Simple Brick Shader M_2 , Neural Loss T_{21} - Adam 5 T₂₁ - RMSprop T_{22} - Adam T₂₂ - RMSprop 0.6. 0.5 0.4 0.3 0.2 0.1 0.0 i 50 1 100 1 150 1 250 i 350 1 400 200 300 Iteration