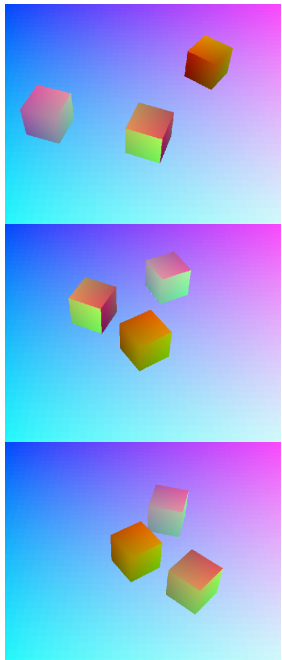


Random UVL Scenes



Neural Textures
(Learnable)



Projected Neural
Textures



Texture Realism Loss
(MSSSIM + L2)



Image to Image
Translator

A to B

Final Outputs

