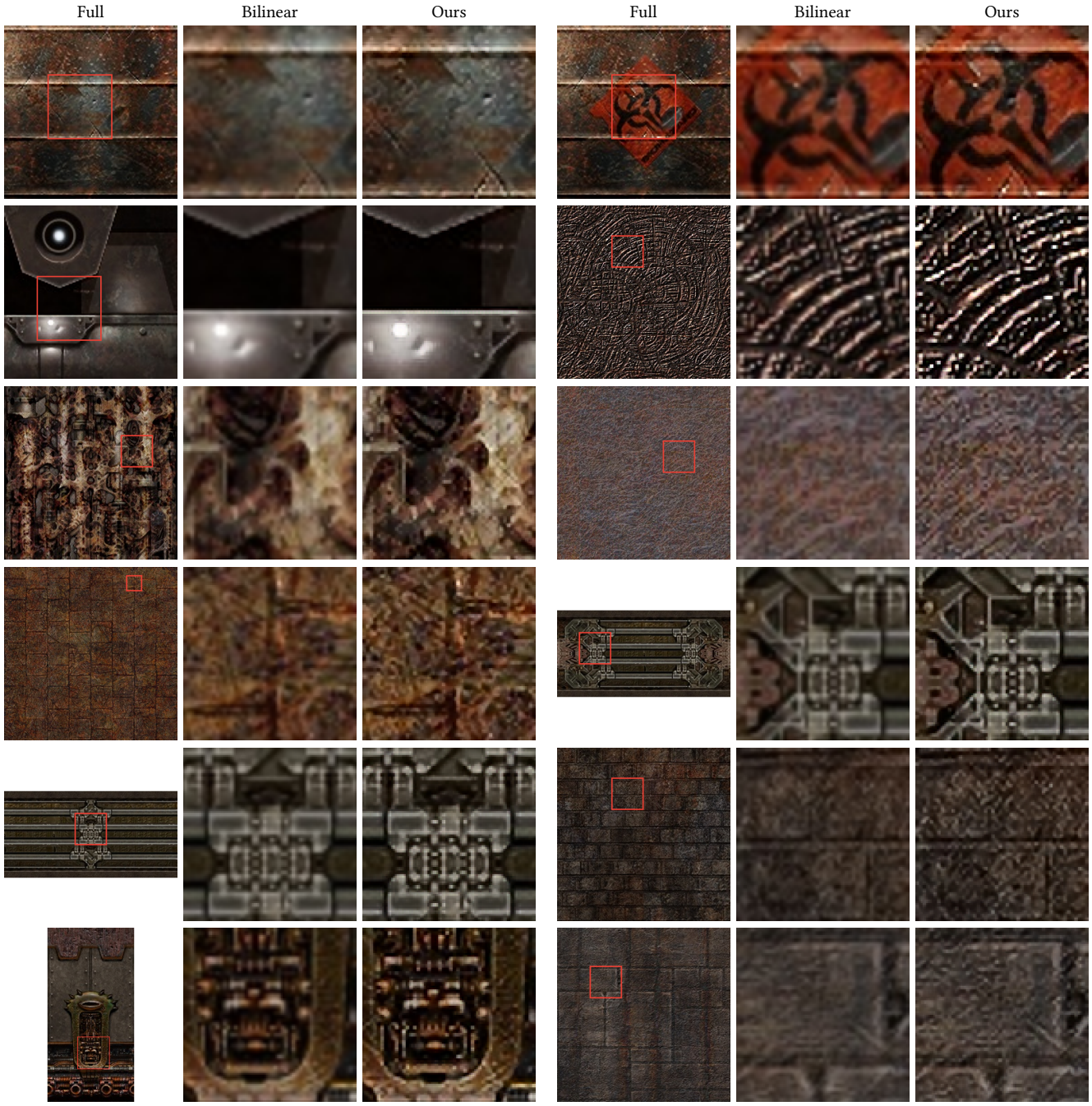


Fig. 1. Textures from a game map magnified 2× from their stored resolution. For each texture: the whole output with the zoom region boxed, then that region under bilinear magnification and under ours. Using the model from "Patch-Based Generalized Neural Texture Upscaling" https://arxiv.org/abs/2611.07289.