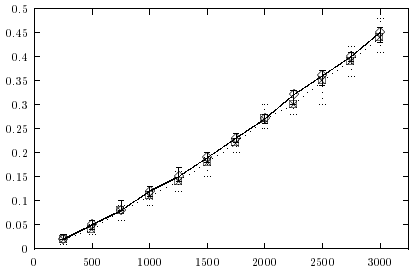

Figure 1: RandomMap

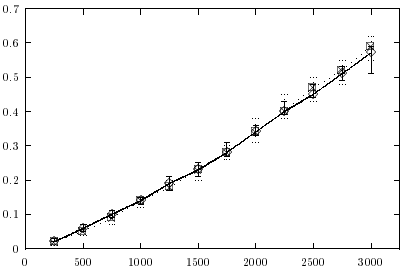

Figure 2: RandomRect

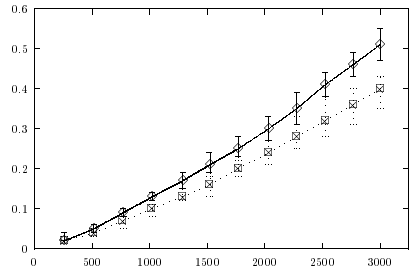

Figure 3: DenseMap

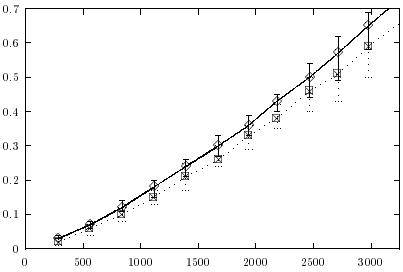

Figure 4: DenseRect

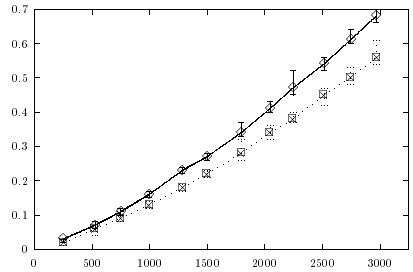

Figure 5: HardGrid

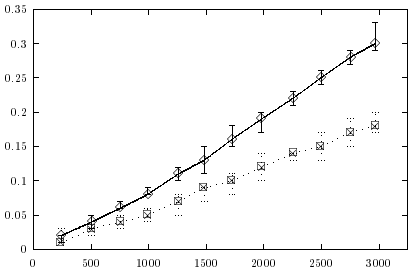

Figure 6: RegularGrid

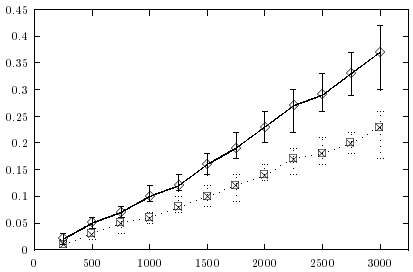

Figure 7: MunichDrillholes

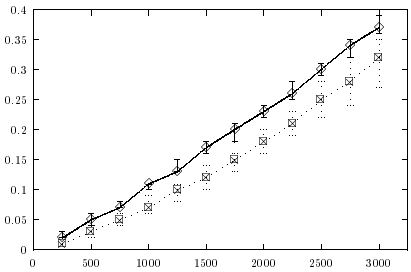

Figure 8: VariableDensity

Generic Implementation Object-Oriented Implementation