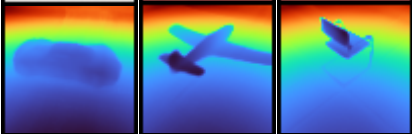


Monocular 3D Reconstruction

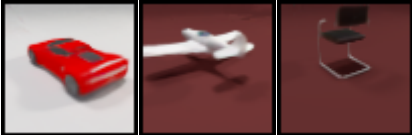
input



est. depth

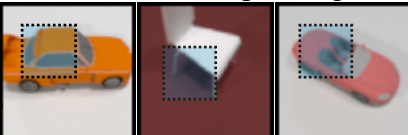


novel view



3D-Aware Inpainting

input & mask



inpainted



novel view



Unconditional 3D Generation

