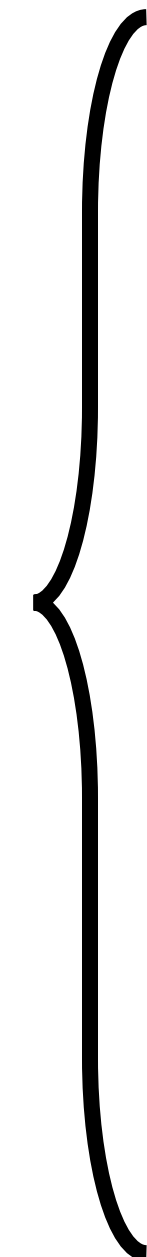


Zero-shot (PCA) segmentation

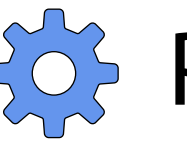
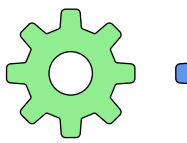
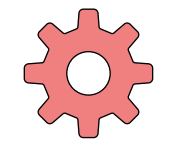


Image

Ground Truth



Realistic



Procedural



Random init.



ImageNet



Places



S. KML



Shaders



Stylegan



Random

