	Source	CPEM	D3DFR	NextFace	NextFace*	FFHQ-UV	Ours	Target
Image		T						
Texture	_	25	35)			-	30	_
Image								
Texture	_	55		20	2 =	15	30	_
Image	4	99		9	5			129
Texture	—	35	3	30	5 3	35	160	—