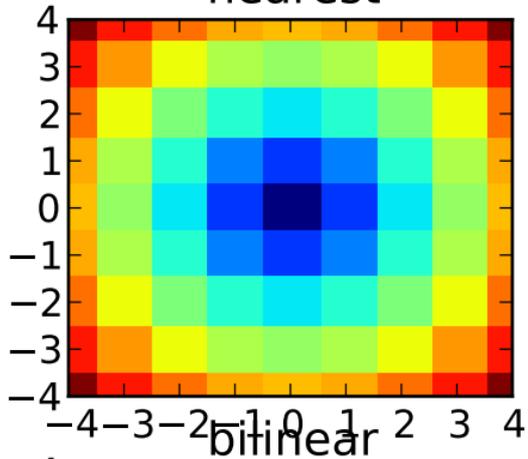
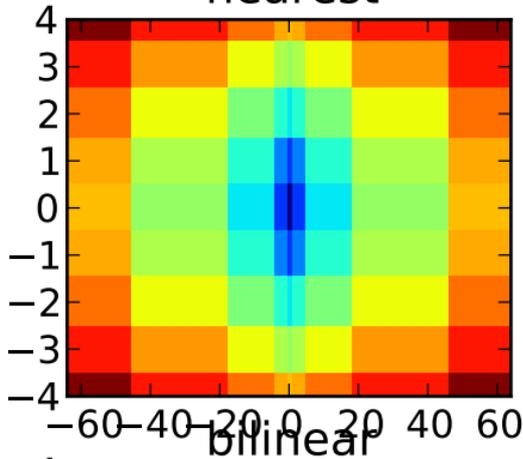


# NonUniformImage class

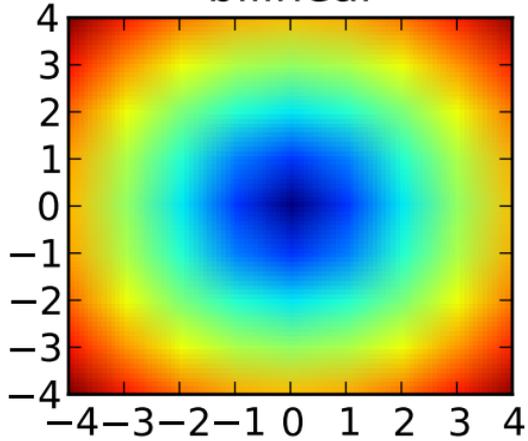
## nearest



## nearest



## bilinear



## bilinear

