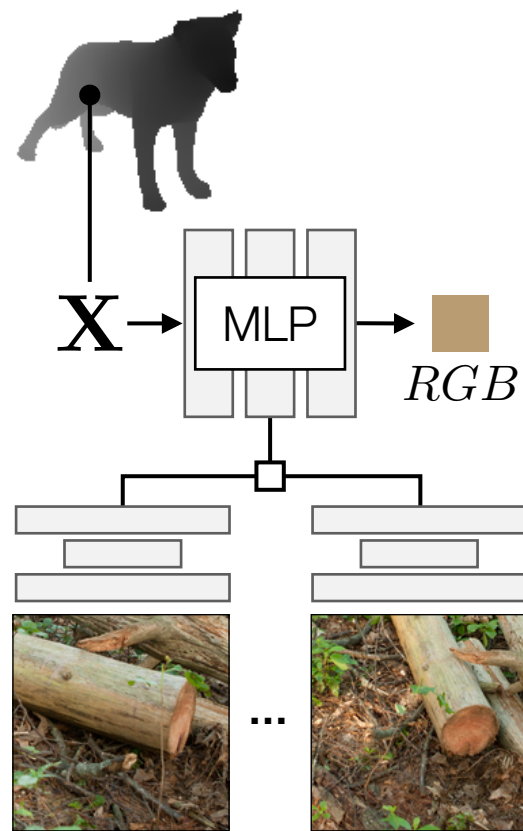


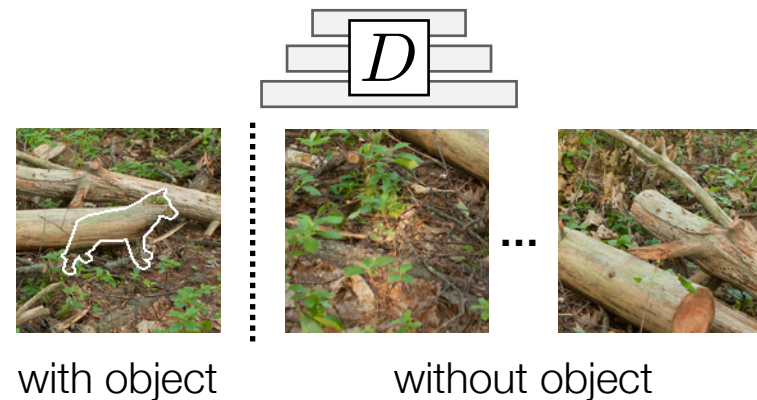
(a) Multi-view camouflage



(b) Texture model

$$\mathcal{L}_p \left(\begin{array}{c} \text{Image with deer outline} \\ \text{Image without deer} \end{array} \right)$$

(c) Photoconsistency



(d) Adversarial loss