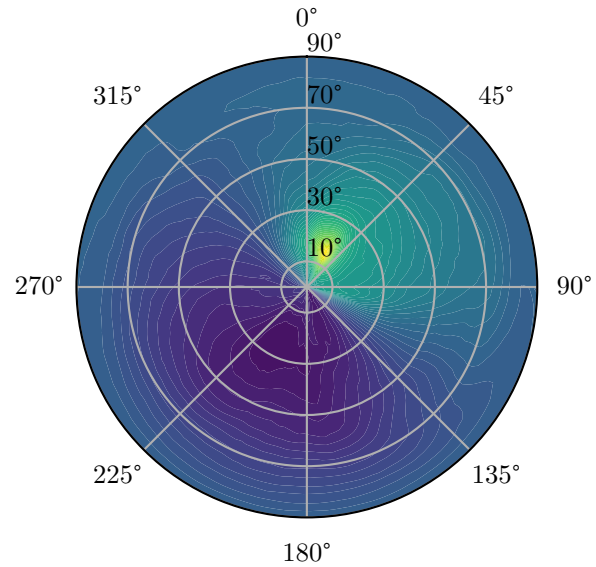


PSNR (Context Image Loss)



PSNR (Ambient Image Loss)

