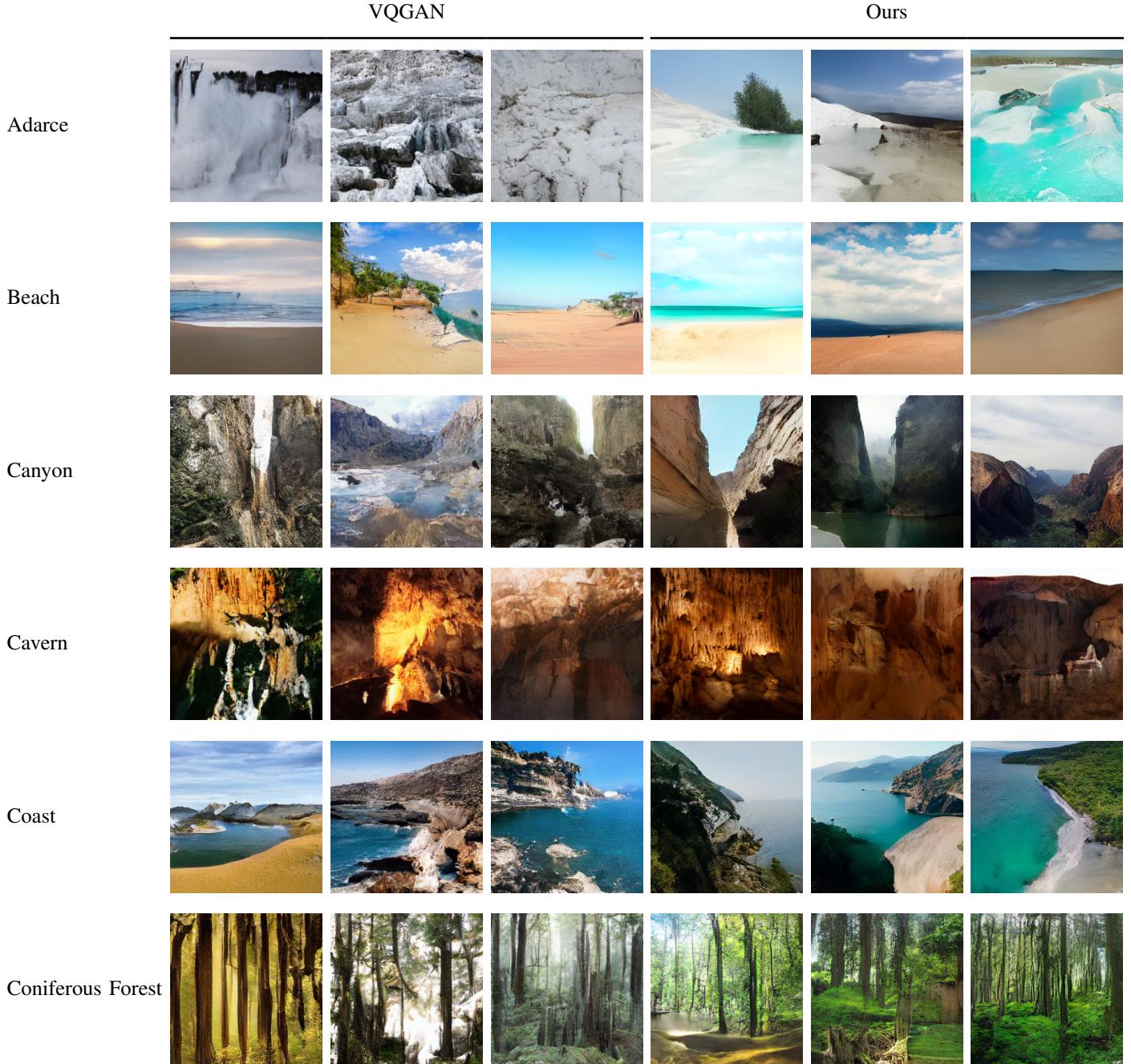
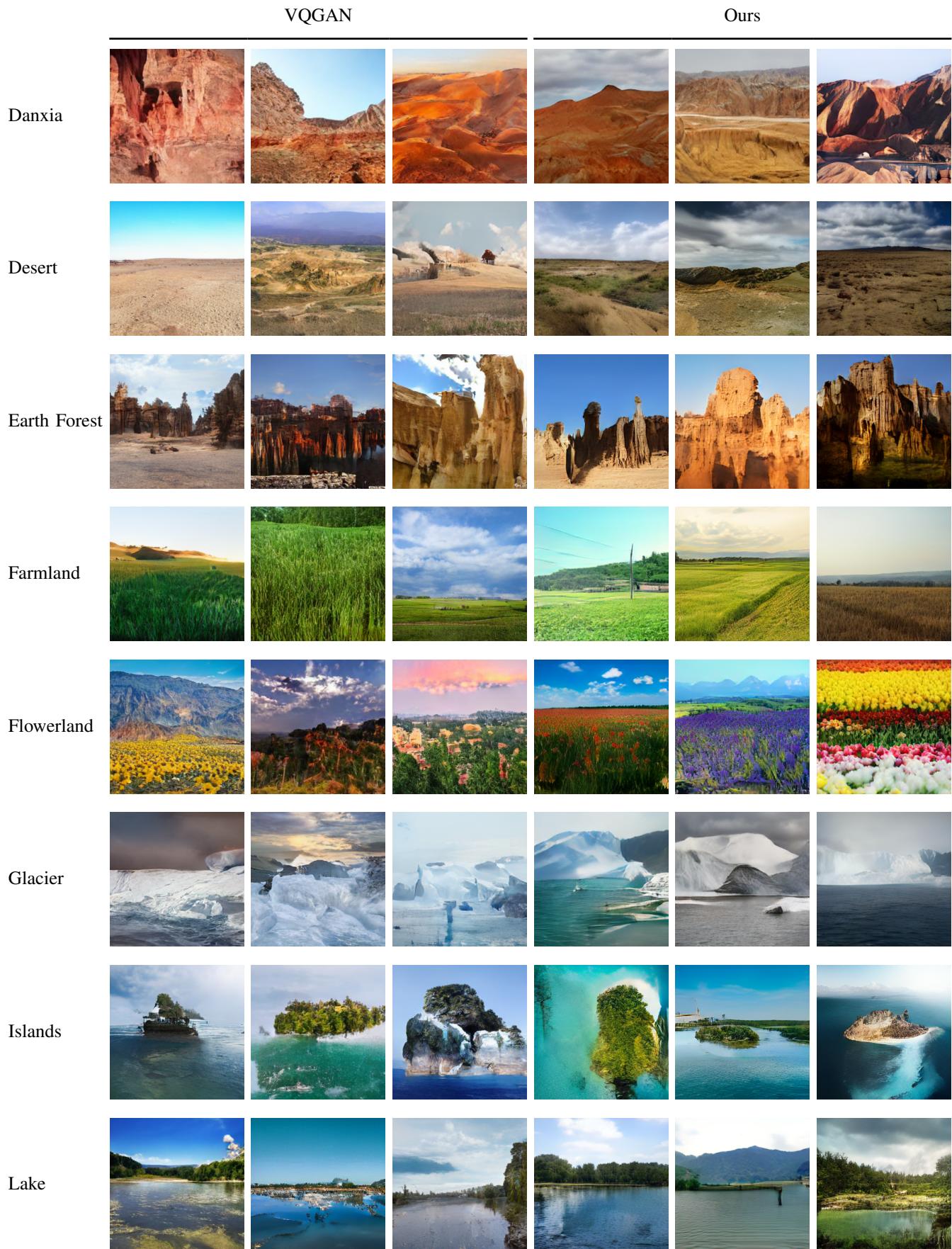


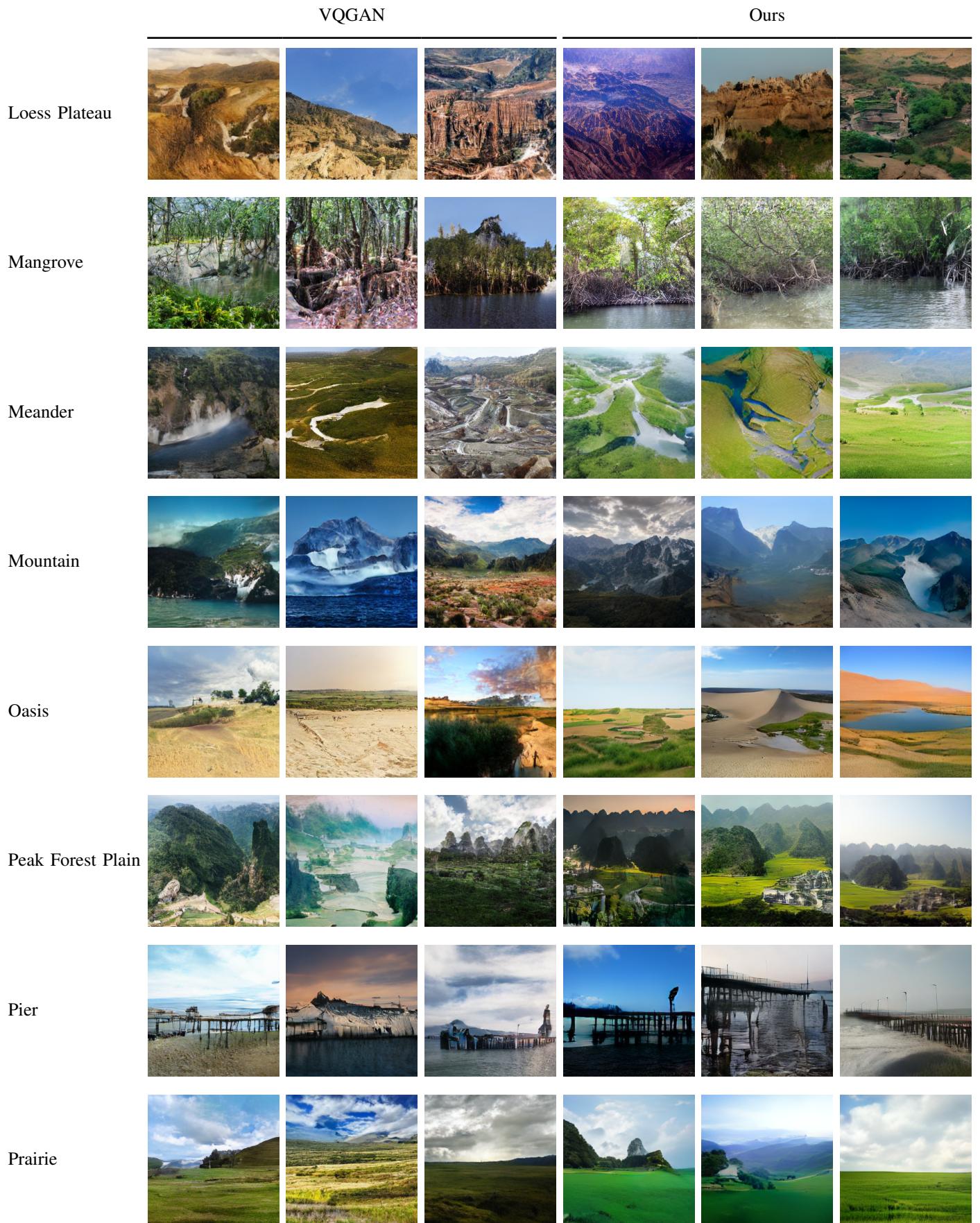
# Terrain Scene Generation Using A Lightweight Vector Quantized Generative Adversarial Network (Supplementary Material)

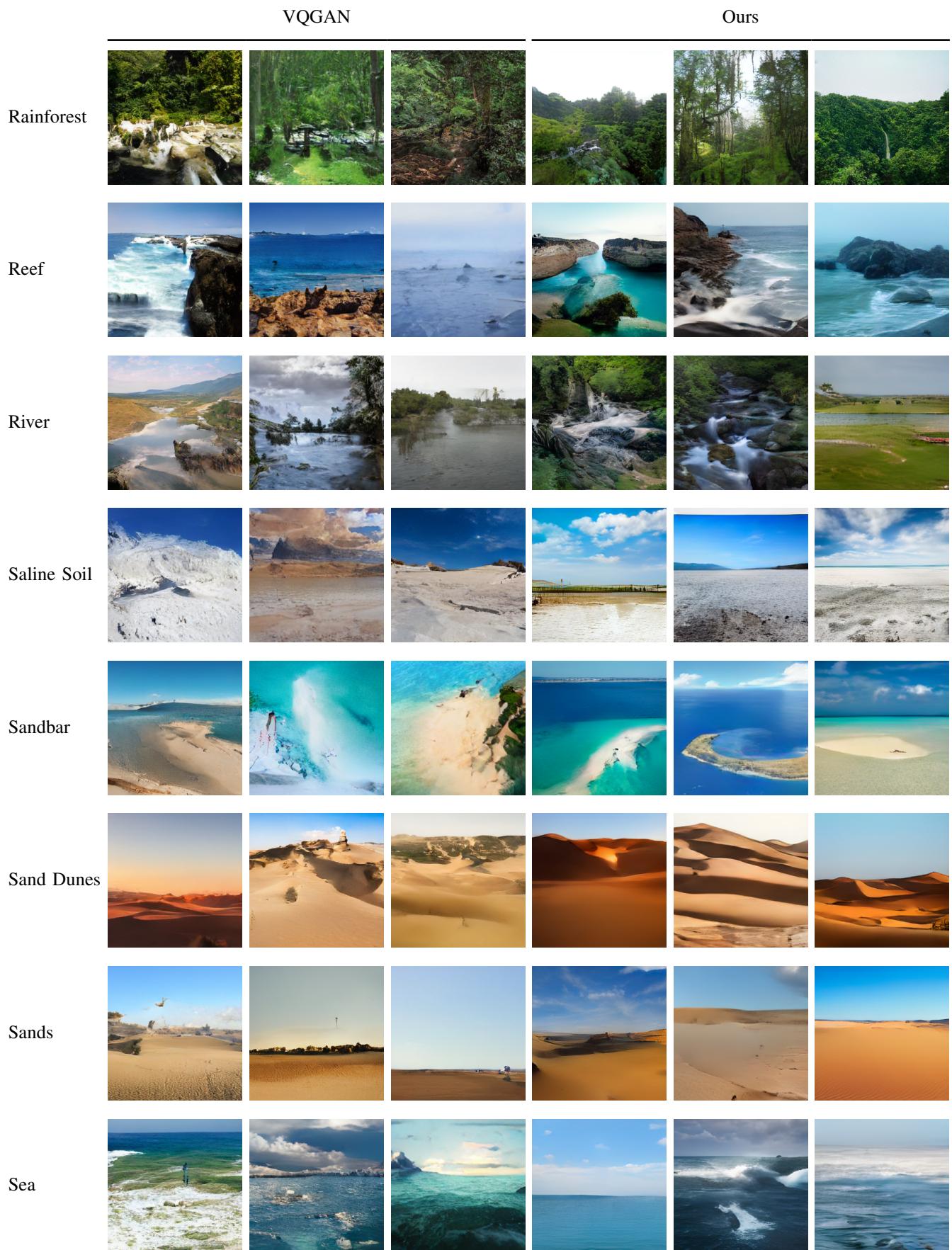
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In this supplementary material, we present the comparison between the VQGAN and our method on image generation in terms of each class of the Natural Terrain Scene Data Set (NTSD).









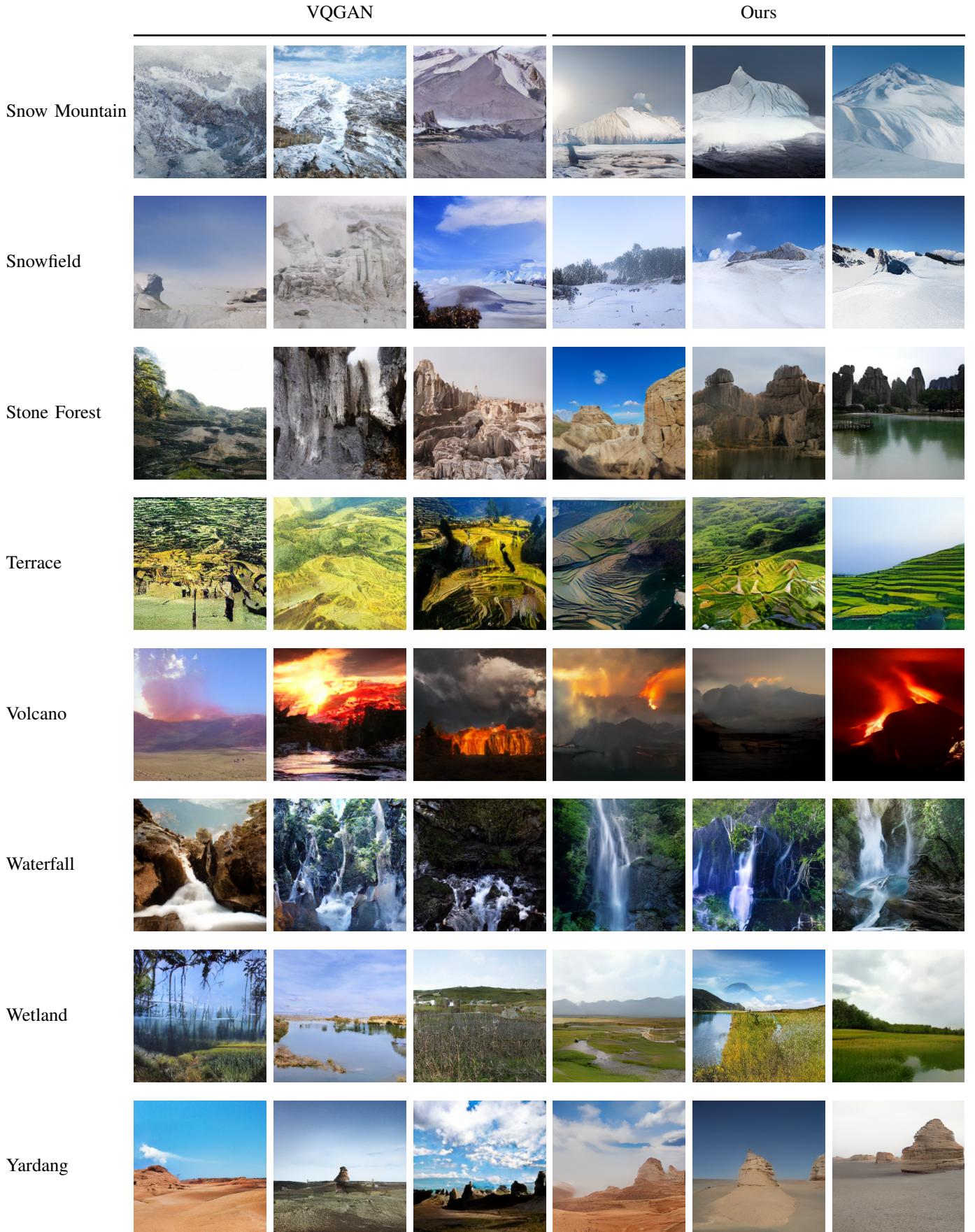


Fig. 1. The comparison between the VQGAN and our method on image generation in terms of each class of the NTSD.