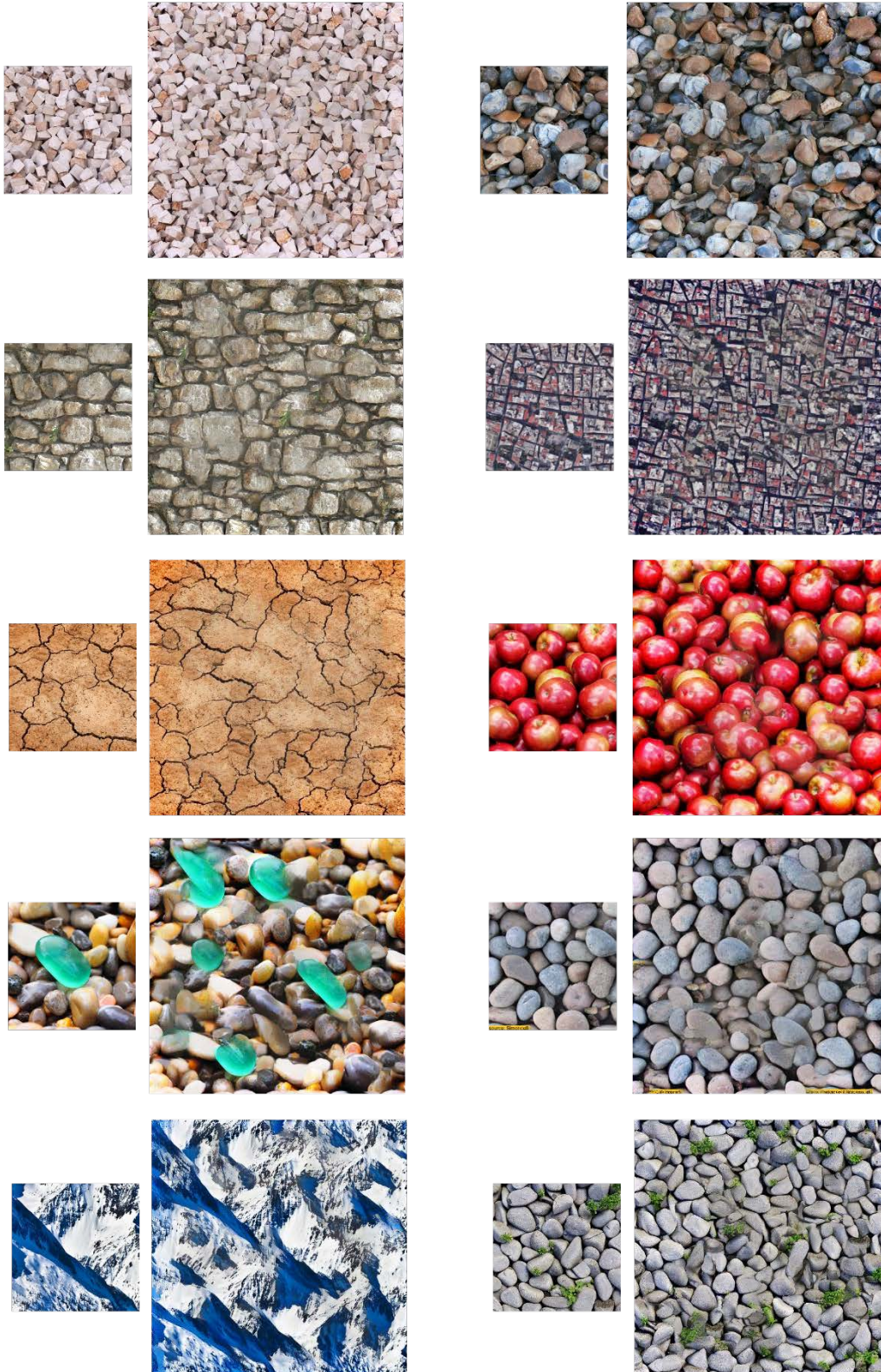
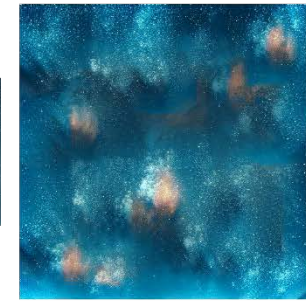
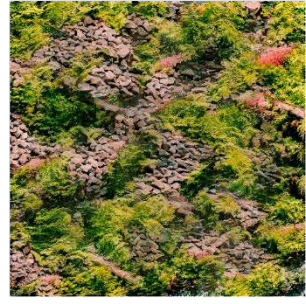
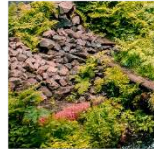


Deep Terrain Expansion

Synthesizing & expanding terrain and non-terrain textures.

Left: Input images 256x256 → Right: Output Resolution Texture 512x512





Synthesizing & shrinking terrain and non-terrain textures.

Left: Input images 512x512 → **Right:** Output Resolution Texture 256x256

