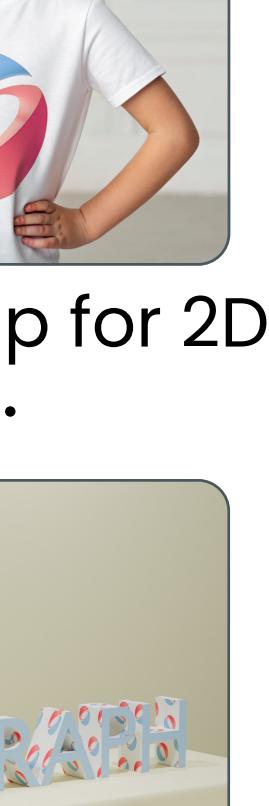
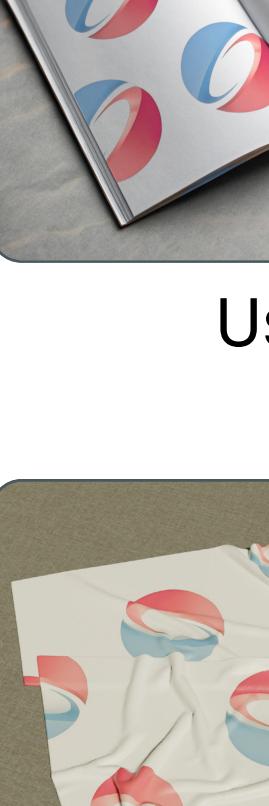
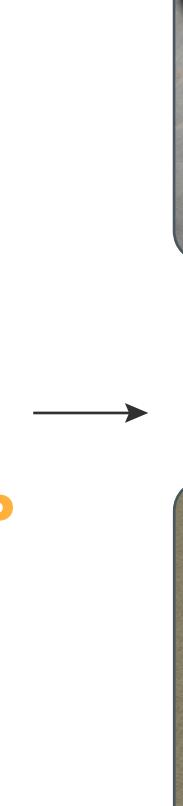


Input Image

Output Image



Used as a texture for 3D models

Used as a mockup for 2D images
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