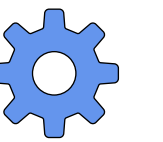
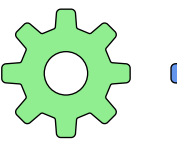
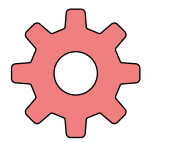


Zero-shot (PCA) segmentation



Realistic



Procedural



Random init.

Image

Ground Truth



ImageNet



Places



S. KML



Shaders



Stylegan



Random

