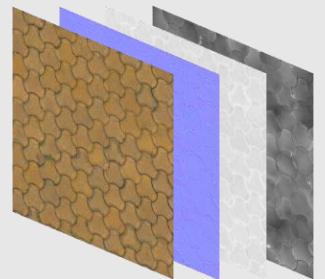


Transformed
Planar Mesh



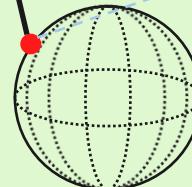
PBR Materials



HDRIs



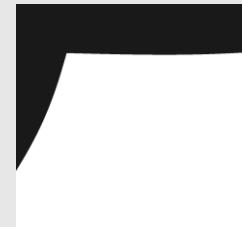
Random Viewpoint



Random Camera
Position



Rendered
Image



Mask



Camera Pose