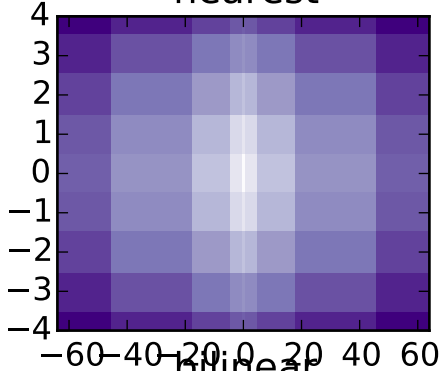
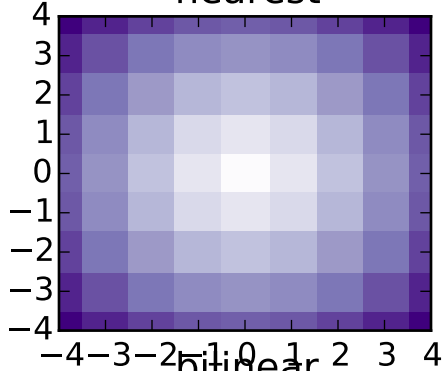


# NonUniformImage class

## nearest

## nearest



## bilinear

## bilinear

