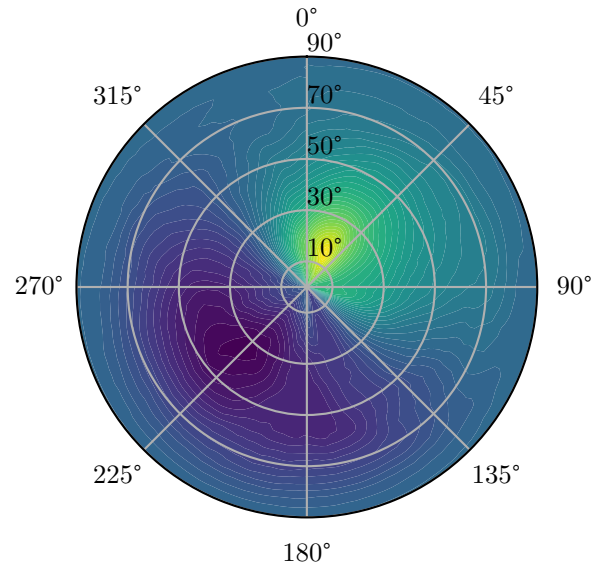


Loss (Context Image Loss)



Loss (Ambient Image Loss)

