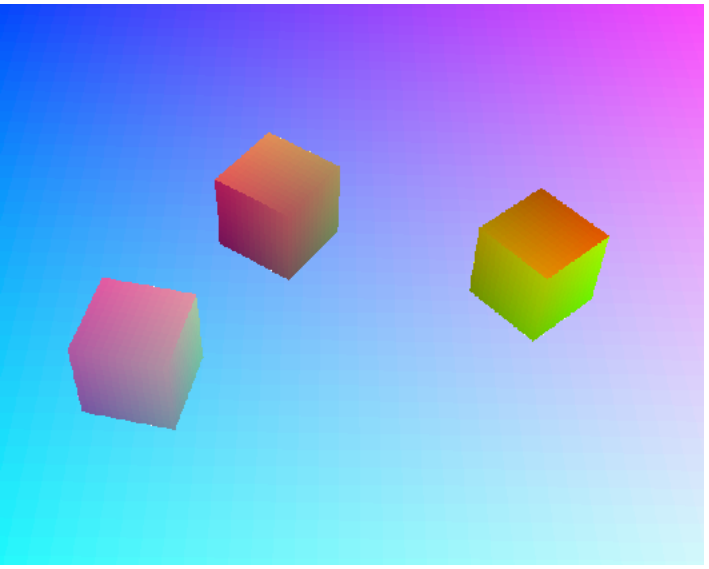
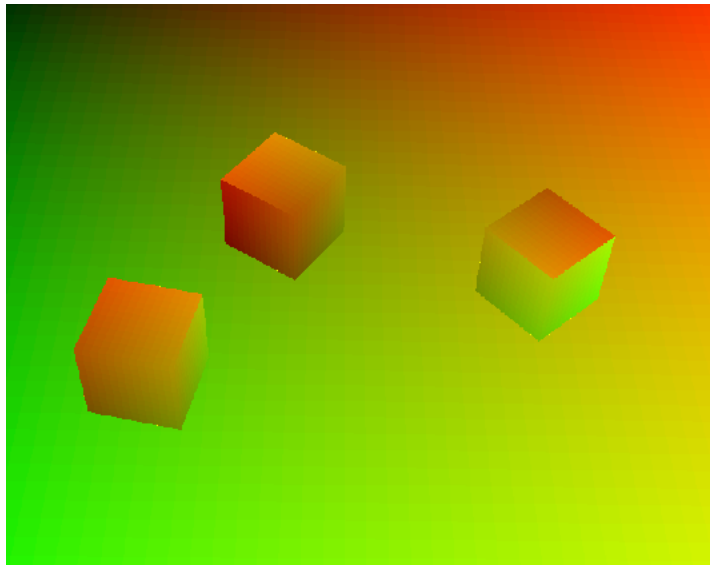
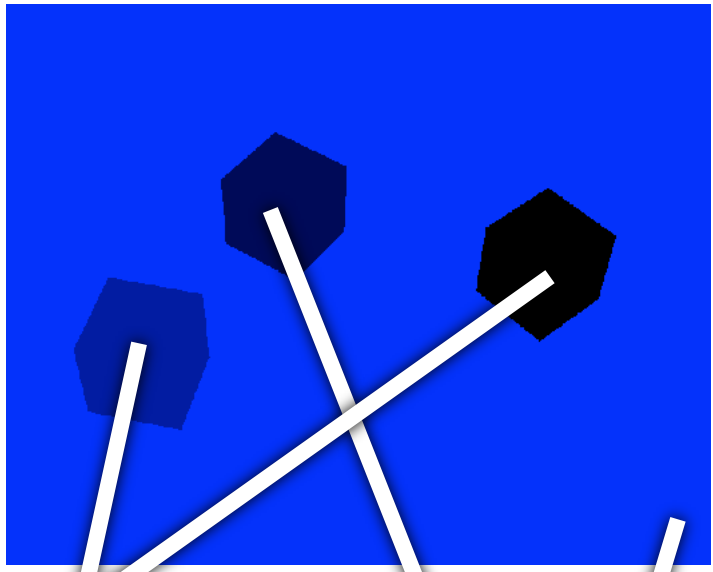
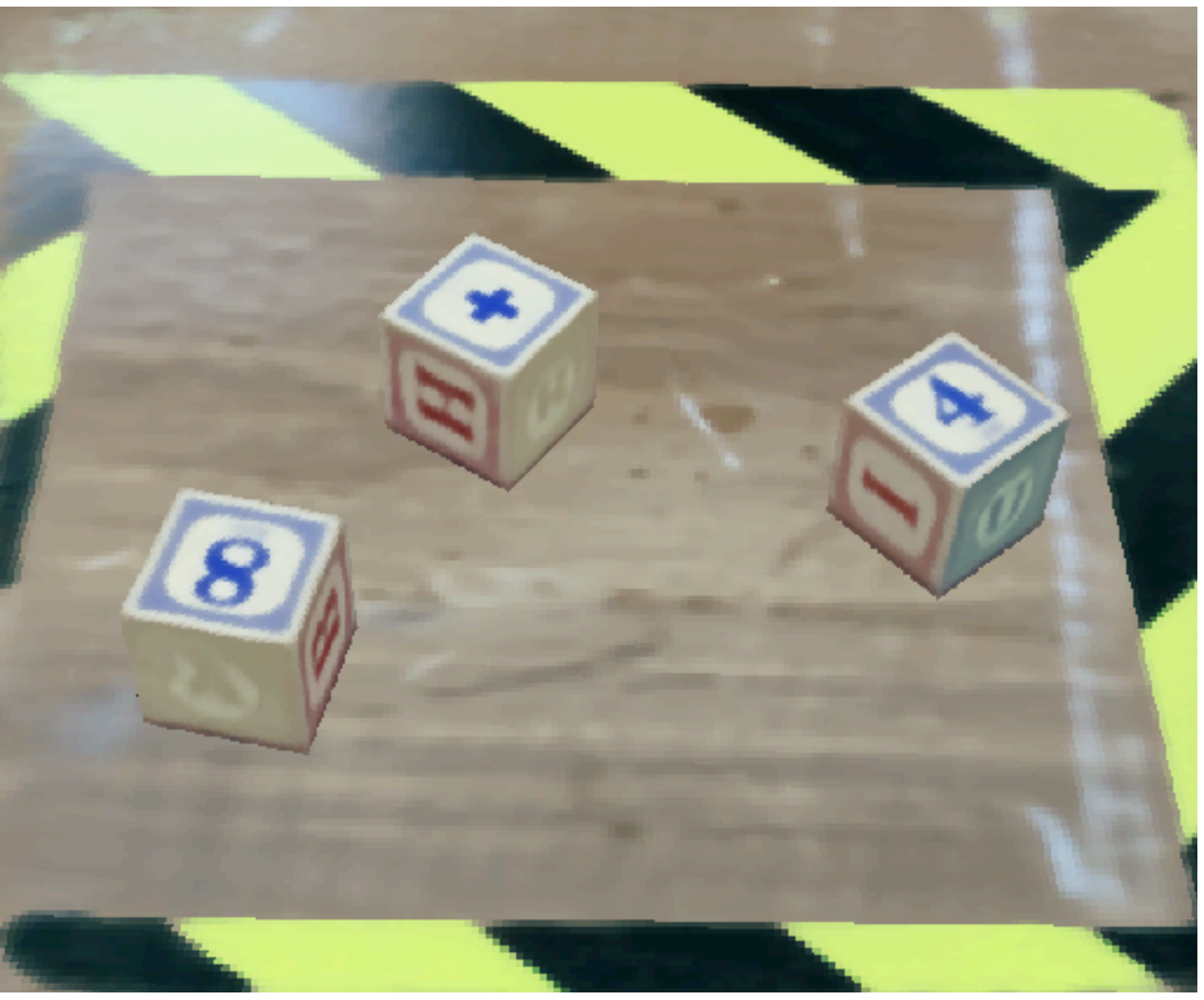
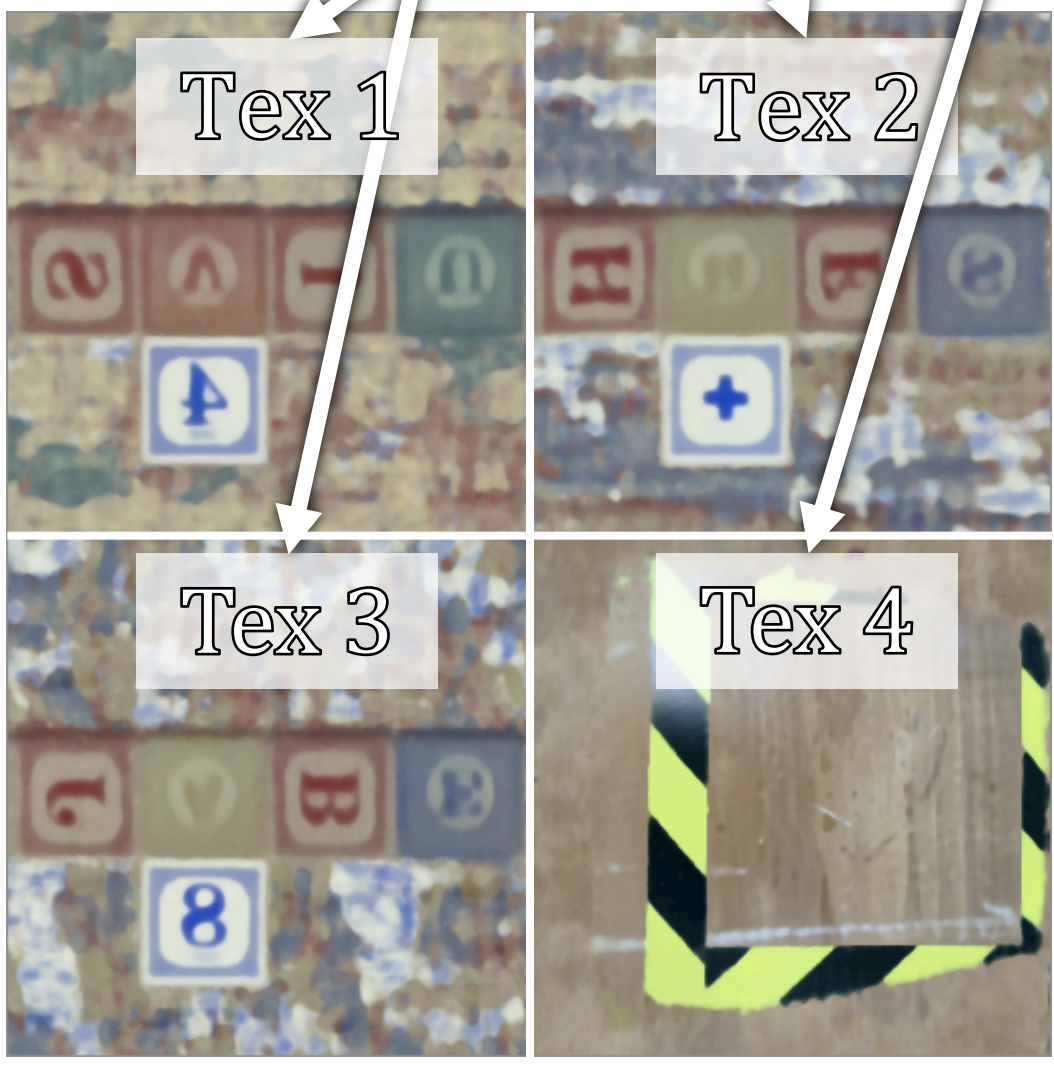
UVL Scene = **UV** Coordinates + **L**abels











Result: Projected Textures

Learnable Textures