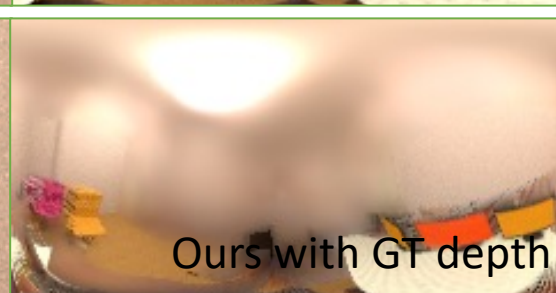
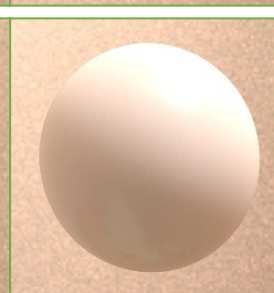
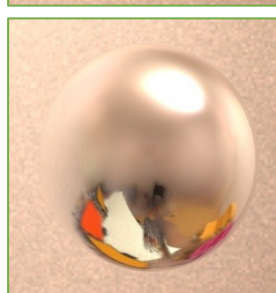
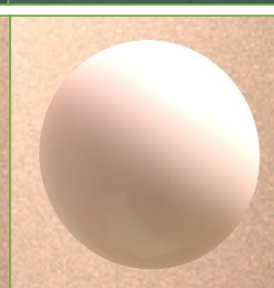
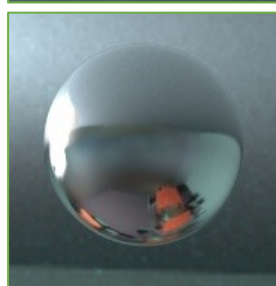
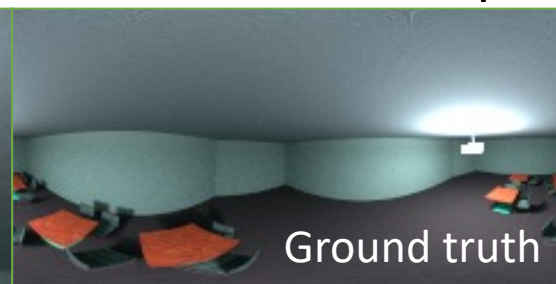
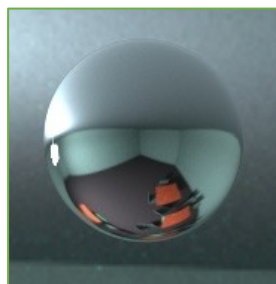
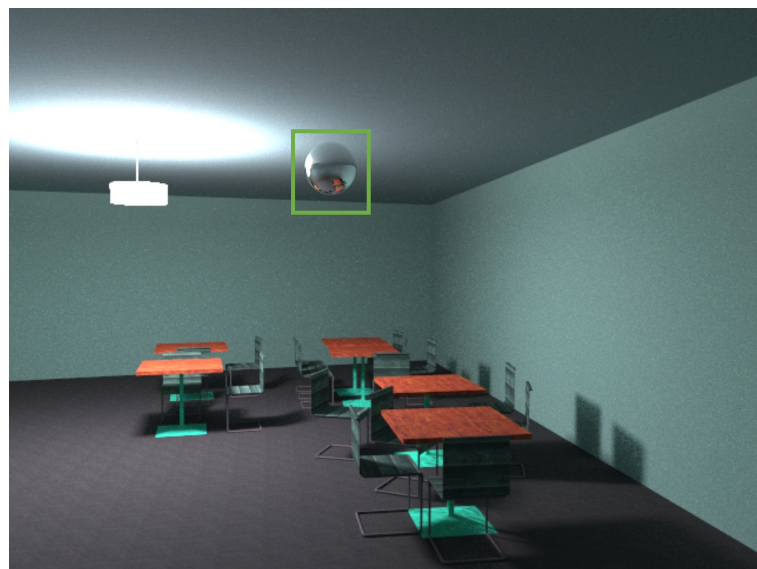


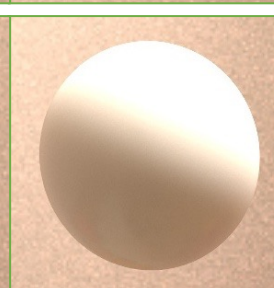
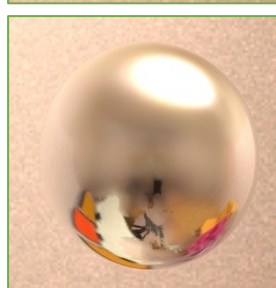
Mirror

Glossy

Environment map



Our prediction with  
predicted depth



Zoomed-in object insertion and envmaps