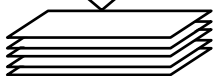
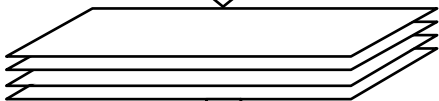
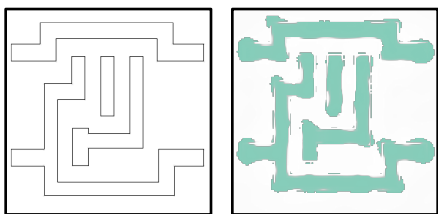
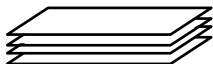


# Target & Mask



...



0.2	0.8
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Bad      Good  
Mask    Mask

Discriminator

