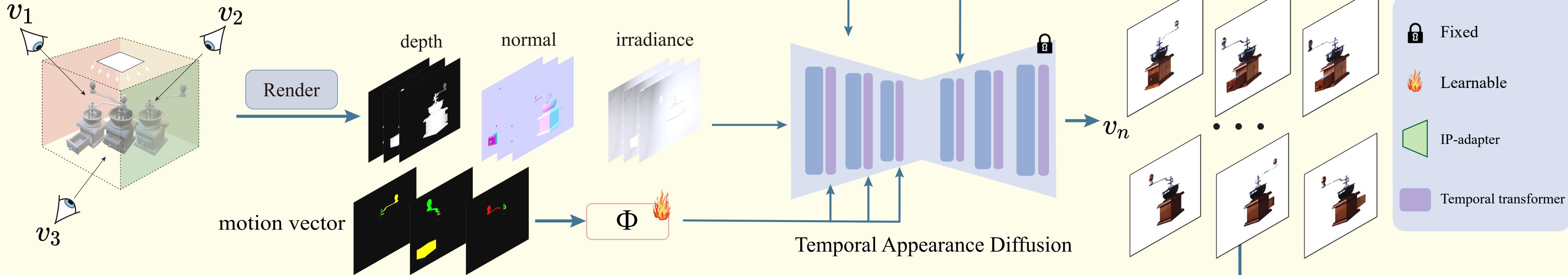
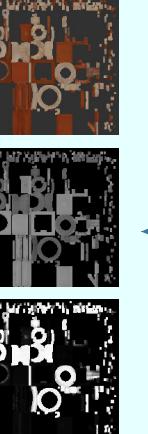


## STAGE1: Temporally Consistent Appearance Generation

*"A vintage-style coffee grinder, with the white metal handle turning and the brown wooden drawer opening"*

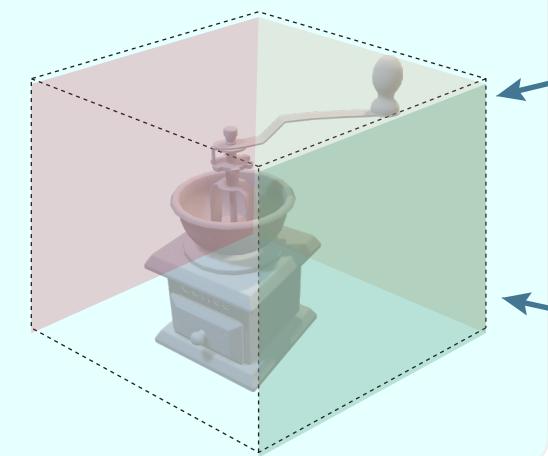


material map

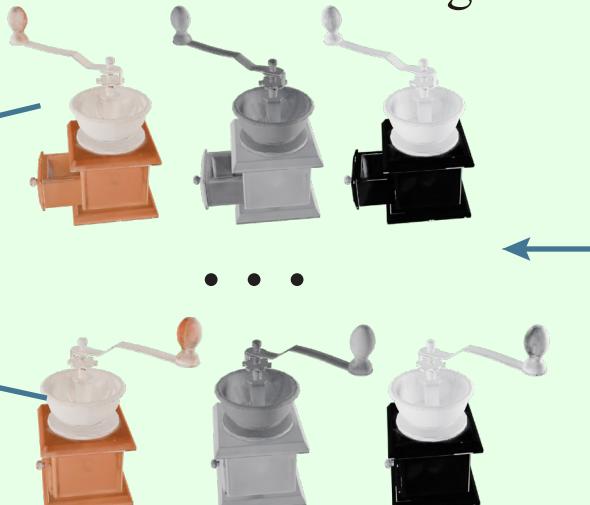


STAGE3: Blending Textures

Blender



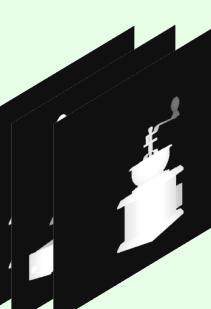
albedo   metallic roughness



Intrinsic Diffusion

STAGE2: PBR Decomposition

depth



normal



irradiance

