



(a) straws

(b) bricks

(c) fingerprints

(d) nets or fabrics

(e) neurons

Figure 1: What do these typical textures (schematically drawn) have in common in image processing, computer graphics, and computer vision? They can all (i) be better *modelled* by H^{-1} distributions (as proposed by Osher, Sole, and Vese [34]) than by ordinary 2-D measurable functions, and (ii) be efficiently approximated by the beamlets of Donoho and Huo [14].