

Thank you for using the FLAME texture space provided by the Max Planck Institute for Intelligent Systems.

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The FLAME texture space is computed from 1500 [FFHQ](#) images. We first fit FLAME to each image, project the image onto the FLAME mesh to obtain an incomplete texture map, and then run texture inpainting to obtain complete texture maps. Finally, principal component analysis (PCA) is used to compute the provided texture space. As the texture space is derived from [FFHQ](#), you agree to cite [StyleGAN](#) when reporting results with this texture space in a scientific publication. You further agree to cite https://github.com/HavenFeng/photometric_optimization, the GitHub repository describing how the texture space was obtained.

For questions please contact flame@tuebingen.mpg.de.