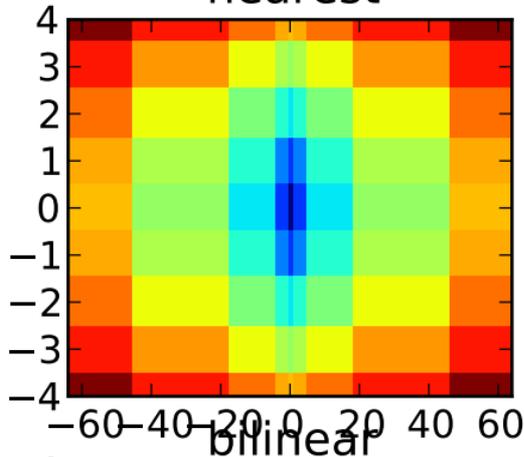
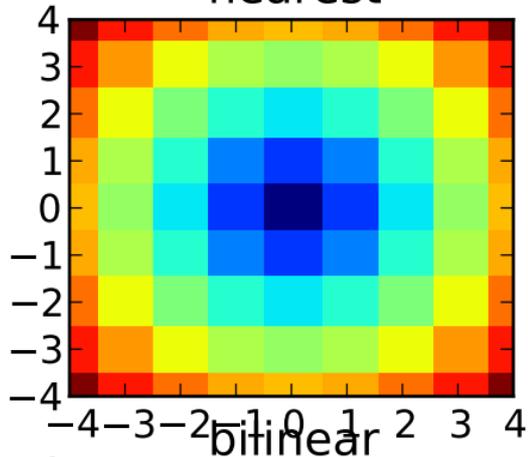


# NonUniformImage class

nearest

nearest



bilinear

bilinear

