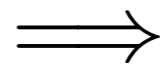


Texture

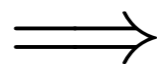
1	2	3	4
1	3	4	4
3	2	2	2
4	1	4	1



<i>Gray level</i>	<i>Size zone (s_n)</i>		
g_m	1	2	3
1	2	1	0
2	1	0	1
3	0	0	1
4	2	0	1

Texture

1	1	3	4
1	3	4	4
3	2	4	4
3	2	1	1



<i>Gray level</i>	<i>Size zone (s_n)</i>				
g_m	1	2	3	4	5
1	0	1	1	0	0
2	0	1	0	0	0
3	0	0	0	1	0
4	0	0	0	0	1