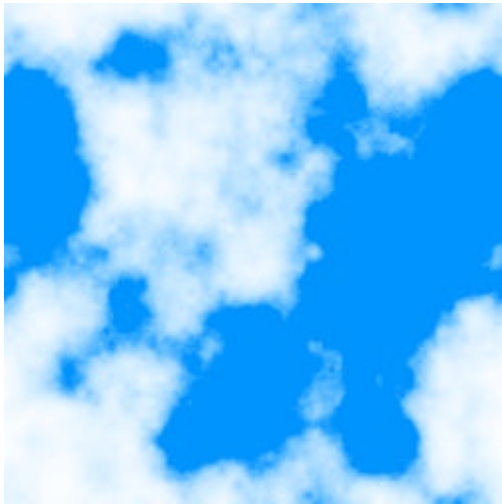


**Koby Goldberg**

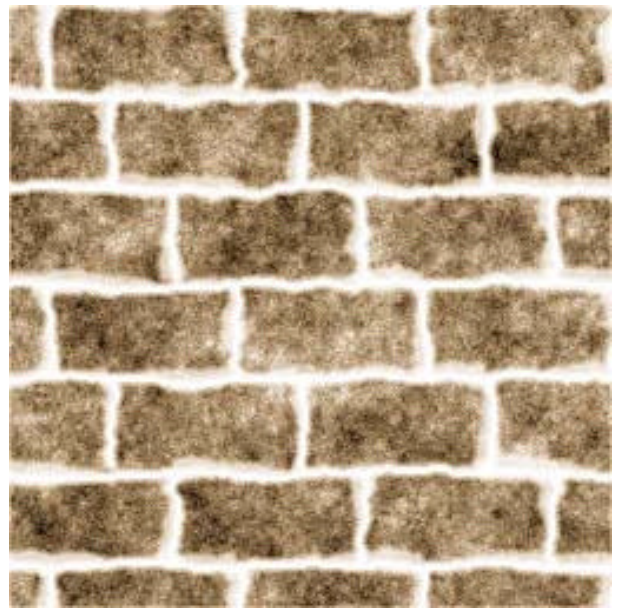
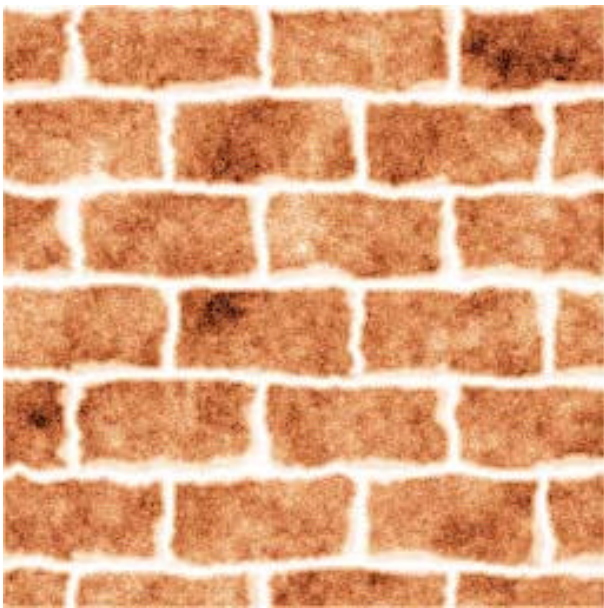
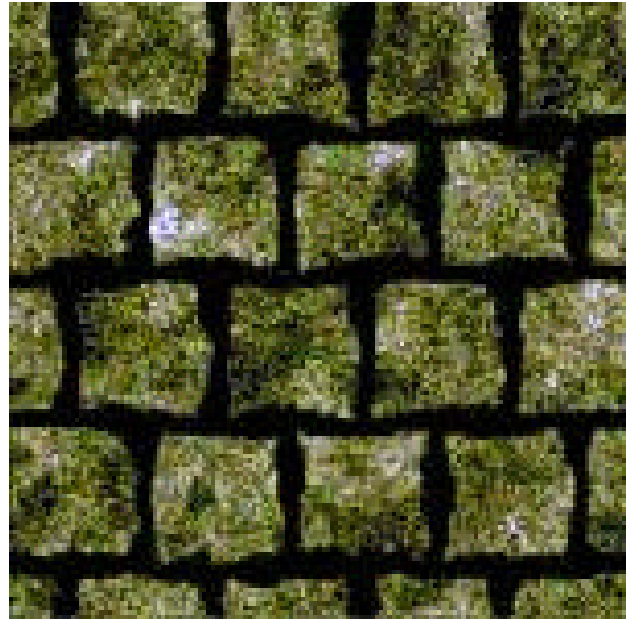
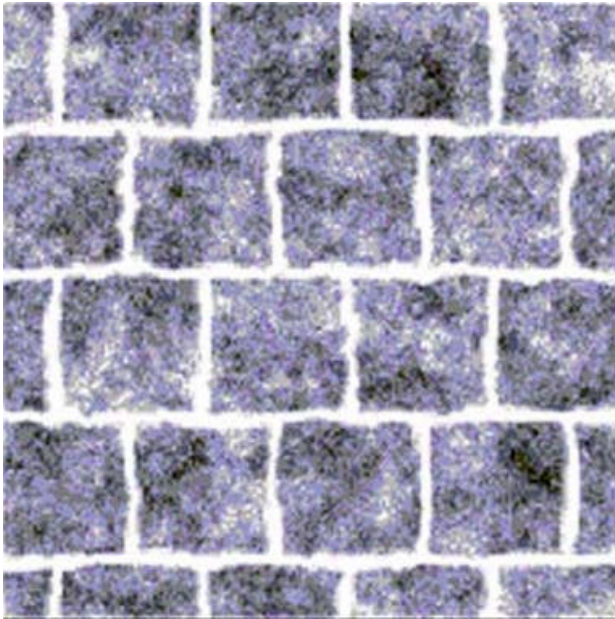
**Textures Synthesis by Algorithmic Models**  
**Approach**

This work presents the Algorithmic Models approach to texture synthesis. This approach puts some sense in the world of texture synthesis. It explains how texture synthesis algorithms operate and how to build other texture synthesis algorithms. The work shows how the Algorithmic Models approach can be exploited to improve a few known texture synthesis techniques and to suggest new techniques for creating artificial textures that imitate natural textures.

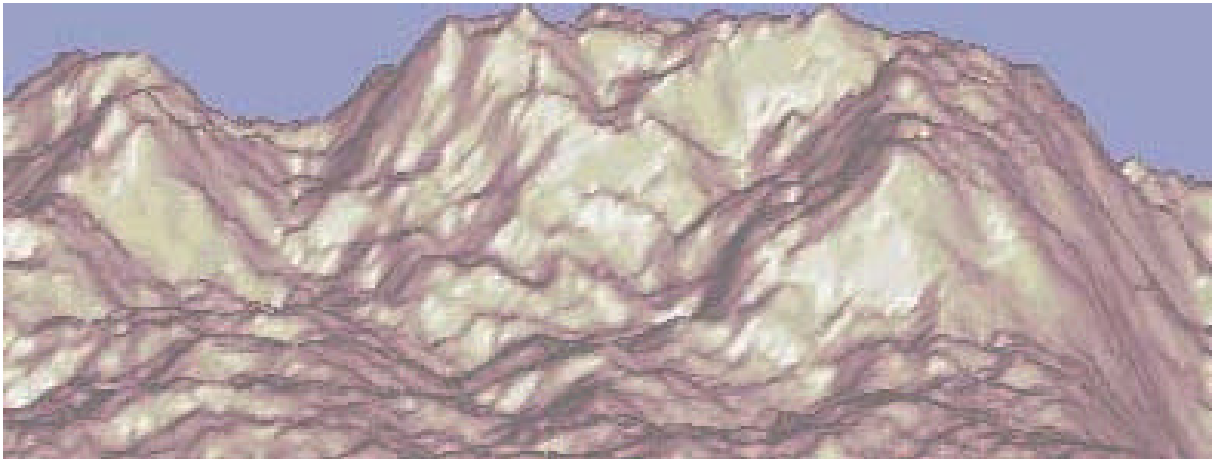
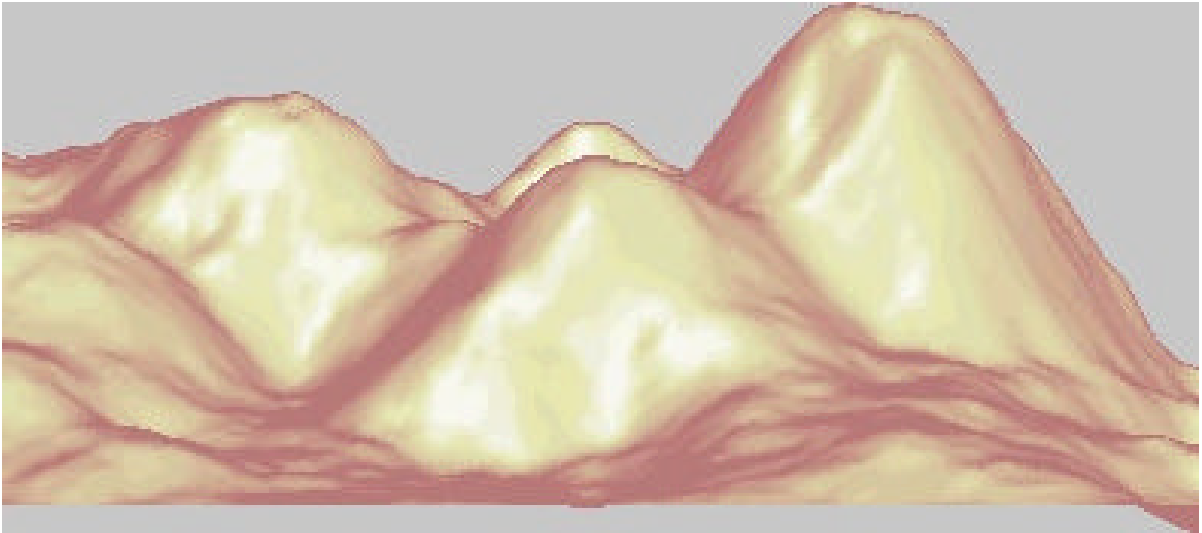
**CLOUDS**



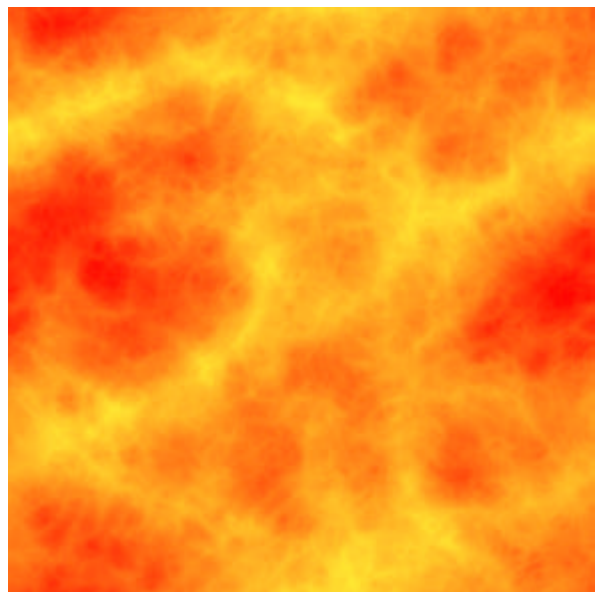
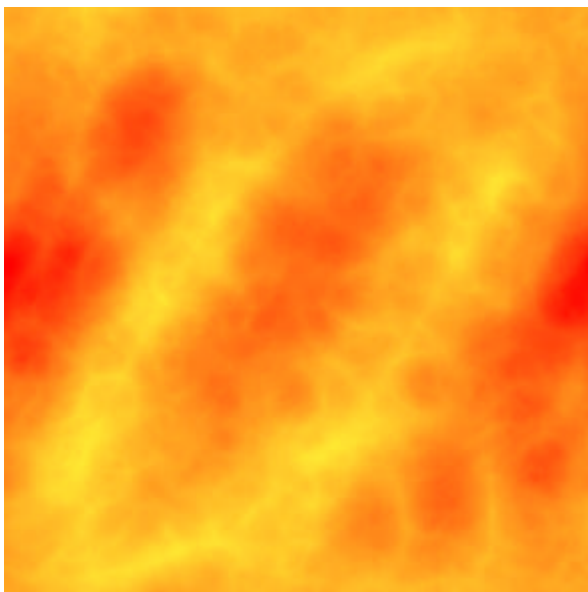
## BRICKS



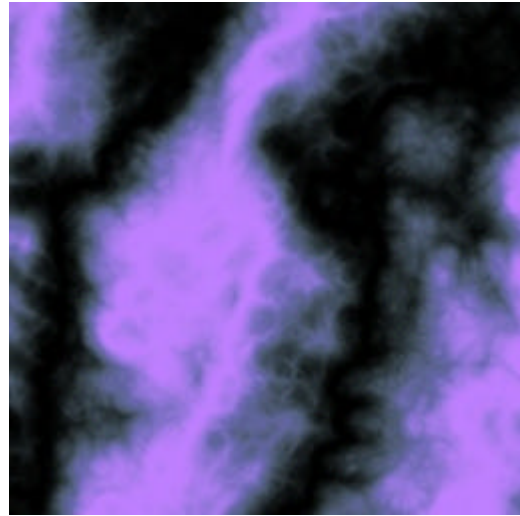
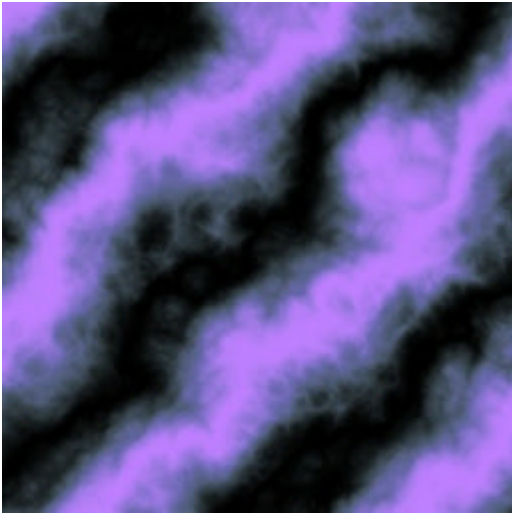
## DUNES



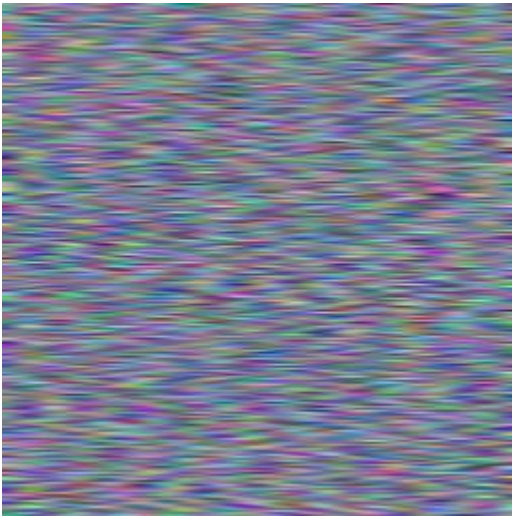
## FIRE



## MURBLE



## SILK



# WOOD

