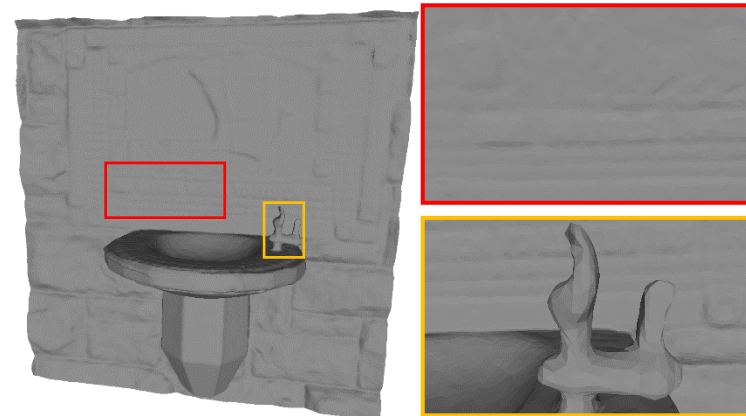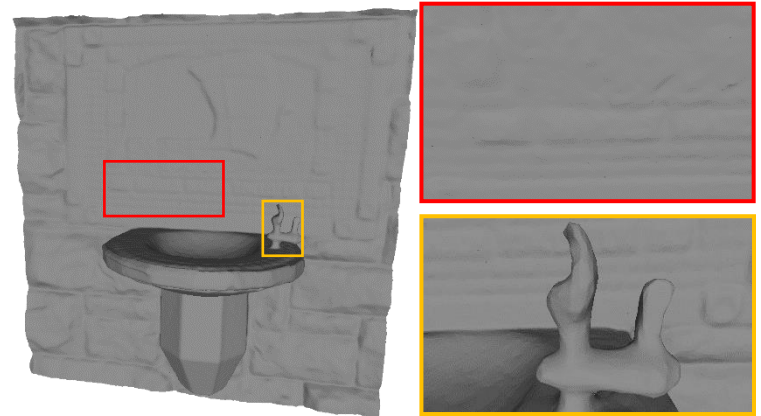Original Input

No Adversarial

No Pose Correction

No Mesh Correction

Compete Method

No Mesh Correction

Complete Method