Input partial outline

Downsampled inputs   Latent(z)
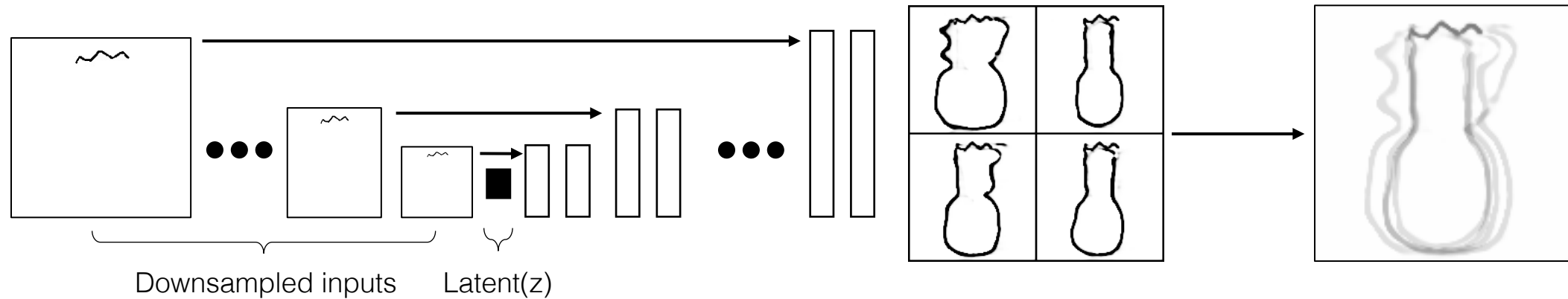
Output completed outlines

Shadows (Averaged Outlines)

Shape Generator