



**GT**



**Ours**



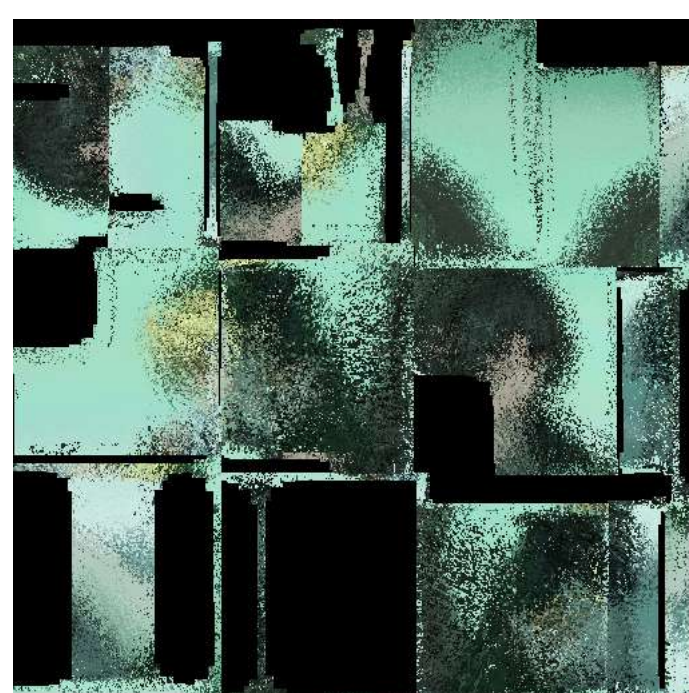
**3DLite**



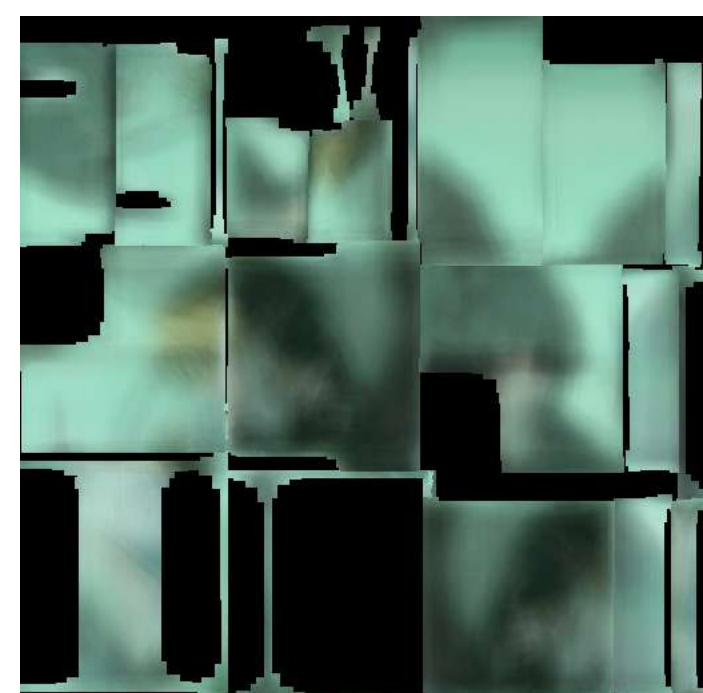
**ColorMap**



**VGG**



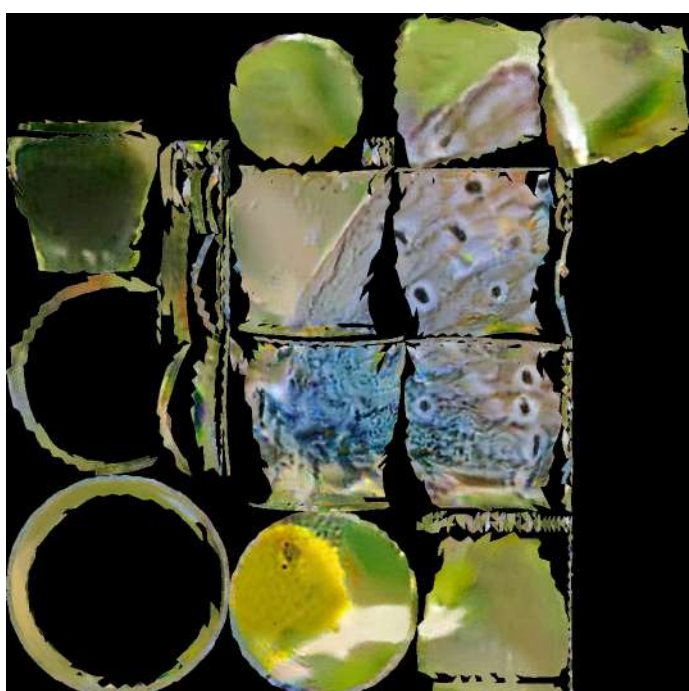
**Sharpest**



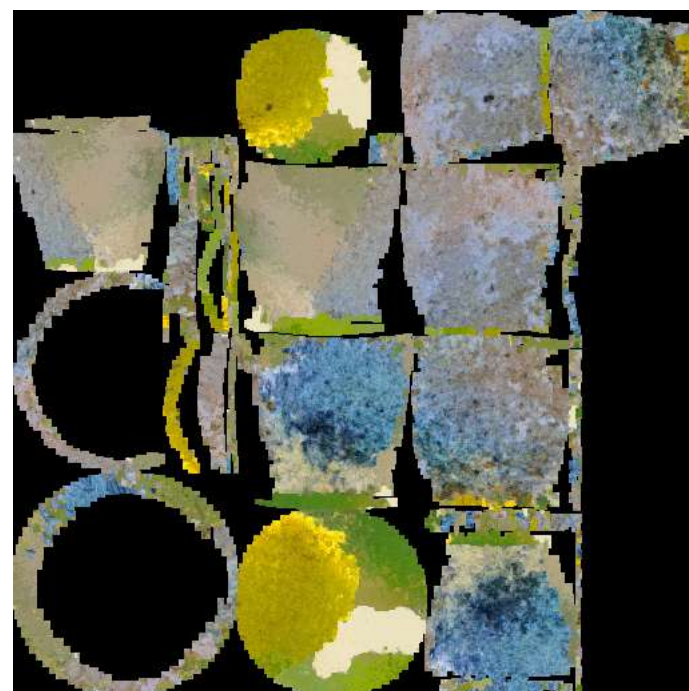
**L1**



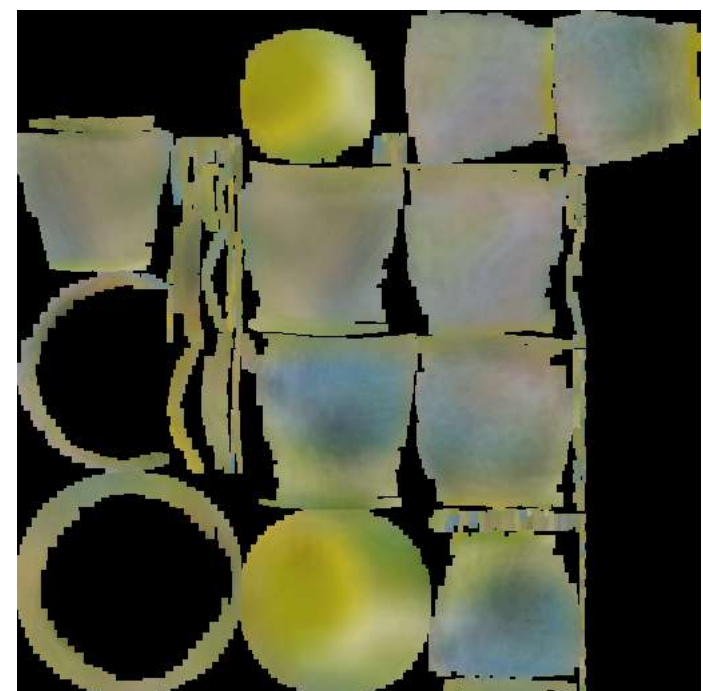
**GT**



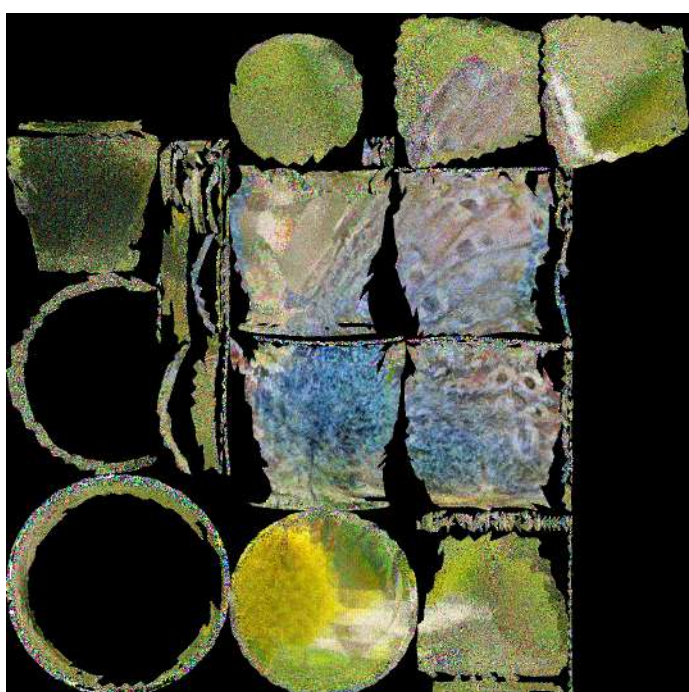
**Ours**



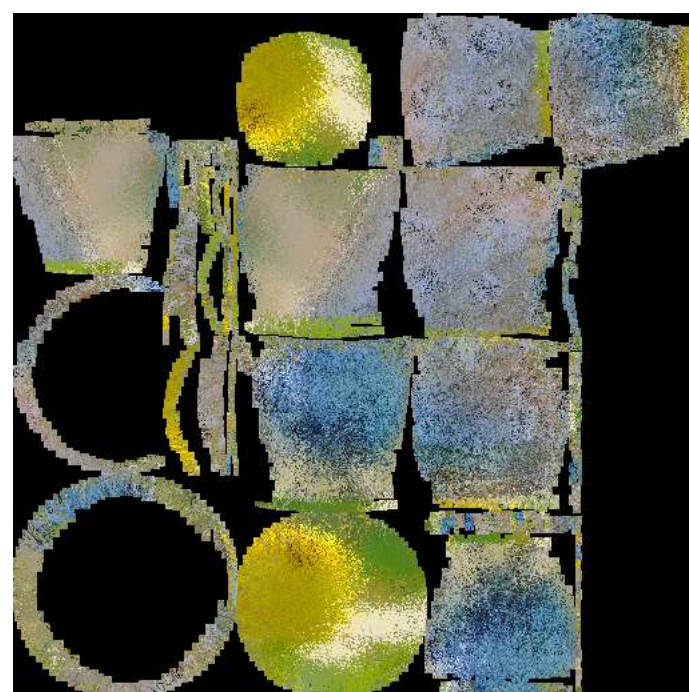
**3DLite**



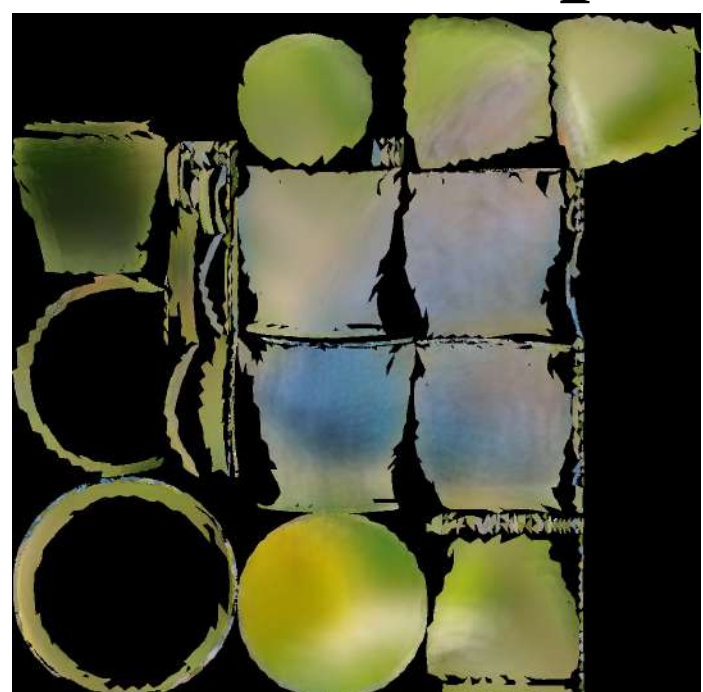
**ColorMap**



**VGG**



**Sharpest**



**L1**