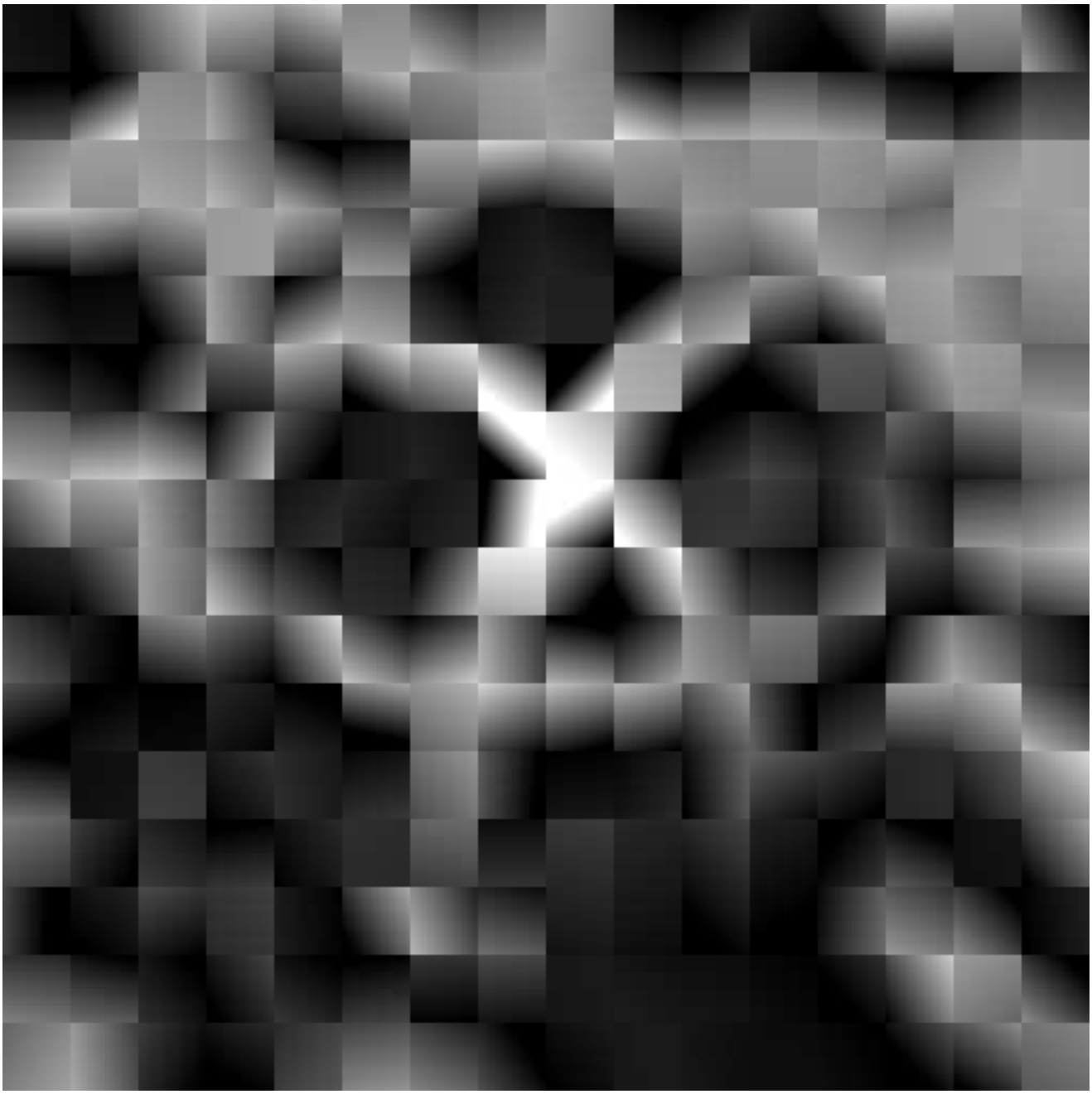

Figure 3: A test image, sampled at a target resolution of 16×16, and reconstructed at 512×512 pixels.

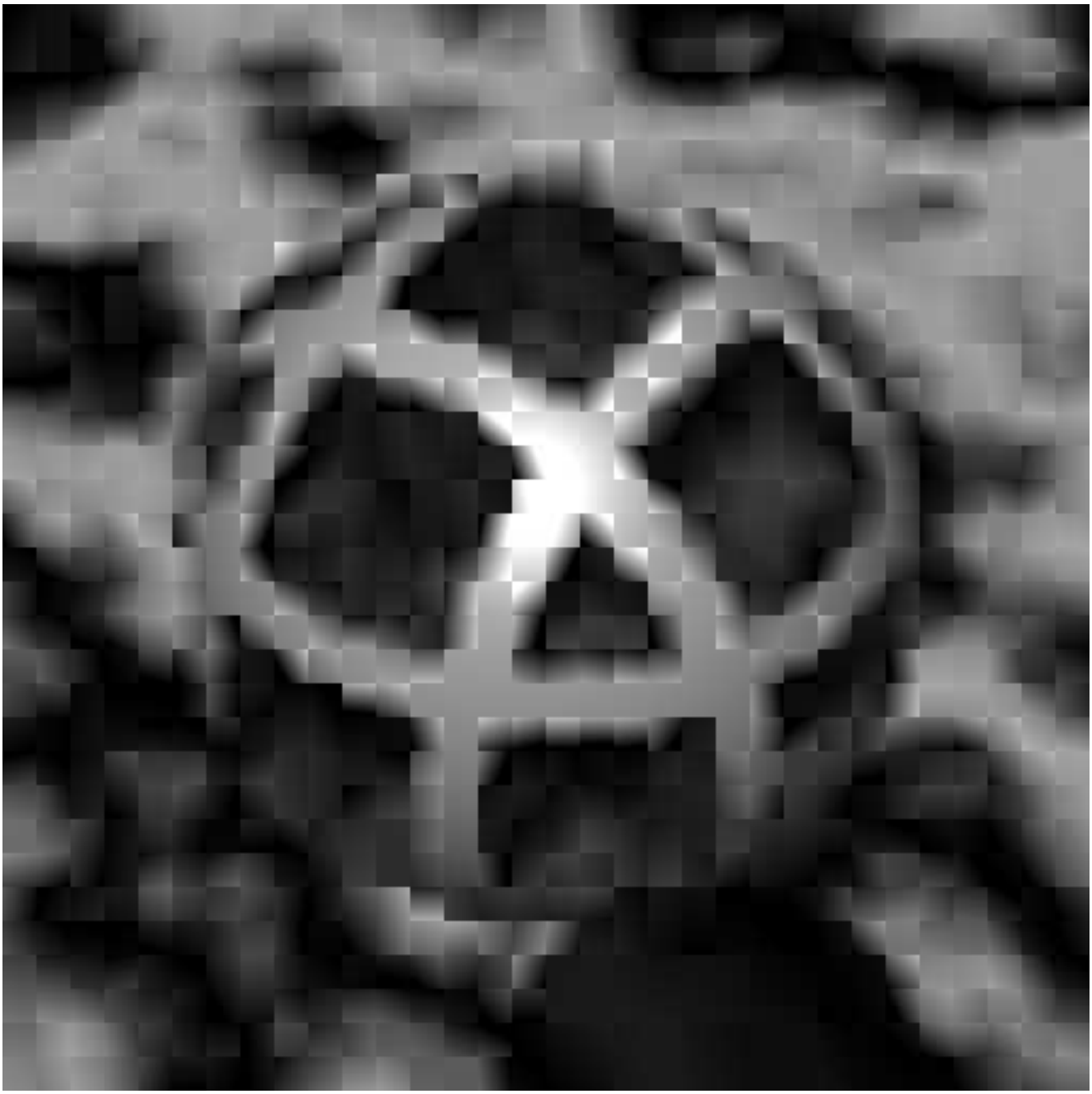

Figure 4: The test image sampled at a target resolution of 32×32.

Figure 5: The test image sampled at a target resolution of 64×64.

Figure 6: The test image sampled at a target resolution of 128×128.

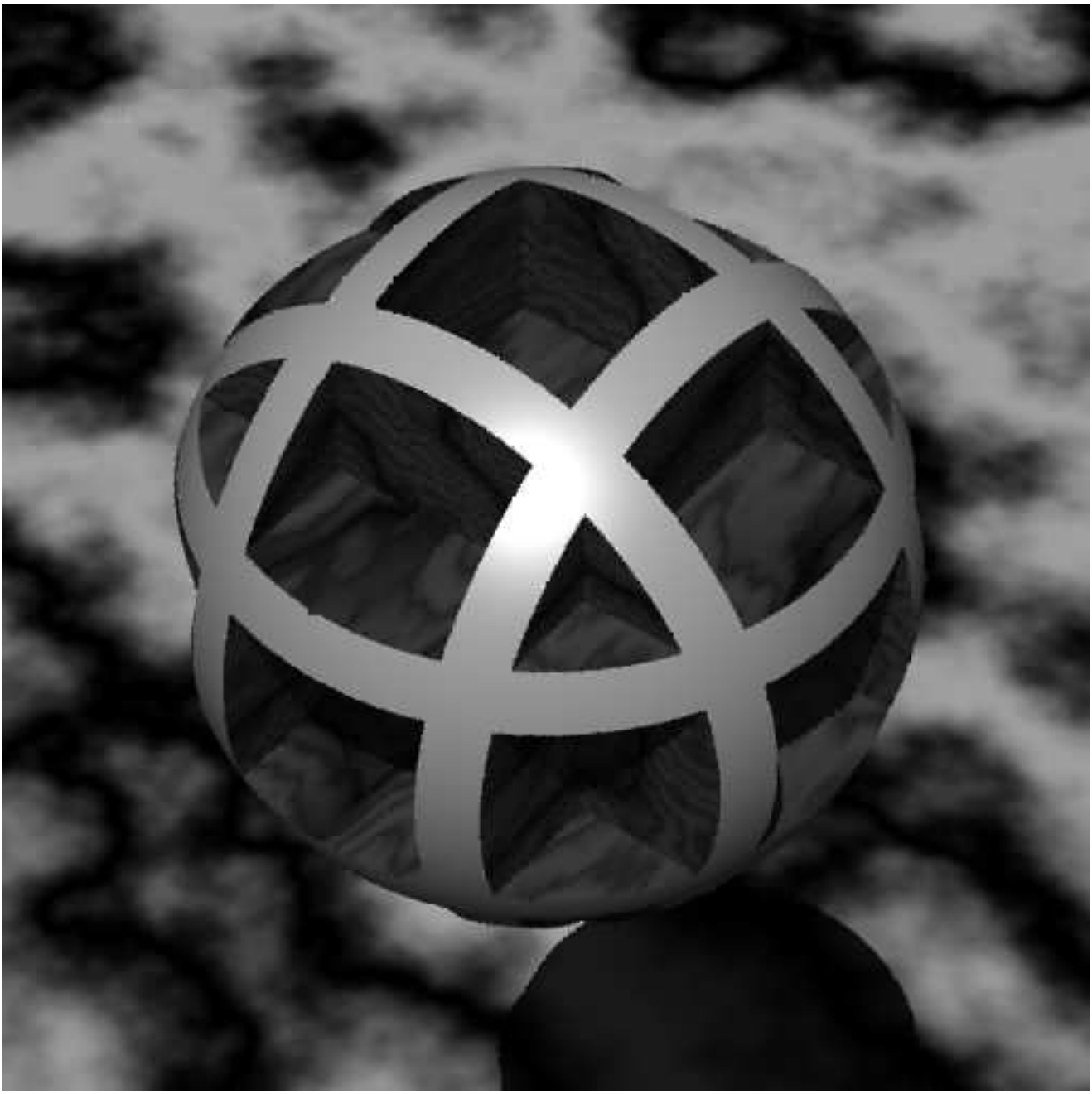

Figure 7: The test image sampled at a target resolution of 256×256.

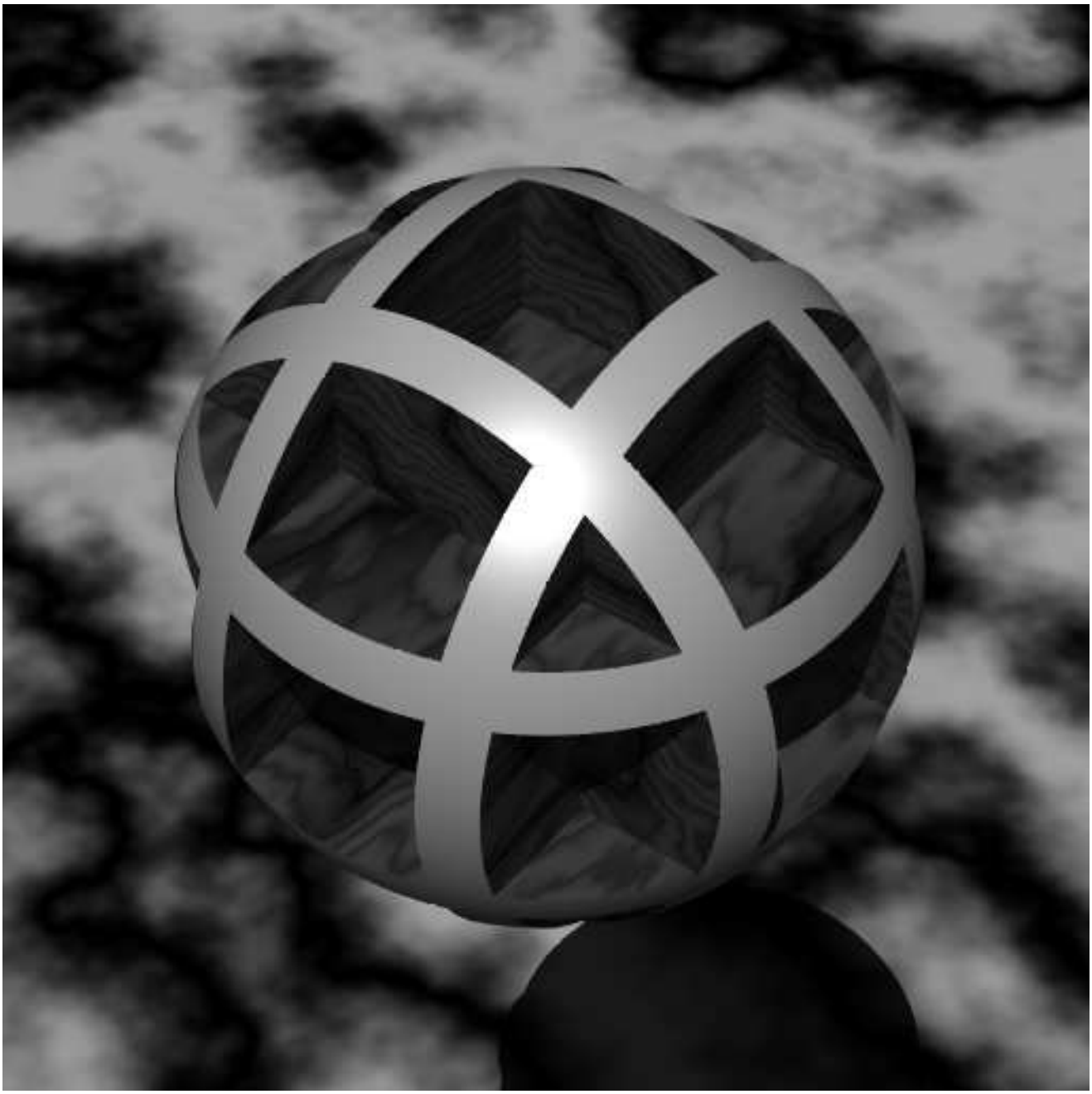

Figure 8: The test image sampled at a target resolution of 512×512.

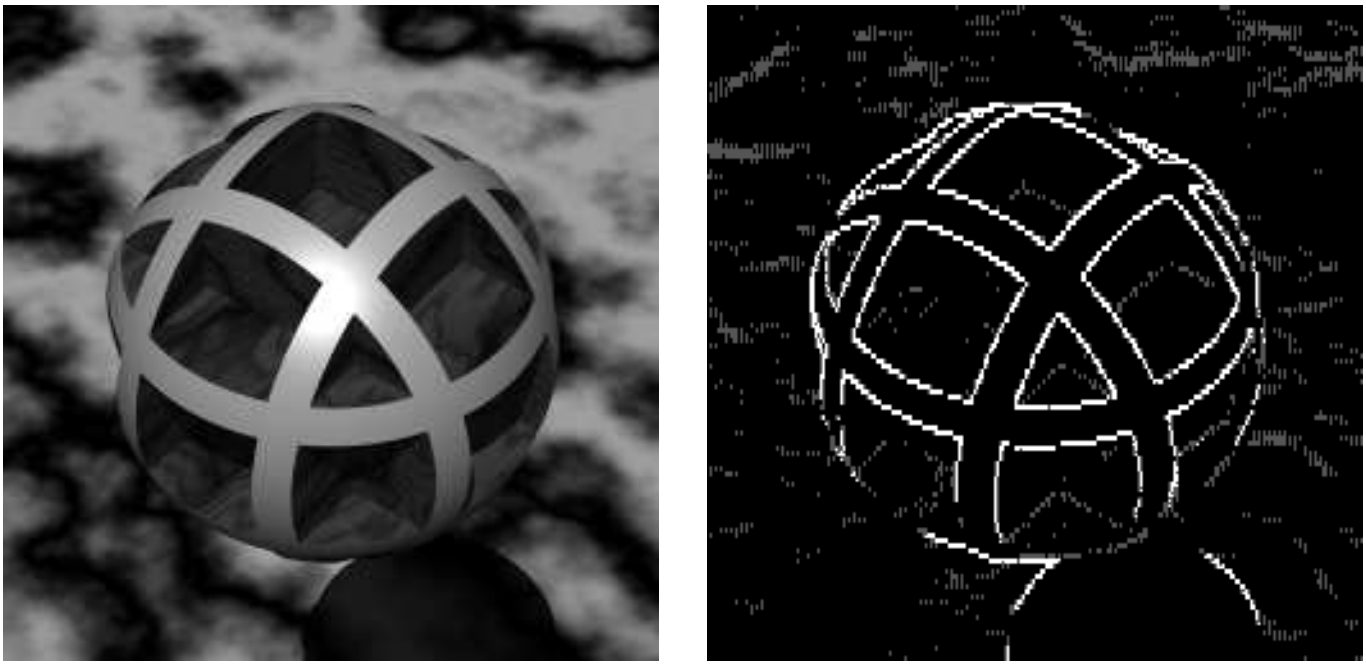

Figure 9: The 512×512 target is scaled to 256×256, and is shown along with an a gray scale image indicating the number of regions incident upon each pixel, where black is 1 region and white is 4 regions.

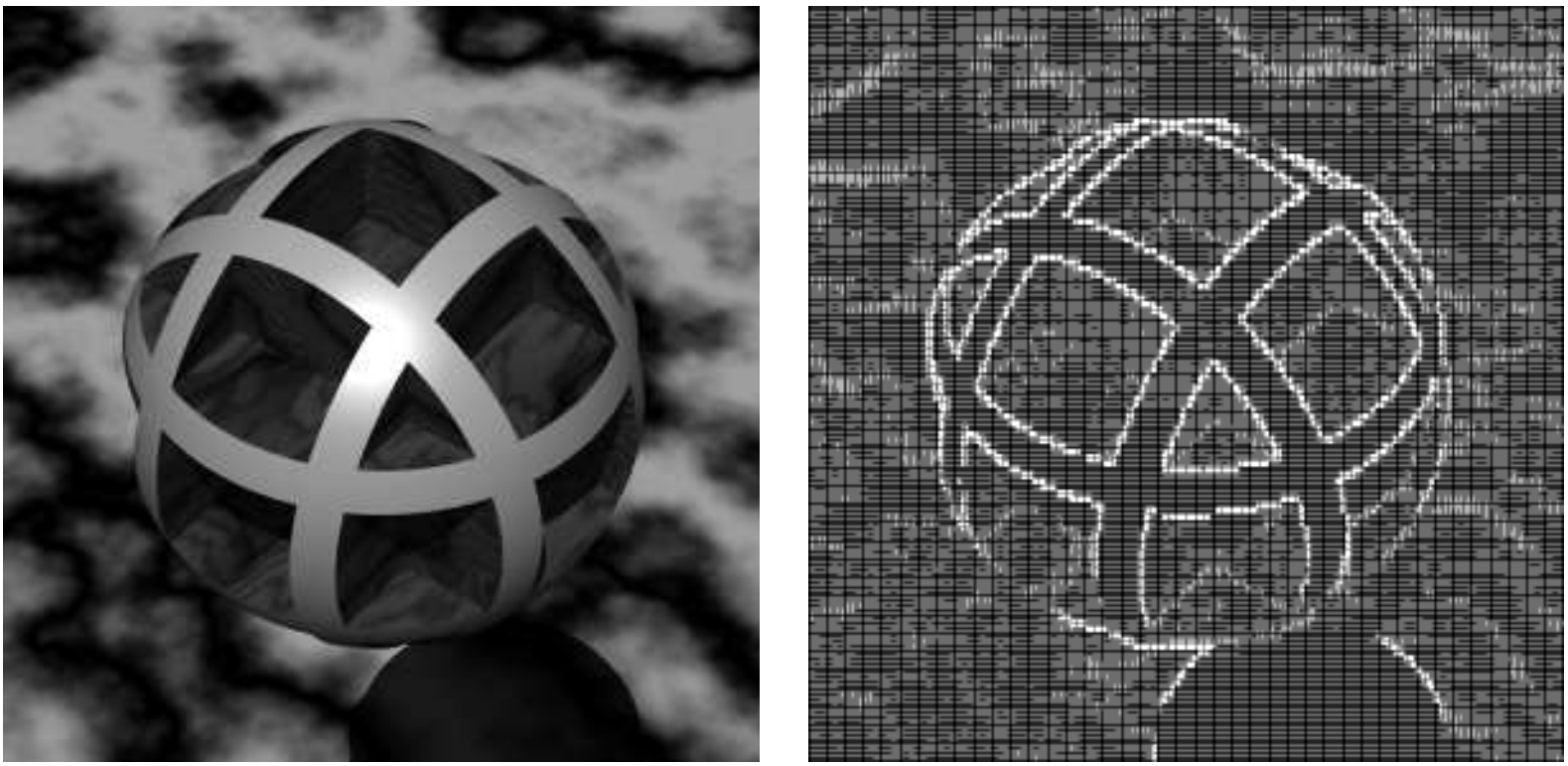

Figure 10: The 512×512 target is scaled to a pathological size (297×297), and is shown along with an a gray scale image indicating the number of regions incident upon each pixel, where black is 1 region and white is 8 regions.

Figure 11: A map is shown of the 512×512 image description. Black areas are described by average (constant) estimates; white areas are better described by linear estimates.

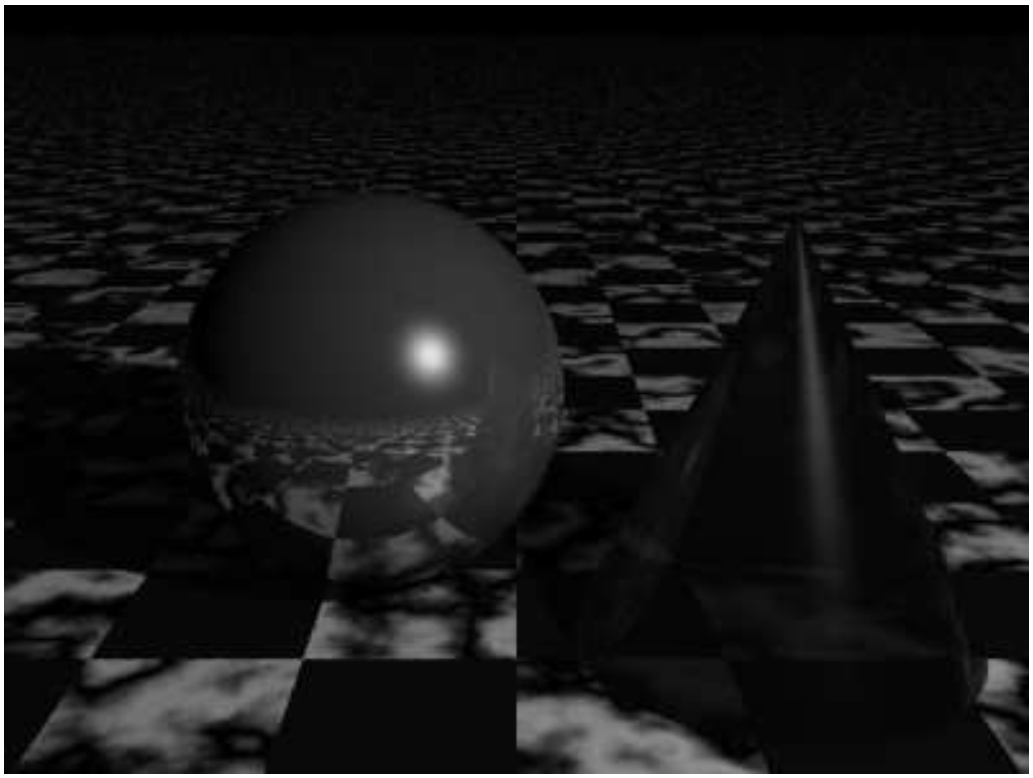

Figure 12: A different scene is sampled at 256×192, with runtime 1391 seconds, generating 33318 regions; it is reconstructed here at 400×300, with runtime of 29 seconds.

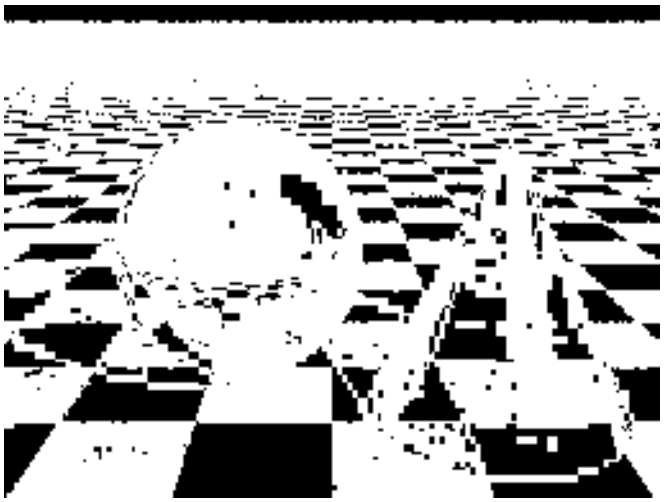

Figure 13: The estimate map derived from Figure 12 is shown. Black areas are adequately described by average estimates; white areas are better described by linear estimates.

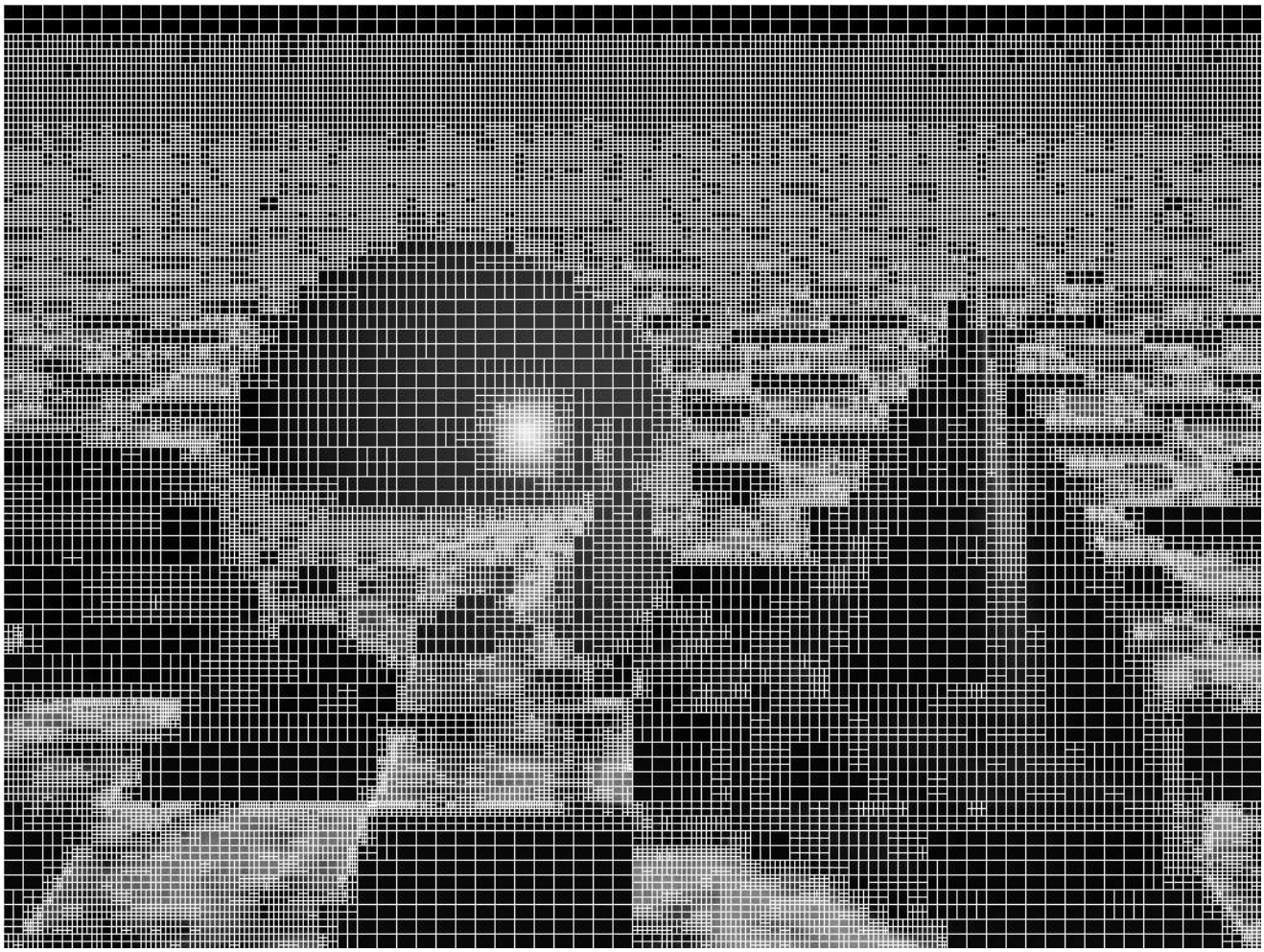

Figure 14: The k-D tree resulting from adaptive subdivision of Figure 12 is shown.