



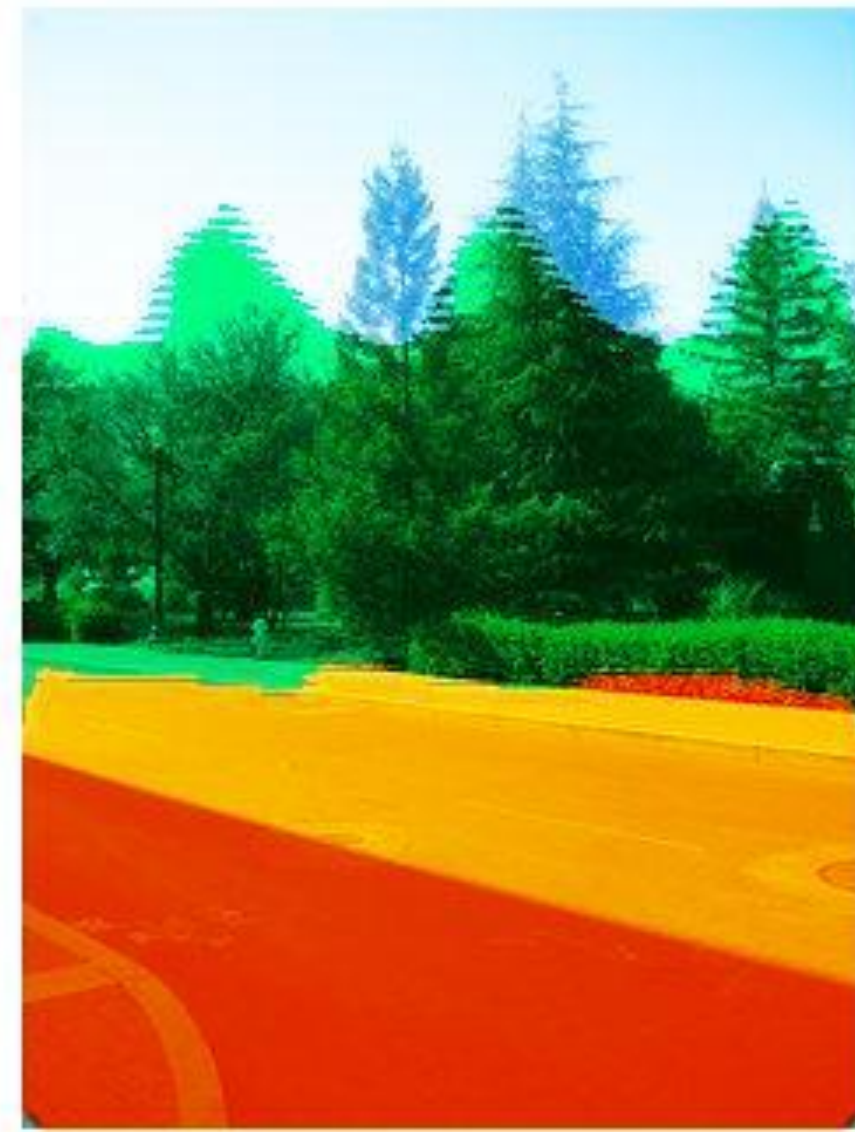
Input



Ground truth



Raw output



Smoothed output