

scale\_max = 4

Tapestry (1)  
scale 1

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Tapestry (2)  
scale 2

17	18
19	20

Tapestry (3)  
scale 4

21
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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
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(1)

(2)

(3)