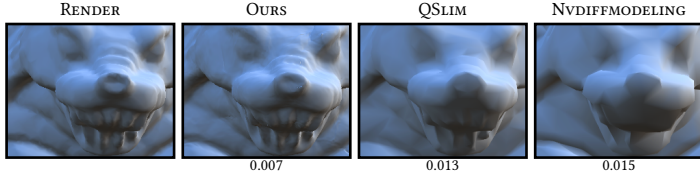
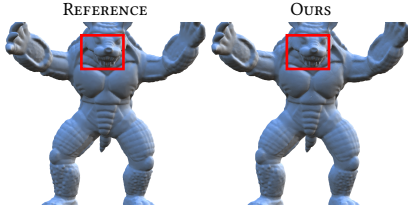
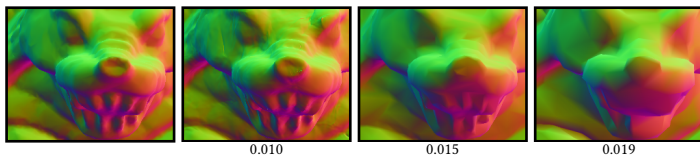


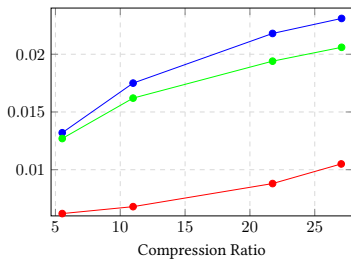
Render



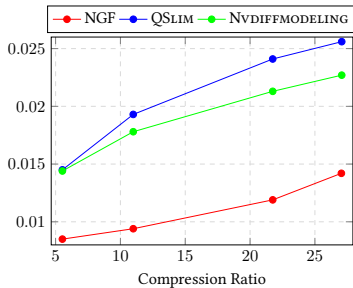
Normal



Render Loss



Normal Loss



Chamfer Loss

