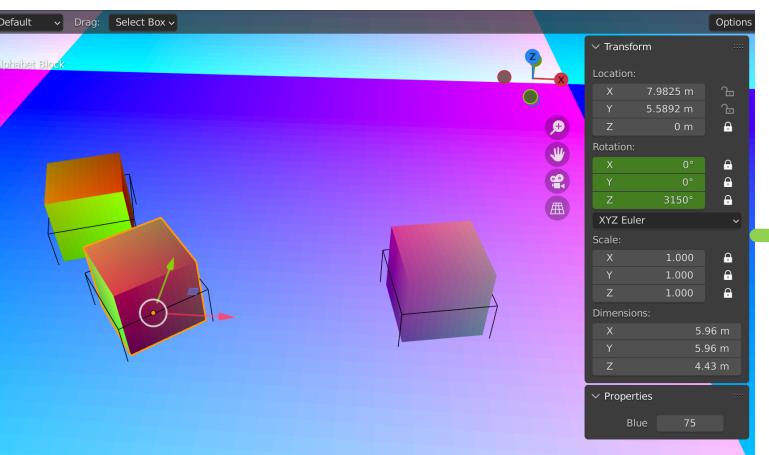
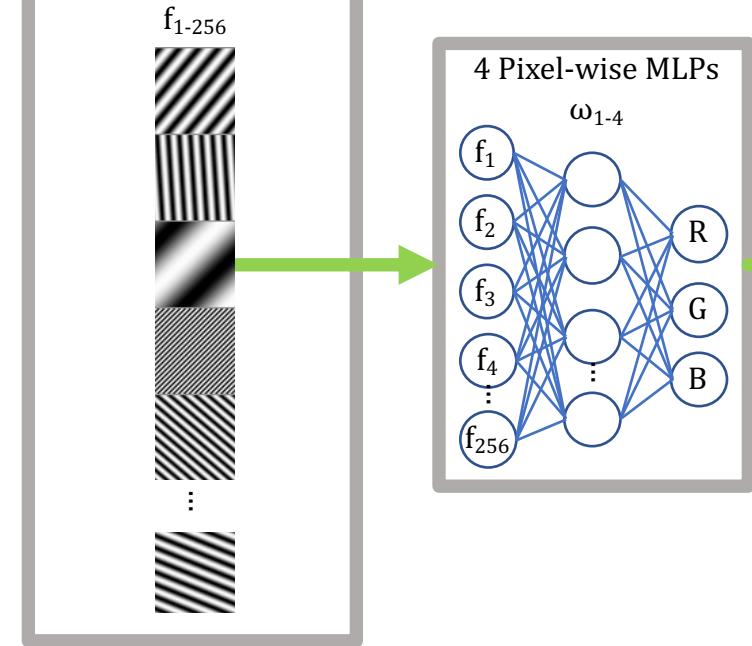


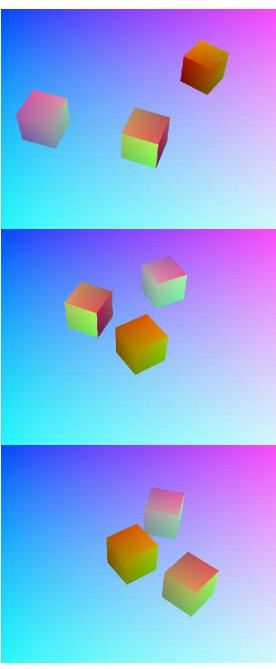
Blender Generates Fake UVL Scene Images



256 Fourier Features



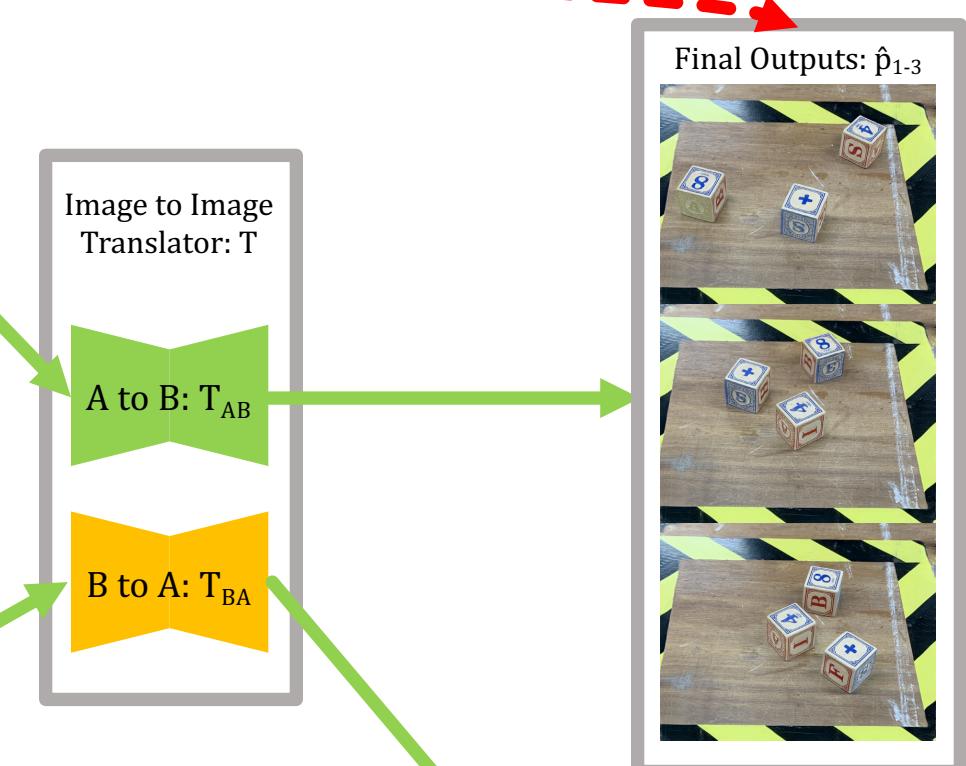
UVL Scenes: s_{1-3}



Neural Texture Projections: π_{1-3}



Texture Realism Loss
(MSSSIM + L2)



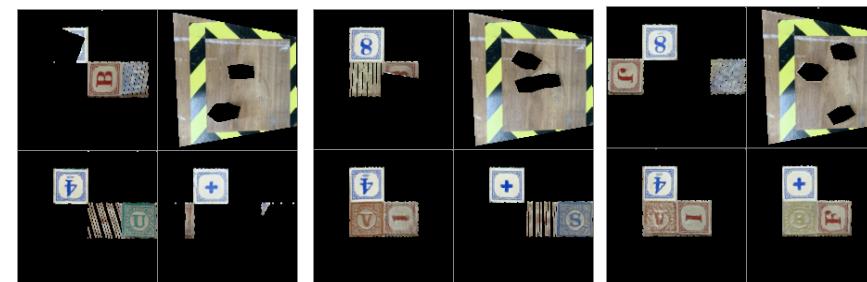
Adversarial Losses

(dashed red arrows)

Photos: p_{1-3}



Unprojections: $u_{1-3, 1-4}$



Unprojection Consistency Loss
(Standard Deviation)

Mean Unprojection: U
(Recovered Textures)

