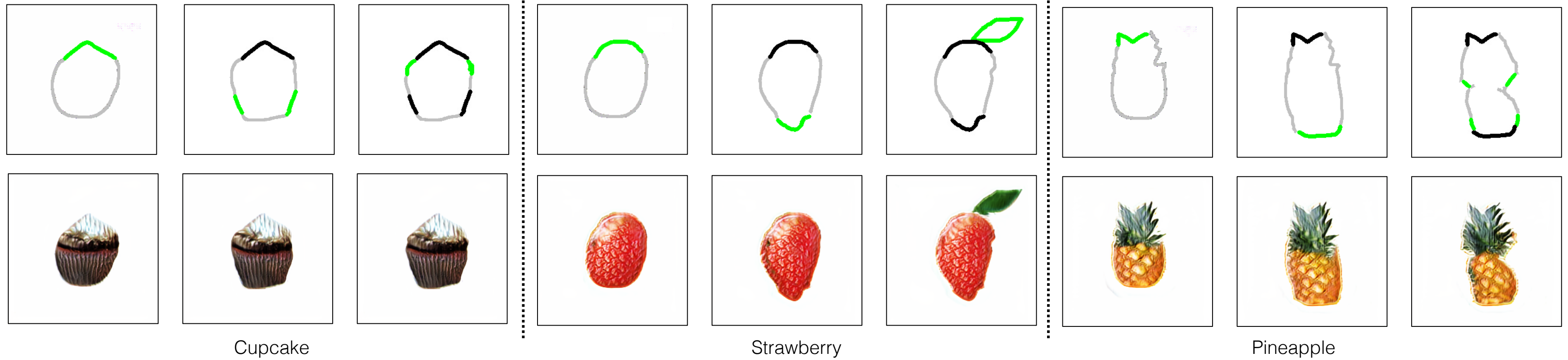


Increasing user input →



Class-conditioned Image-to-Image Translation



Multimodal (Latent code-conditioned) Image-to-Image Translation