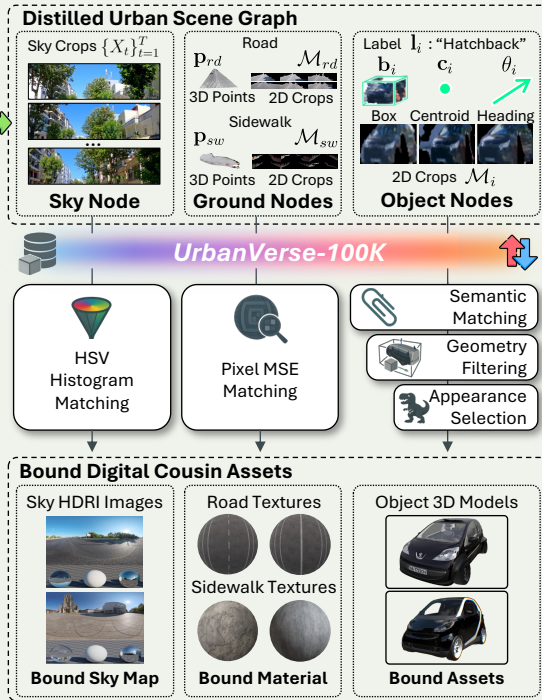


1 Real-world Scene Distillation



2 Scene Materialization and Diversification



3 Simulation Scene Creation

