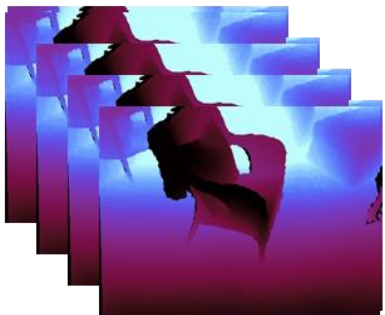


Input



RGB



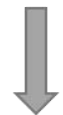
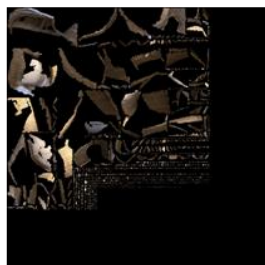
Depth



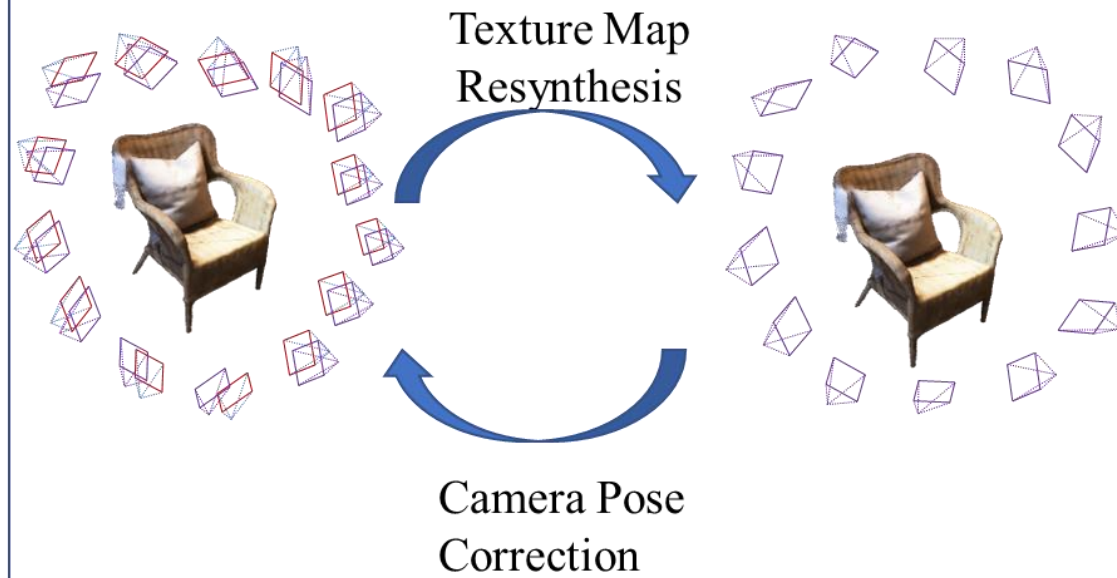
Mask



Reconstuction



Texture Optimization



Output

