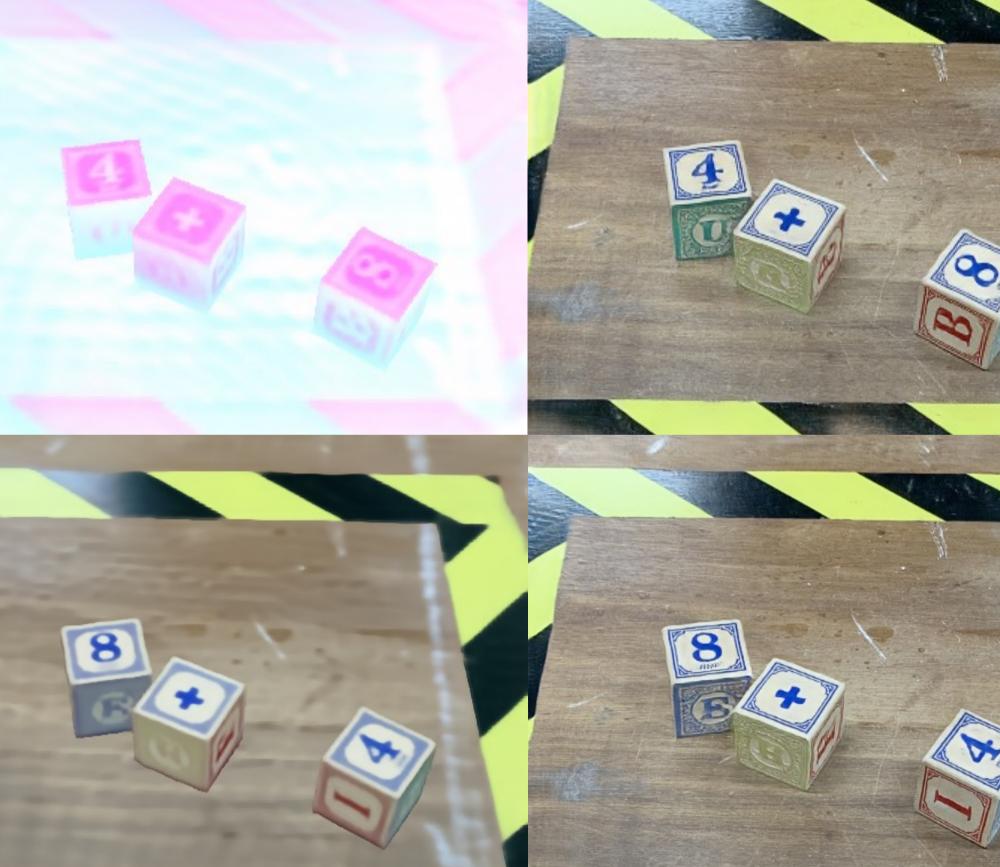
Scene s: Projection π :

Fake Photo p:

Without Texture Realism Loss





With Texture Realism Loss