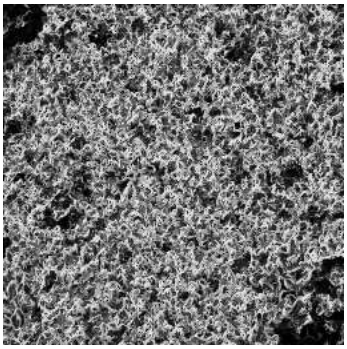
Figure B.146: VisTex texture Leaves.0008: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



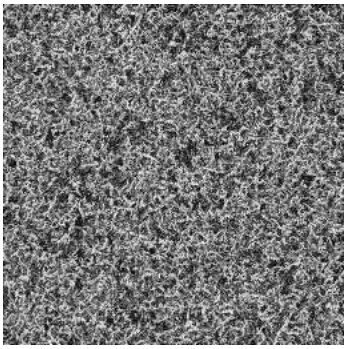
(a) Training texture



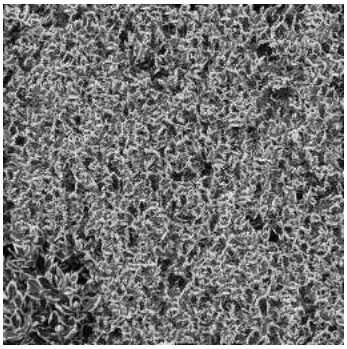
(b) Nearest neighbour



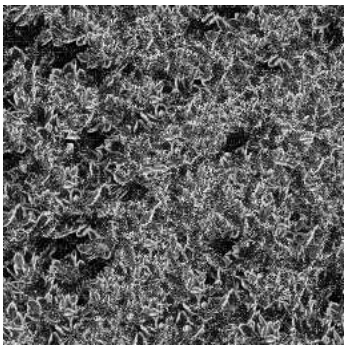
(c) Nearest neighbour



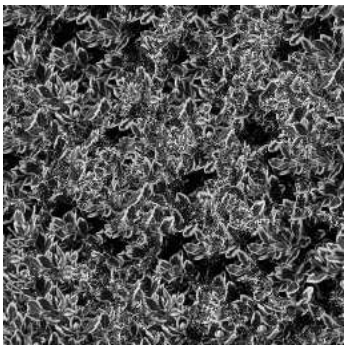
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



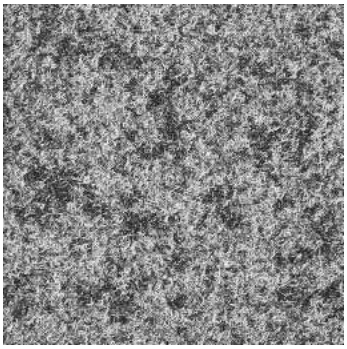
(f) 7×7 neighbourhood



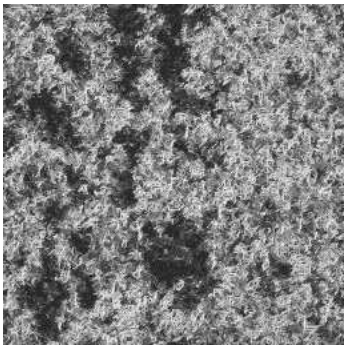
(g) 7×7 neighbourhood

Figure B.147: VisTex texture Leaves.0009: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

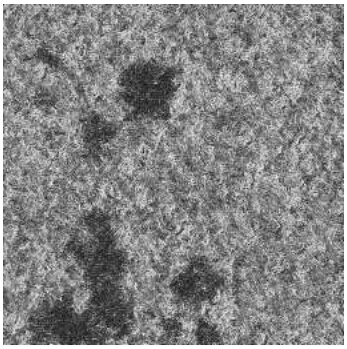
(a) Training texture



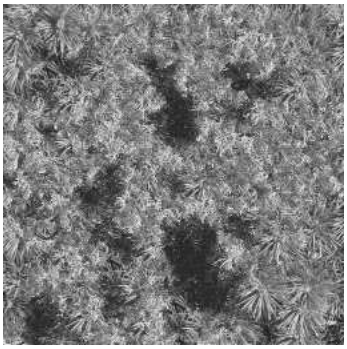
(b) Nearest neighbour



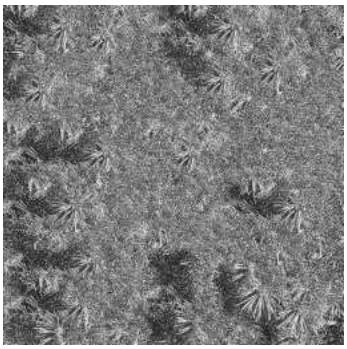
(c) Nearest neighbour



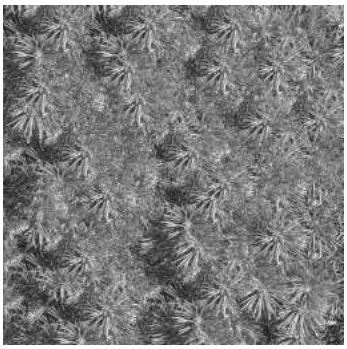
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



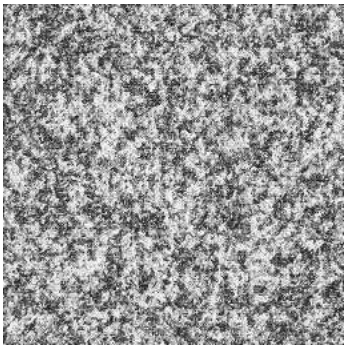
(f) 7×7 neighbourhood



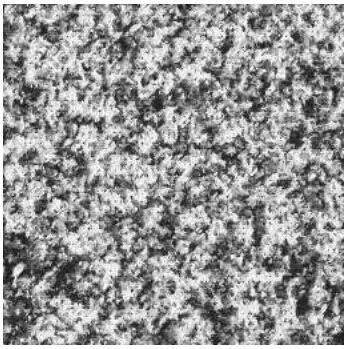
(g) 7×7 neighbourhood

Figure B.148: VisTex texture Leaves.0010: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

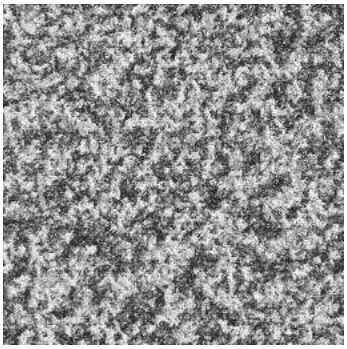
(a) Training texture



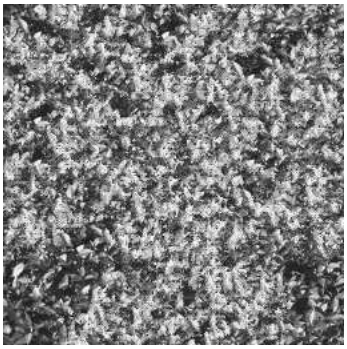
(b) Nearest neighbour



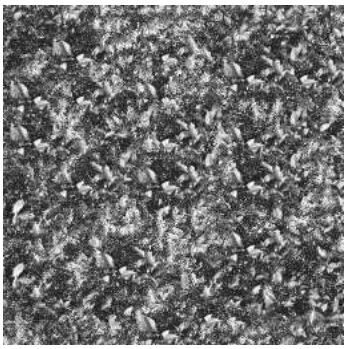
(c) Nearest neighbour



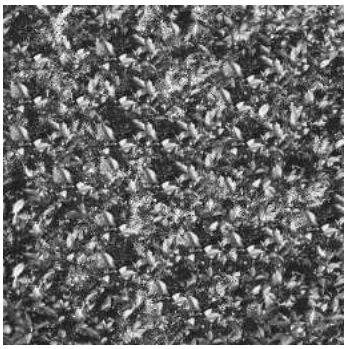
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

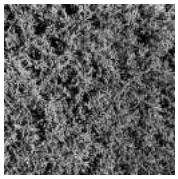


(f) 7×7 neighbourhood

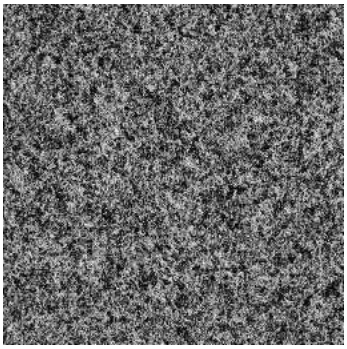


(g) 7×7 neighbourhood

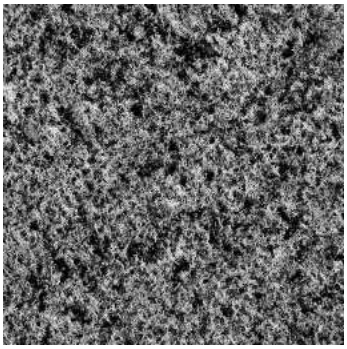
Figure B.149: VisTex texture Leaves.0011: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



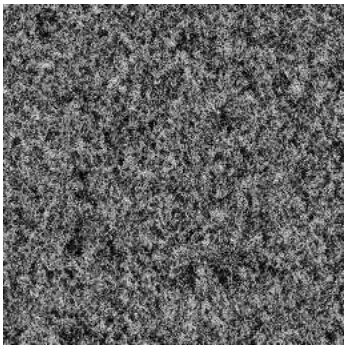
(a) Training texture



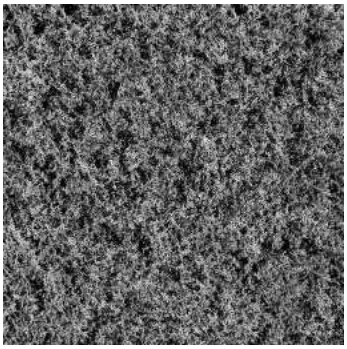
(b) Nearest neighbour



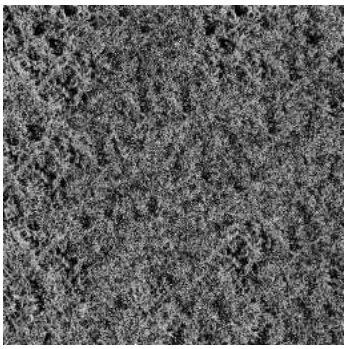
(c) Nearest neighbour



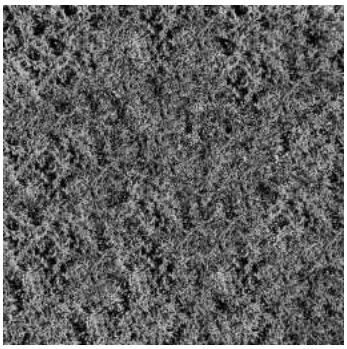
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

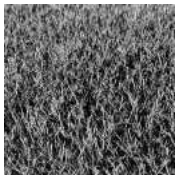


(f) 7×7 neighbourhood

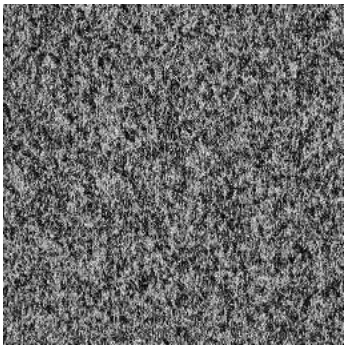


(g) 7×7 neighbourhood

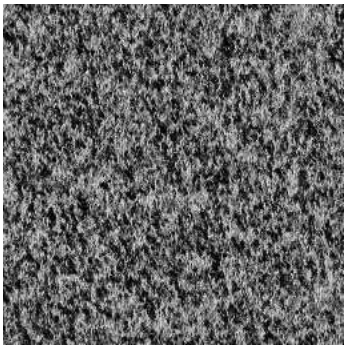
Figure B.150: VisTex texture Leaves.0012: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



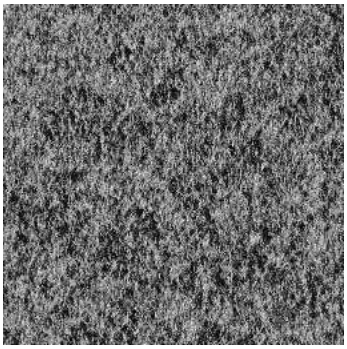
(a) Training texture



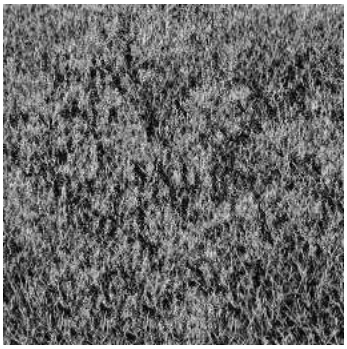
(b) Nearest neighbour



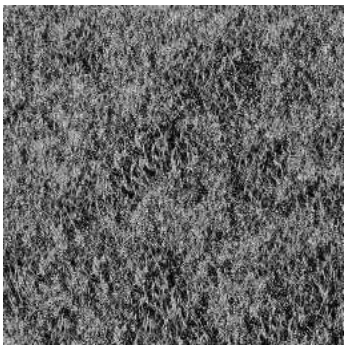
(c) Nearest neighbour



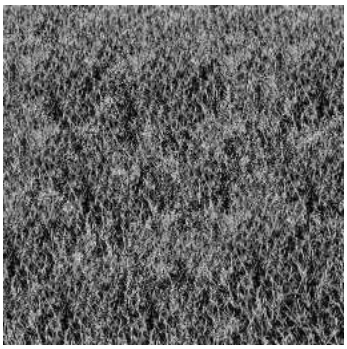
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



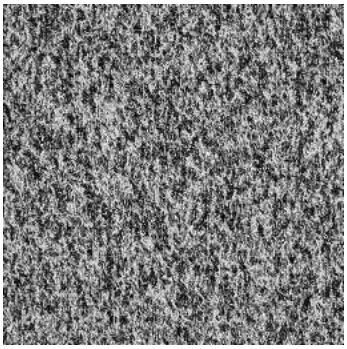
(f) 7×7 neighbourhood



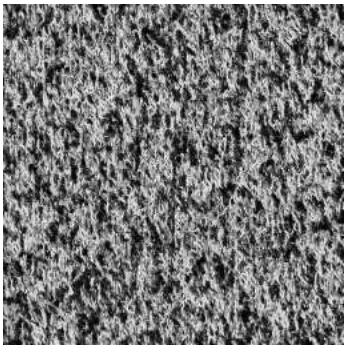
(g) 7×7 neighbourhood

Figure B.151: VisTex texture Leaves.0013: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

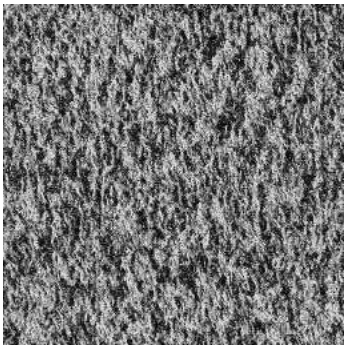
(a) Training texture



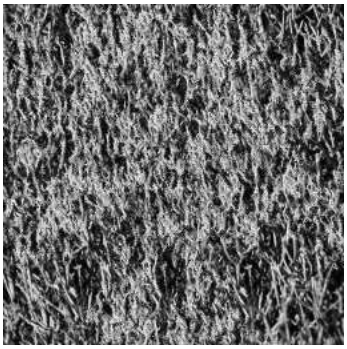
(b) Nearest neighbour



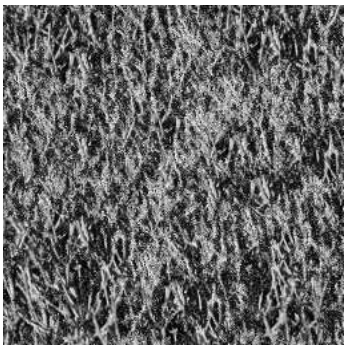
(c) Nearest neighbour



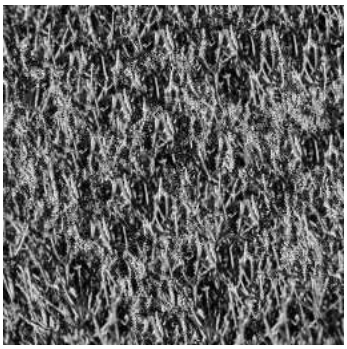
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



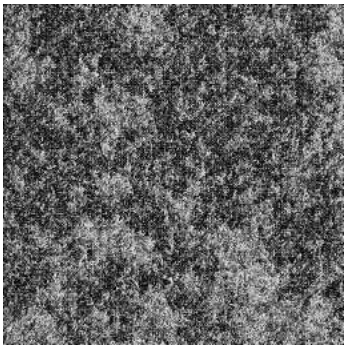
(f) 7×7 neighbourhood



(g) 7×7 neighbourhood

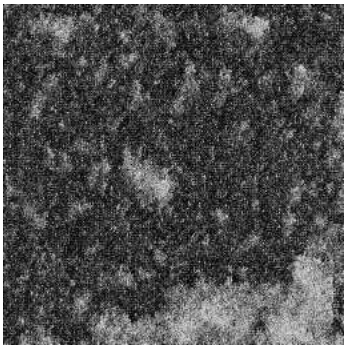
Figure B.152: VisTex texture Leaves.0014: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture



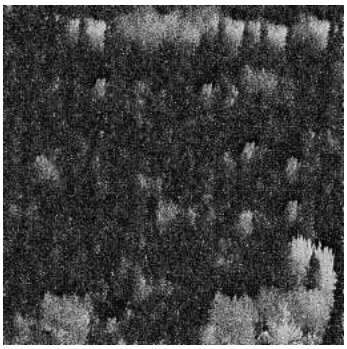
(b) Nearest neighbour

(c) Nearest neighbour



(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

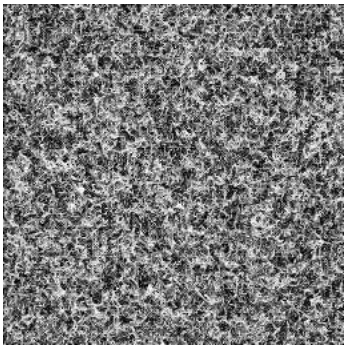


(f) 7×7 neighbourhood

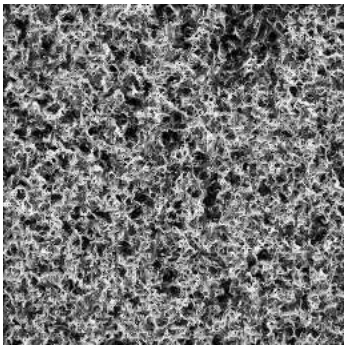
(g) 7×7 neighbourhood

Figure B.153: VisTex texture Leaves.0015: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

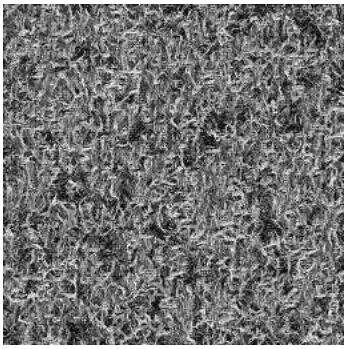
(a) Training texture



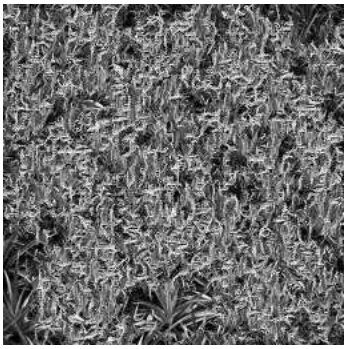
(b) Nearest neighbour



(c) Nearest neighbour

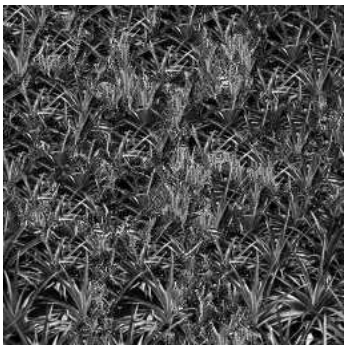


(d) 5×5 neighbourhood



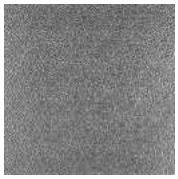
(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

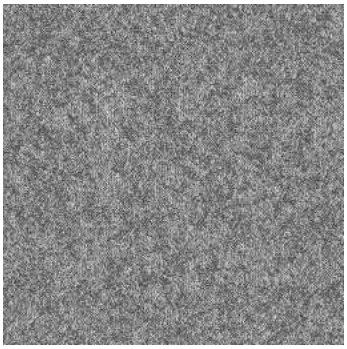


(g) 7×7 neighbourhood

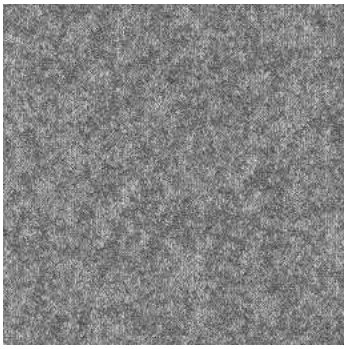
Figure B.154: VisTex texture Leaves.0016: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



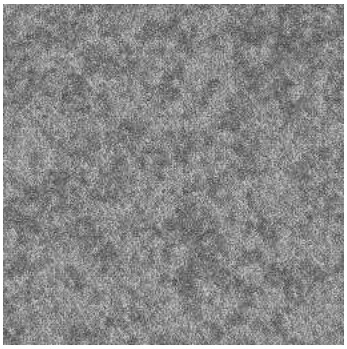
(a) Training texture



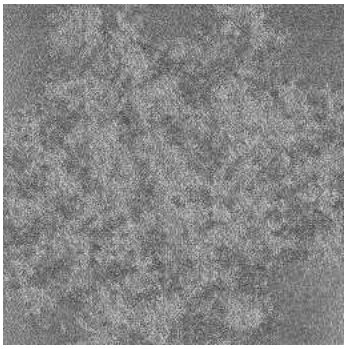
(b) Nearest neighbour



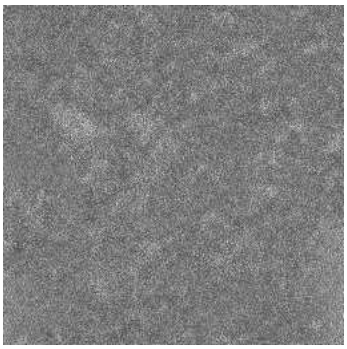
(c) Nearest neighbour



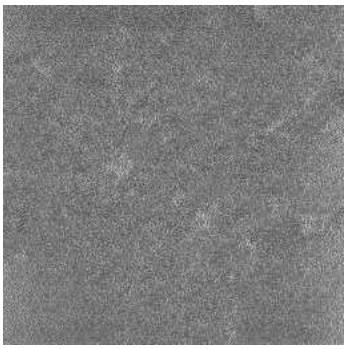
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



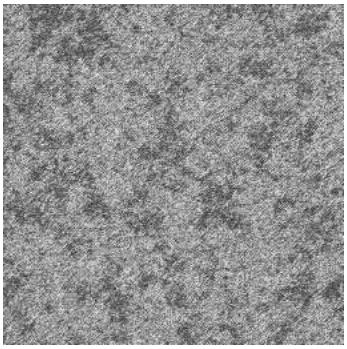
(f) 7×7 neighbourhood



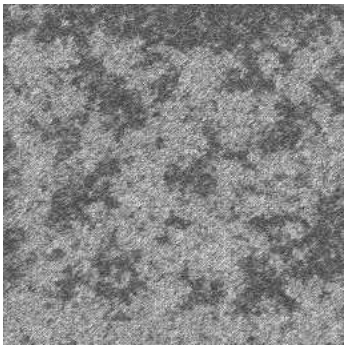
(g) 7×7 neighbourhood

Figure B.155: VisTex texture Metal.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

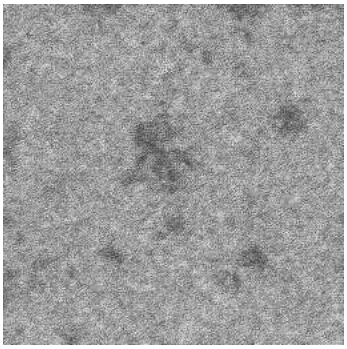
(a) Training texture



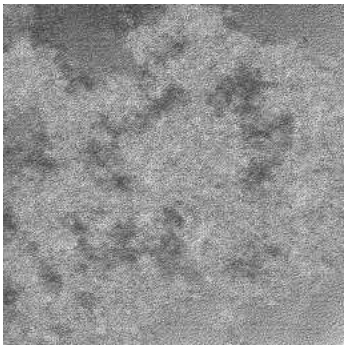
(b) Nearest neighbour



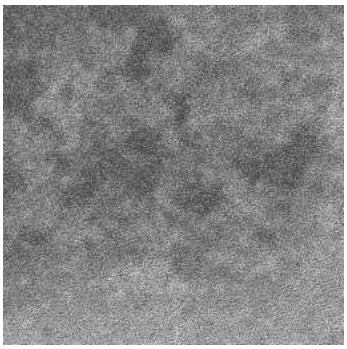
(c) Nearest neighbour



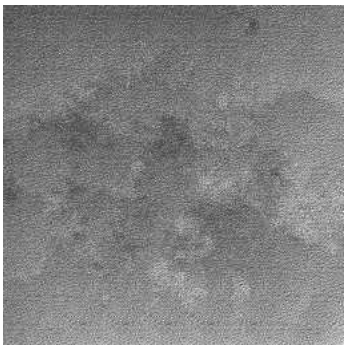
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

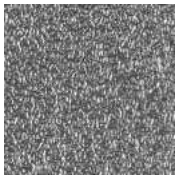


(f) 7×7 neighbourhood

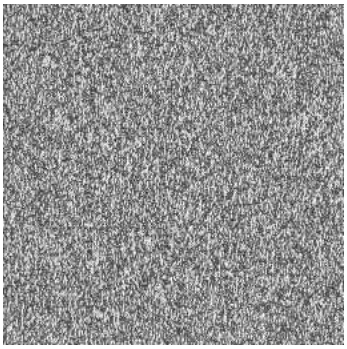


(g) 7×7 neighbourhood

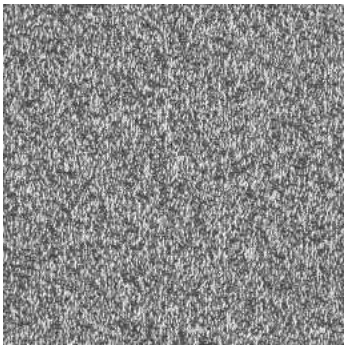
Figure B.156: VisTex texture Metal.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



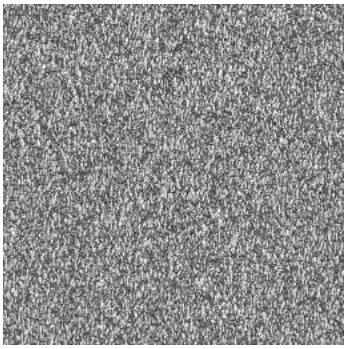
(a) Training texture



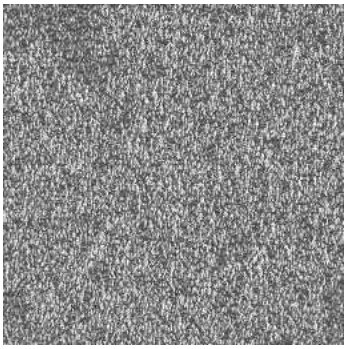
(b) Nearest neighbour



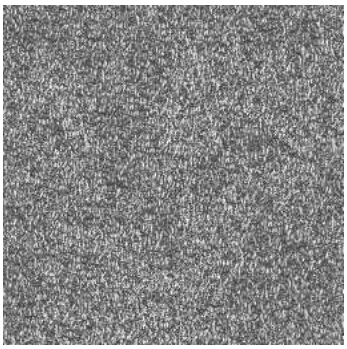
(c) Nearest neighbour



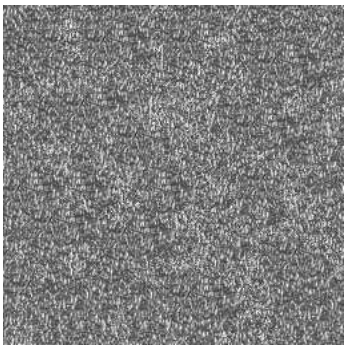
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

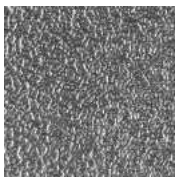


(f) 7×7 neighbourhood

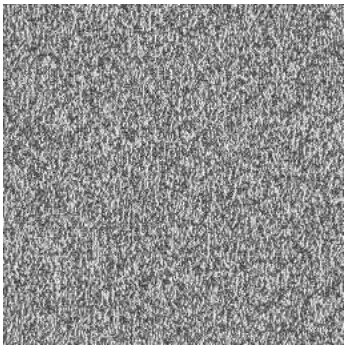


(g) 7×7 neighbourhood

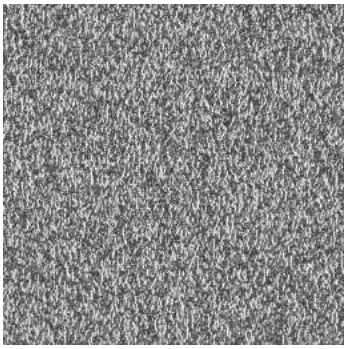
Figure B.157: VisTex texture Metal.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



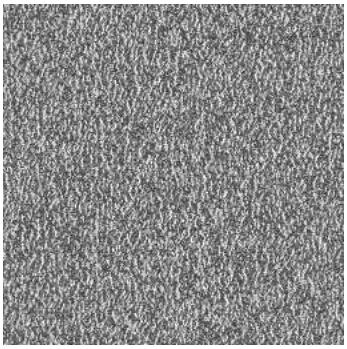
(a) Training texture



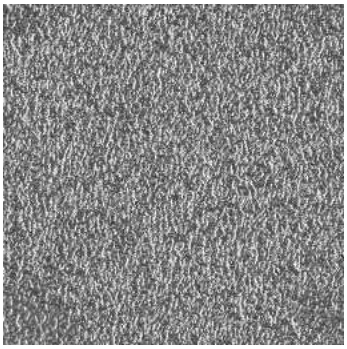
(b) Nearest neighbour



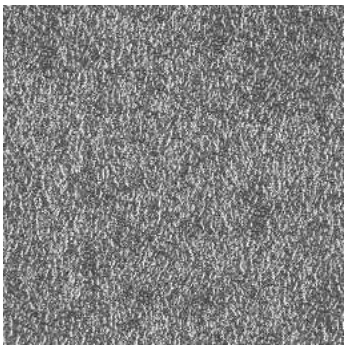
(c) Nearest neighbour



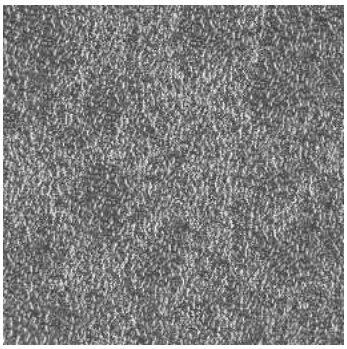
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

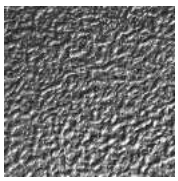


(f) 7×7 neighbourhood

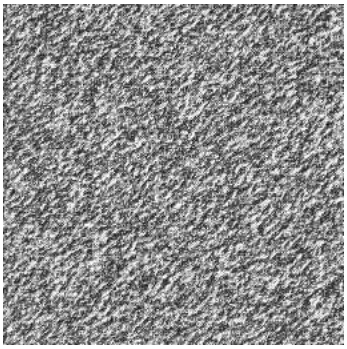


(g) 7×7 neighbourhood

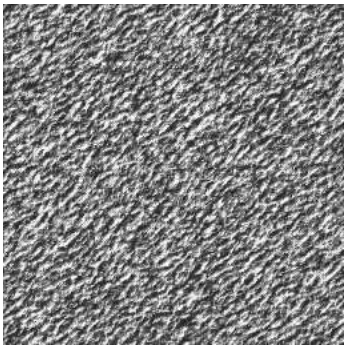
Figure B.158: VisTex texture Metal.0003: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



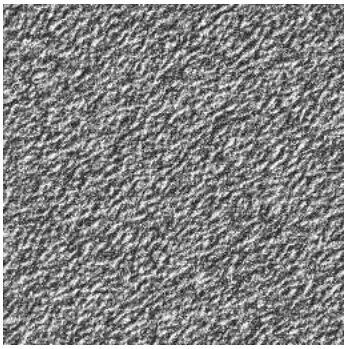
(a) Training texture



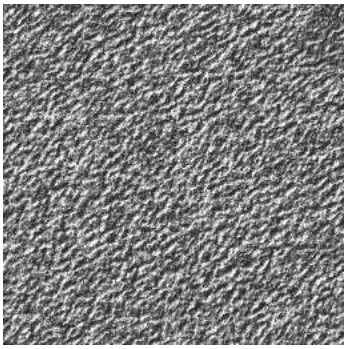
(b) Nearest neighbour



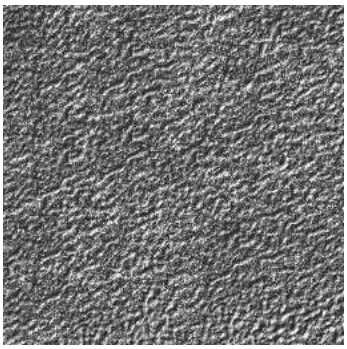
(c) Nearest neighbour



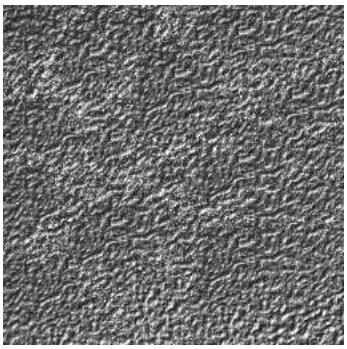
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood

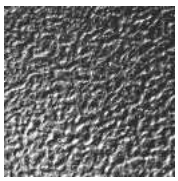


(f) 7×7 neighbourhood

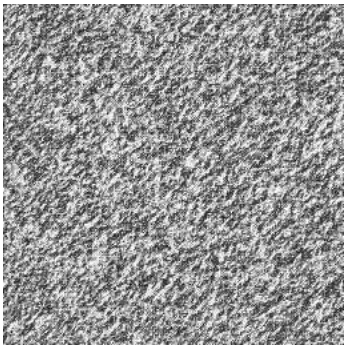


(g) 7×7 neighbourhood

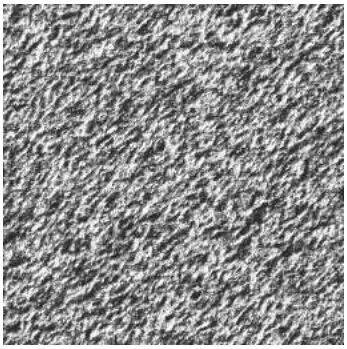
Figure B.159: VisTex texture Metal.0004: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.



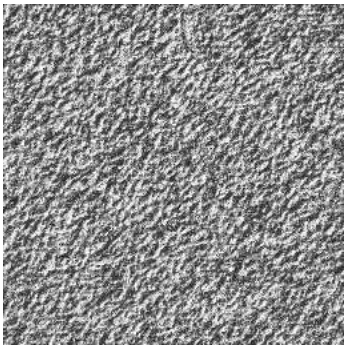
(a) Training texture



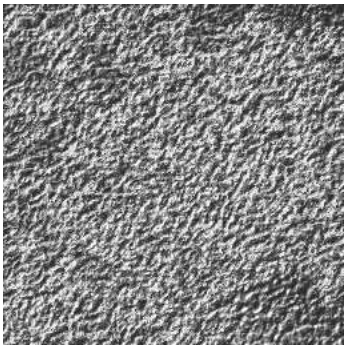
(b) Nearest neighbour



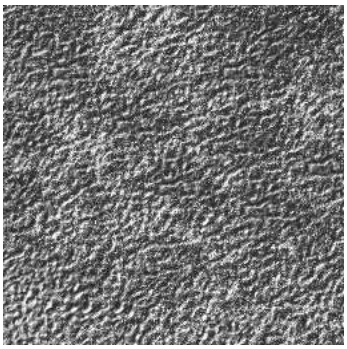
(c) Nearest neighbour



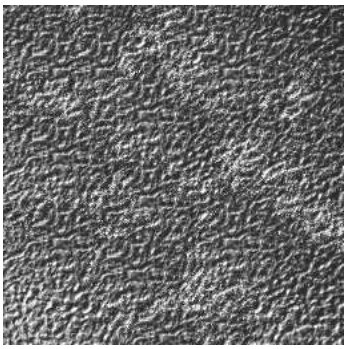
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



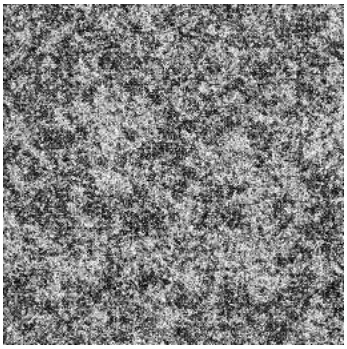
(f) 7×7 neighbourhood



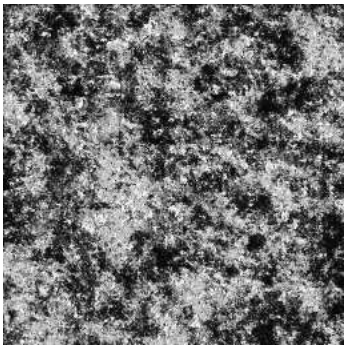
(g) 7×7 neighbourhood

Figure B.160: VisTex texture Metal.0005: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

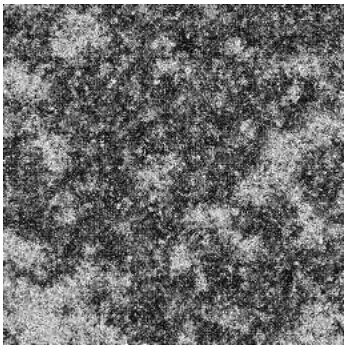
(a) Training texture



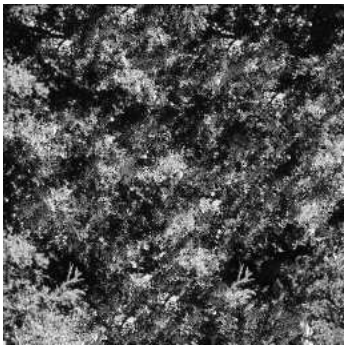
(b) Nearest neighbour



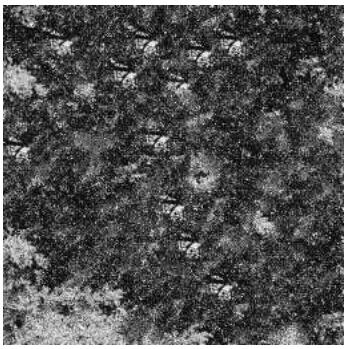
(c) Nearest neighbour



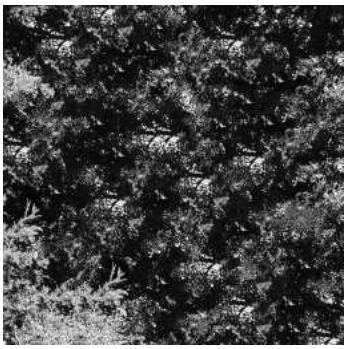
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



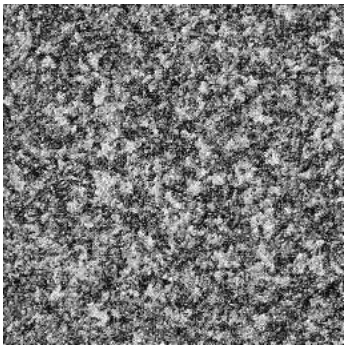
(f) 7×7 neighbourhood



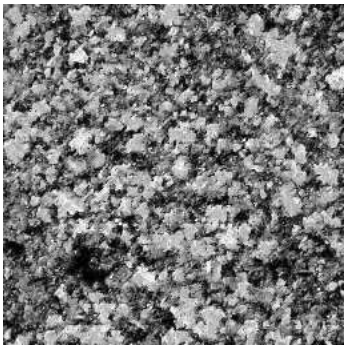
(g) 7×7 neighbourhood

Figure B.161: VisTex texture WheresWaldo.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

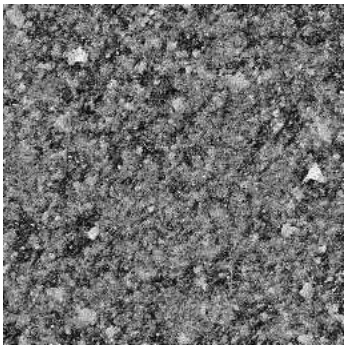
(a) Training texture



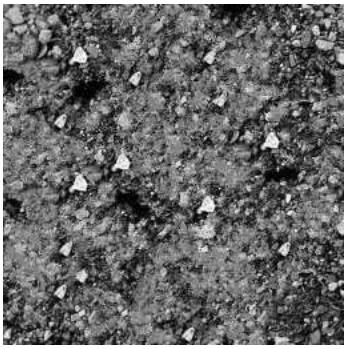
(b) Nearest neighbour



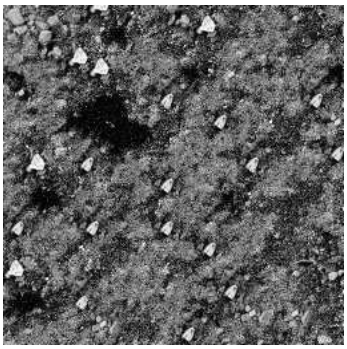
(c) Nearest neighbour



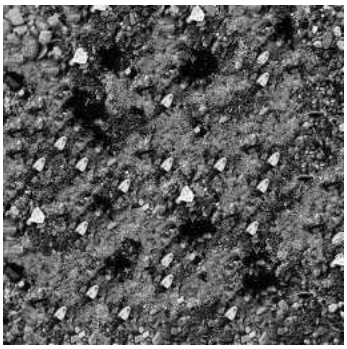
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



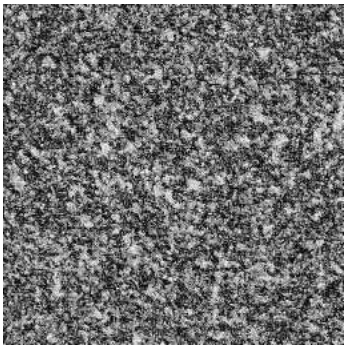
(f) 7×7 neighbourhood



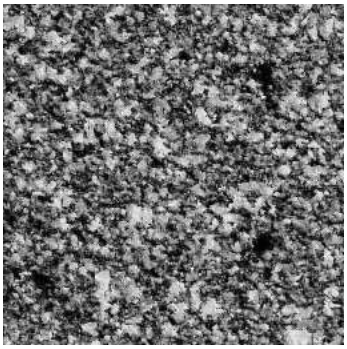
(g) 7×7 neighbourhood

Figure B.162: VisTex texture WheresWaldo.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

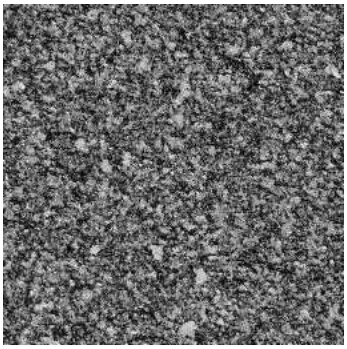
(a) Training texture



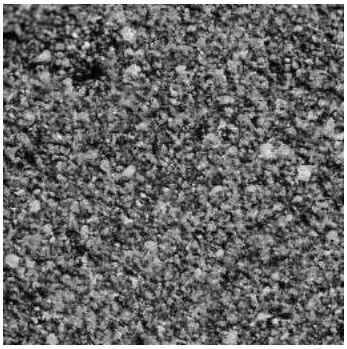
(b) Nearest neighbour



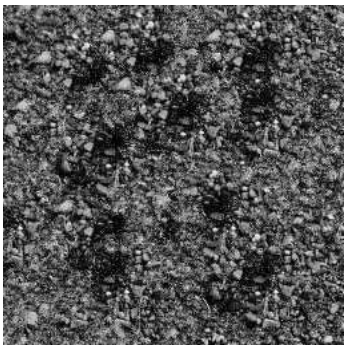
(c) Nearest neighbour



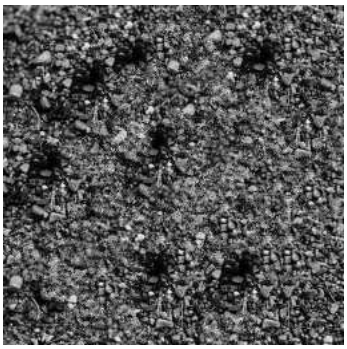
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



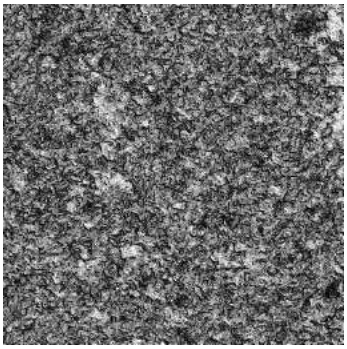
(f) 7×7 neighbourhood



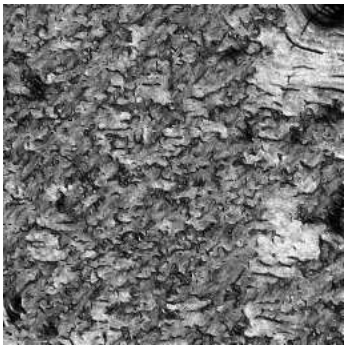
(g) 7×7 neighbourhood

Figure B.163: VisTex texture WheresWaldo.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

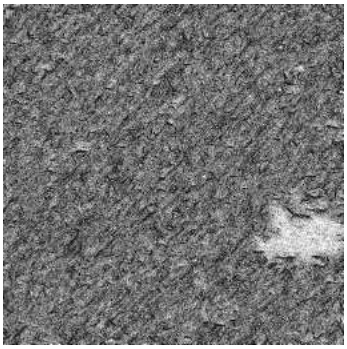
(a) Training texture



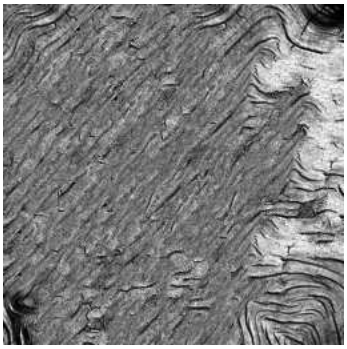
(b) Nearest neighbour



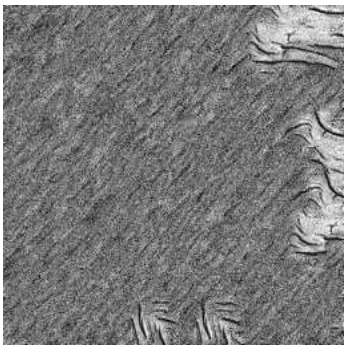
(c) Nearest neighbour



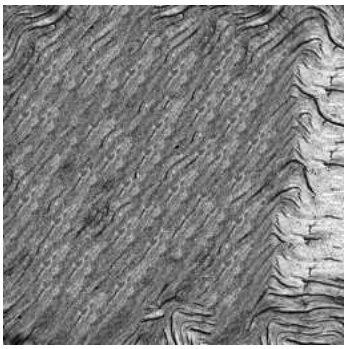
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



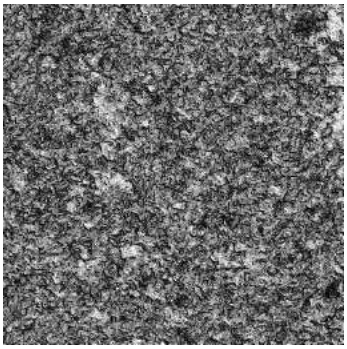
(f) 7×7 neighbourhood



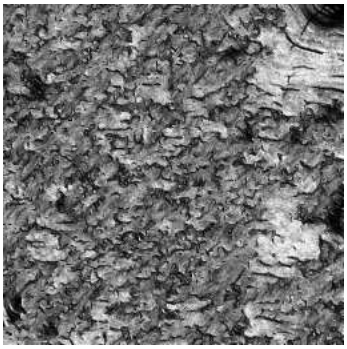
(g) 7×7 neighbourhood

Figure B.164: VisTex texture Wood.0000: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

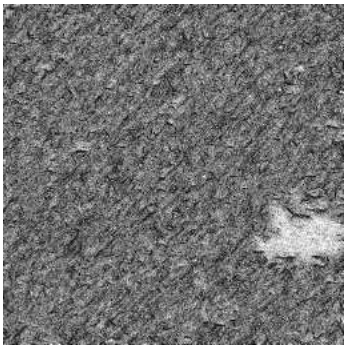
(a) Training texture



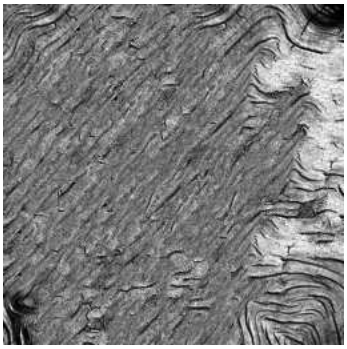
(b) Nearest neighbour



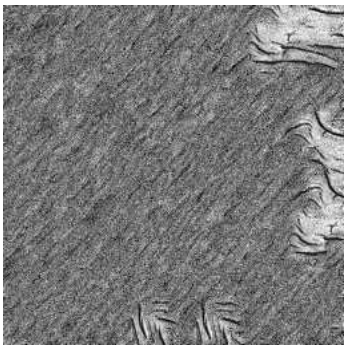
(c) Nearest neighbour



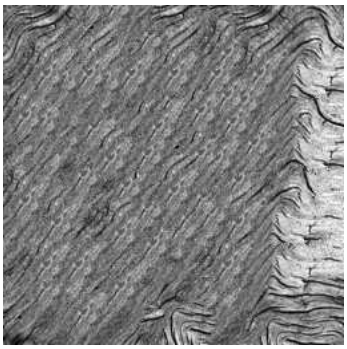
(d) 5×5 neighbourhood



(e) 5×5 neighbourhood



(f) 7×7 neighbourhood



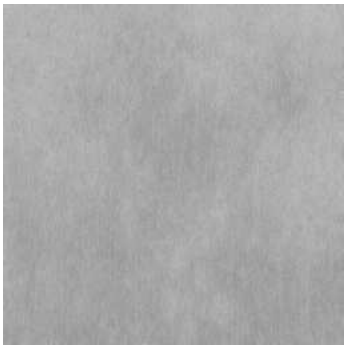
(g) 7×7 neighbourhood

Figure B.165: VisTex texture Wood.0001: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

(a) Training texture

(b) Nearest neighbour

(c) Nearest neighbour



(d) 5×5 neighbourhood

(e) 5×5 neighbourhood

(f) 7×7 neighbourhood

(g) 7×7 neighbourhood

Figure B.166: VisTex texture Wood.0002: (a) original 128×128 image; (b–g) synthesised 256×256 images; (b) using Gibbs sampling and nearest neighbour neighbourhood; (c) using ICM sampling and nearest neighbour neighbourhood; (d) using Gibbs sampling and 5×5 neighbourhood; (e) using ICM sampling and 5×5 neighbourhood; (f) using Gibbs sampling and 7×7 neighbourhood; (g) using ICM sampling and 7×7 neighbourhood.

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