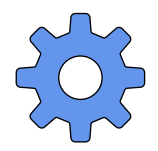
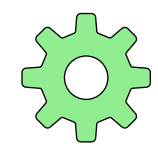
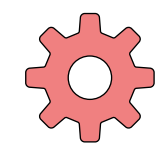




Realistic



Procedural



Random init.

Image

Ground Truth

 ImageNet

 Places

 S. KML

 Shaders

 Stylegan

 Random

