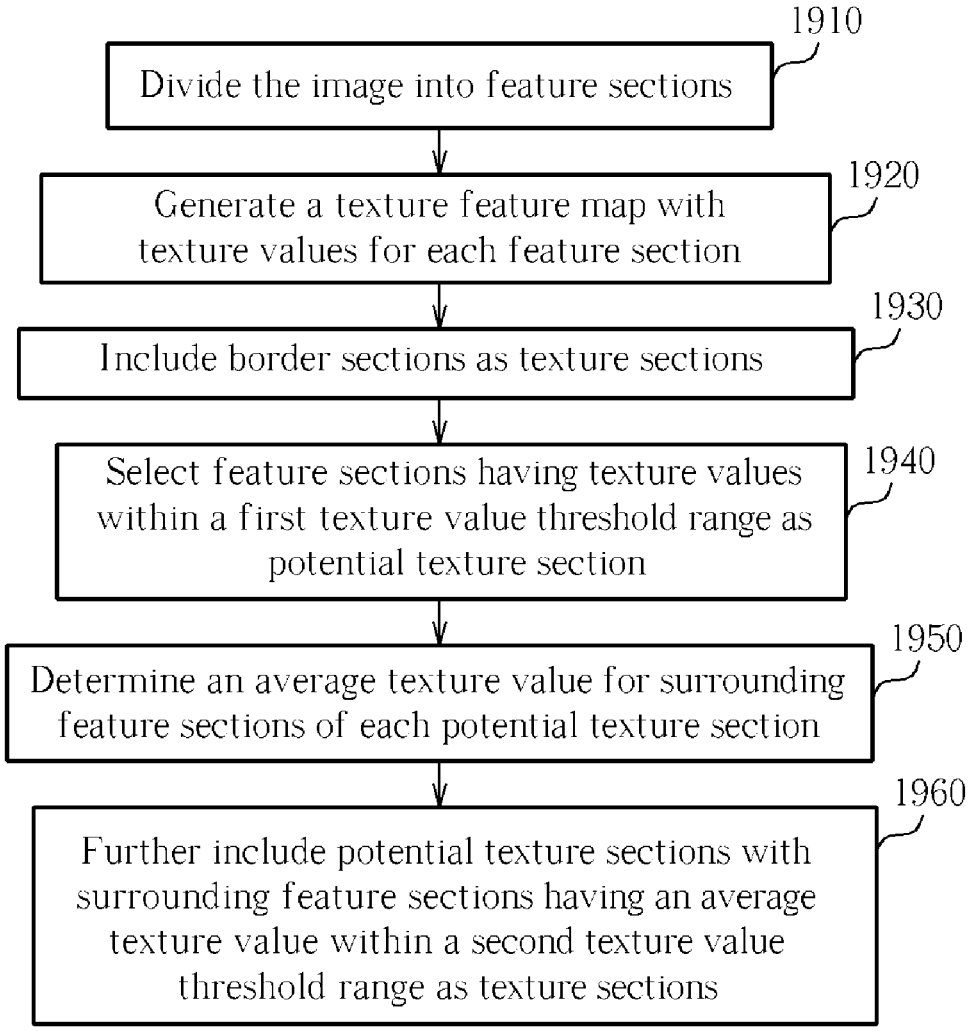
1910
Divide the image into feature sections
1920
Generate a texture feature map with texture values for each feature section
1930
Include border sections as texture sections
1940
Select feature sections having texture values within a first texture value threshold range as potential texture section
1950
Determine an average texture value for surrounding feature sections of each potential texture section
1960
Further include potential texture sections with surrounding feature sections having an average texture value within a second texture value threshold range as texture sections

Fig. 19