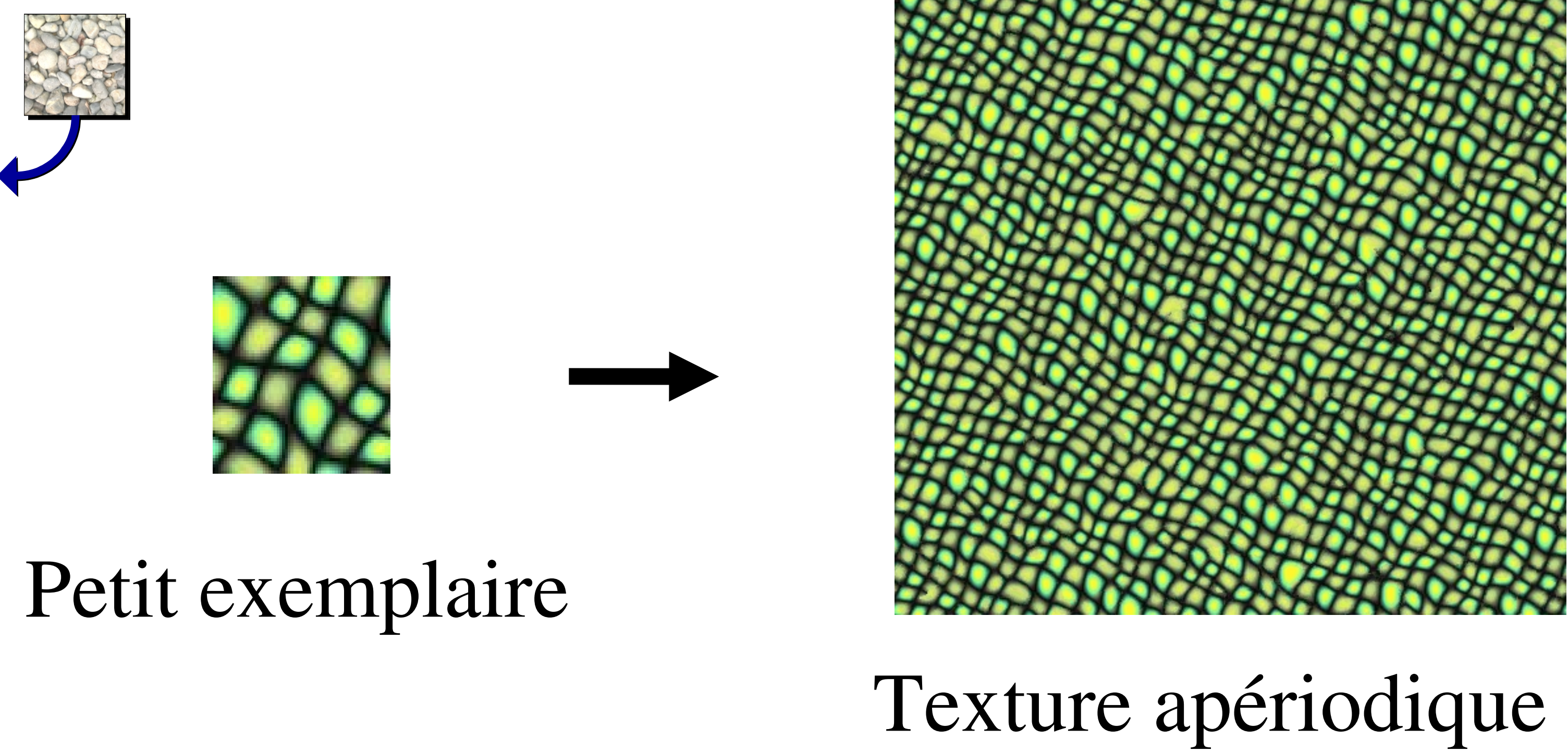
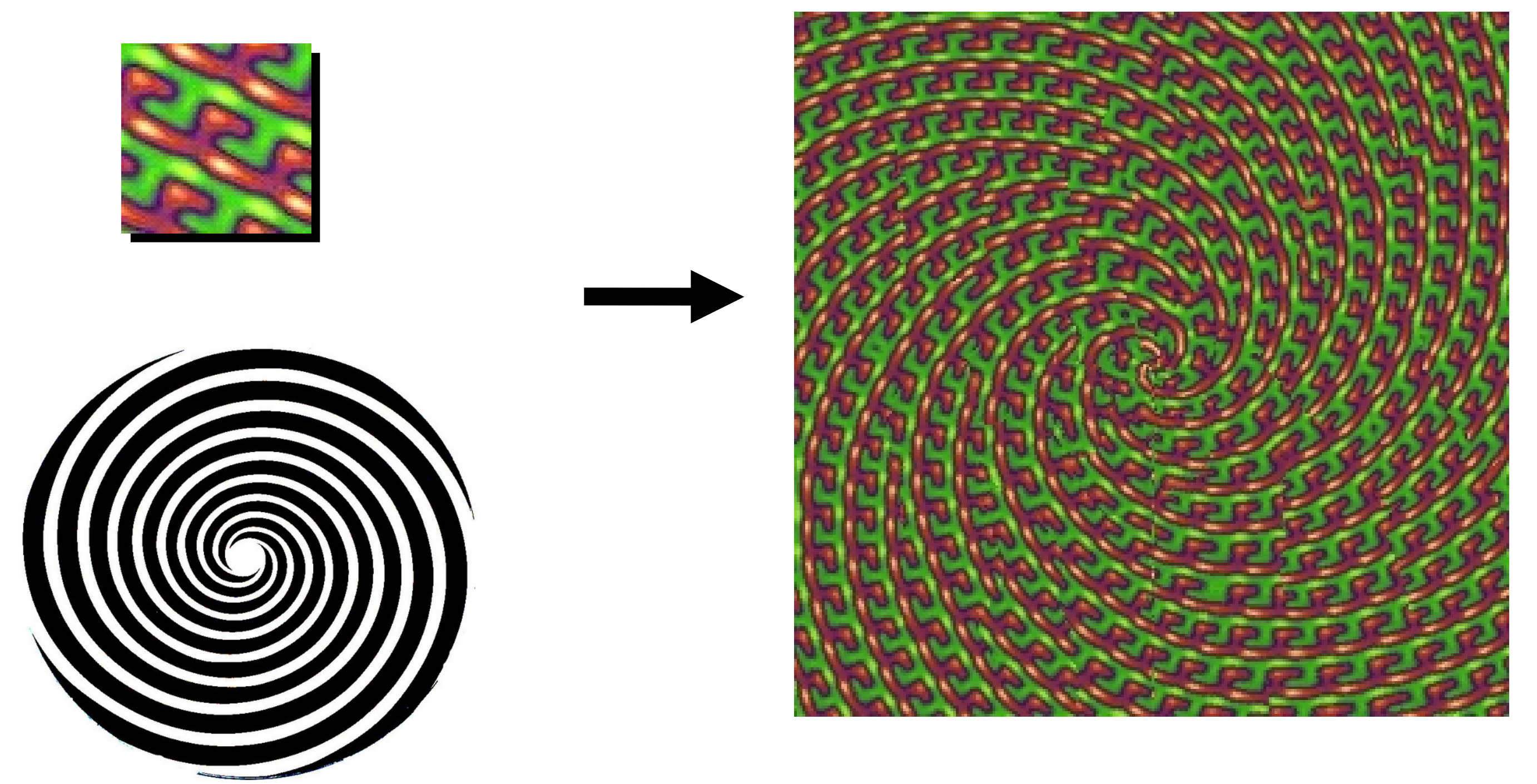


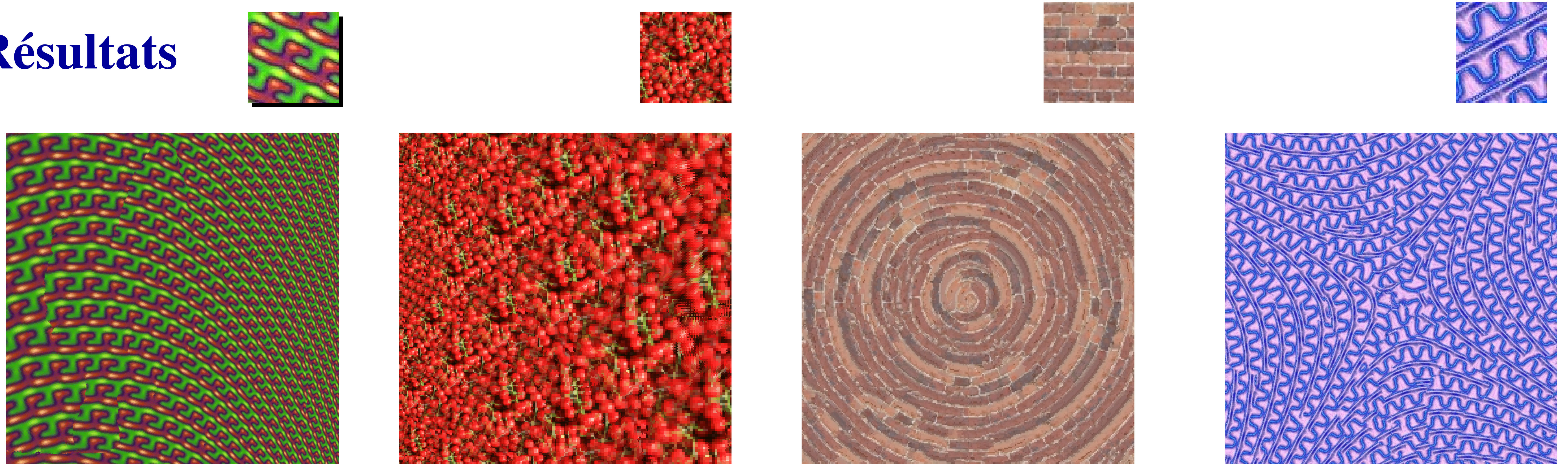
## Synthèse de texture



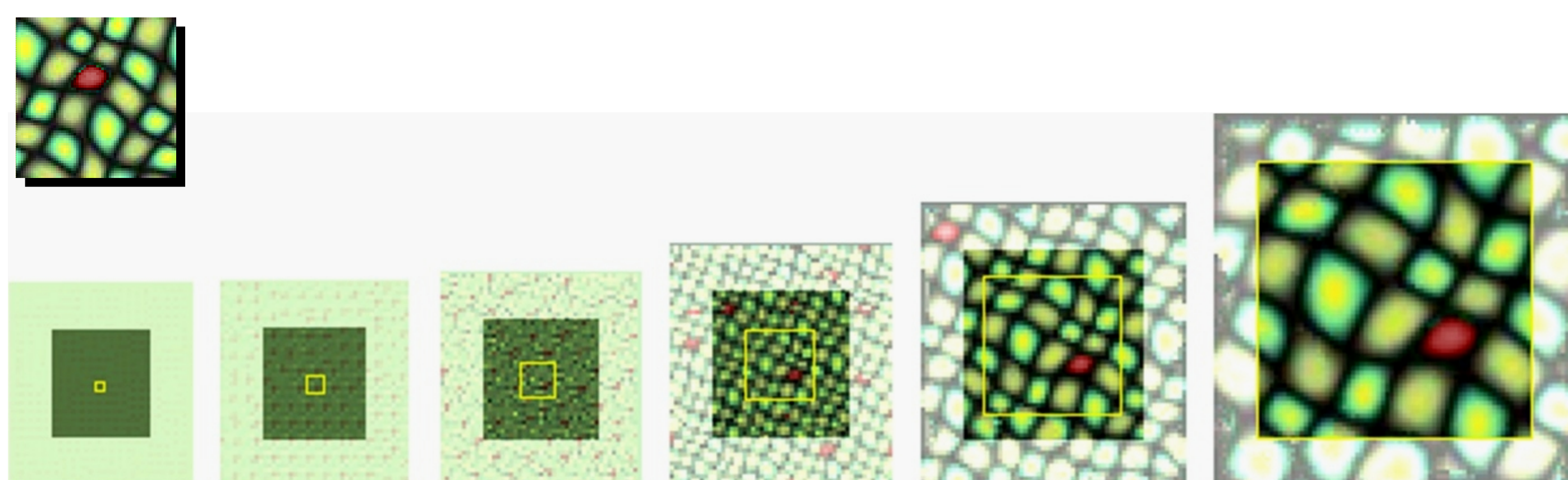
## Advection de texture



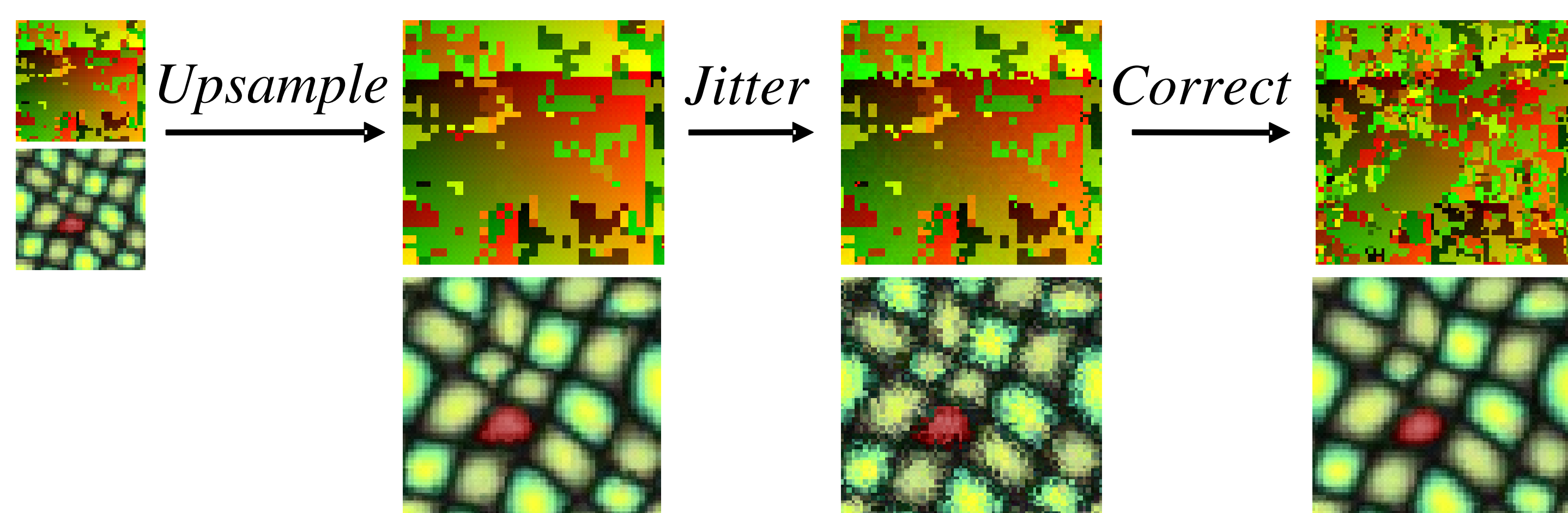
## Résultats



## Algo de synthèse

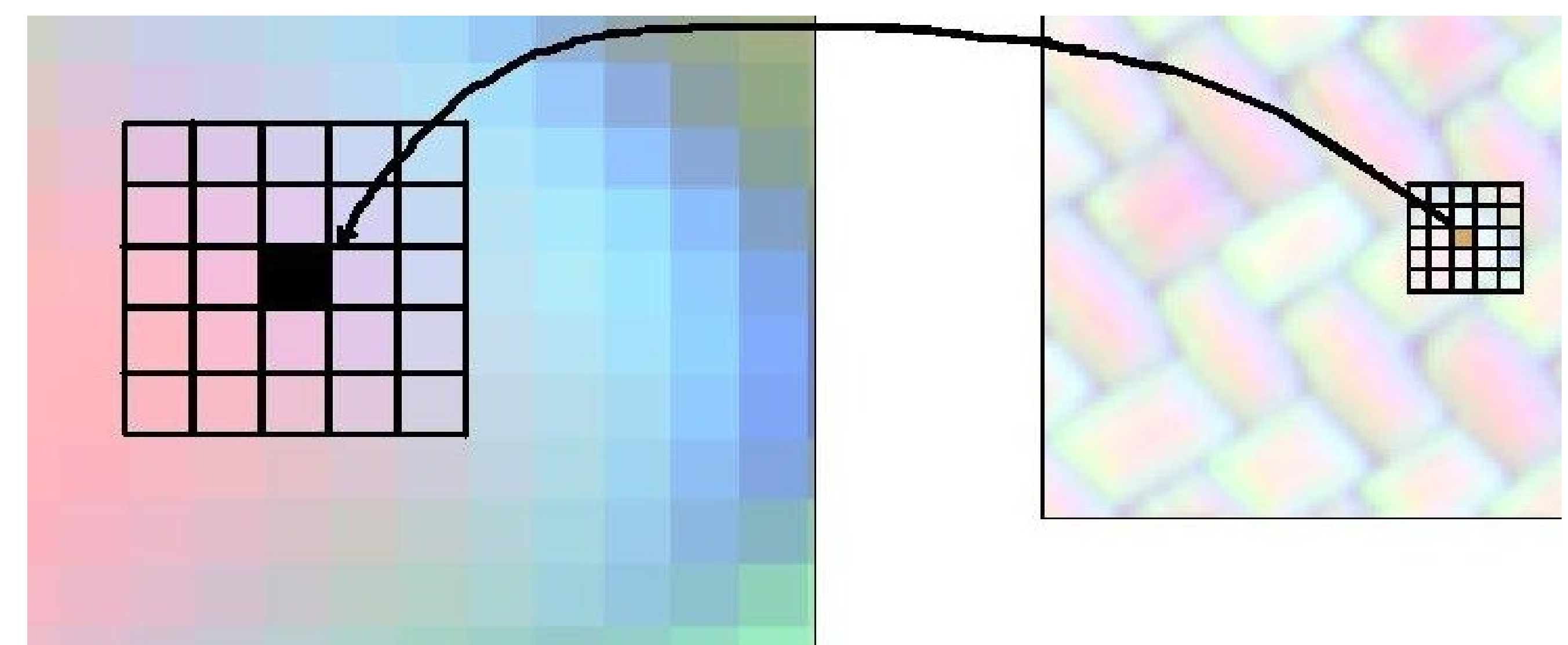


Pyramide d'images



Trois étapes à chaque niveau de la pyramide

## Etape de correction



Recherche du pixel de l'exemplaire dont le voisinage est le plus proche



Milieu de la passe de correction