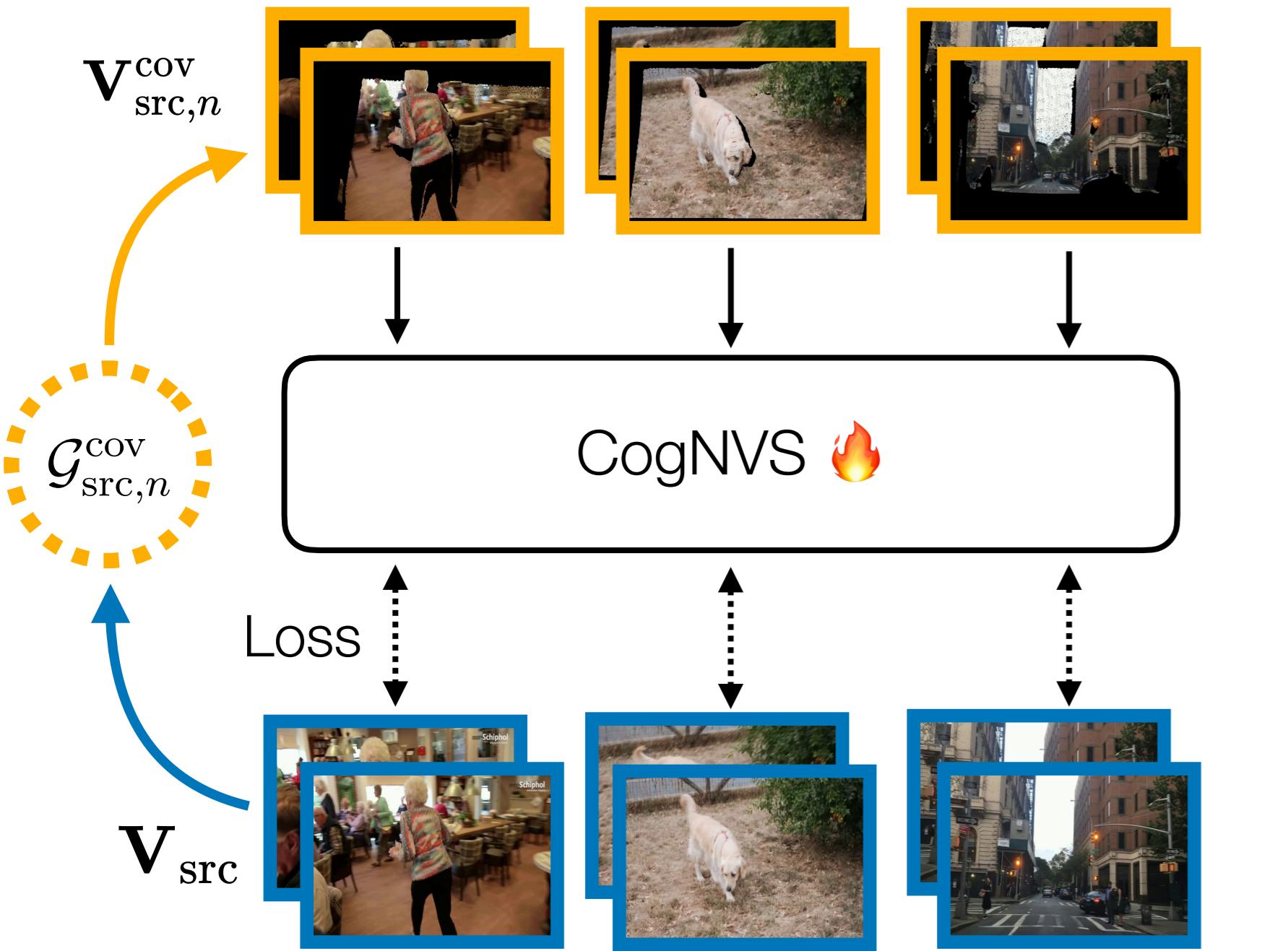
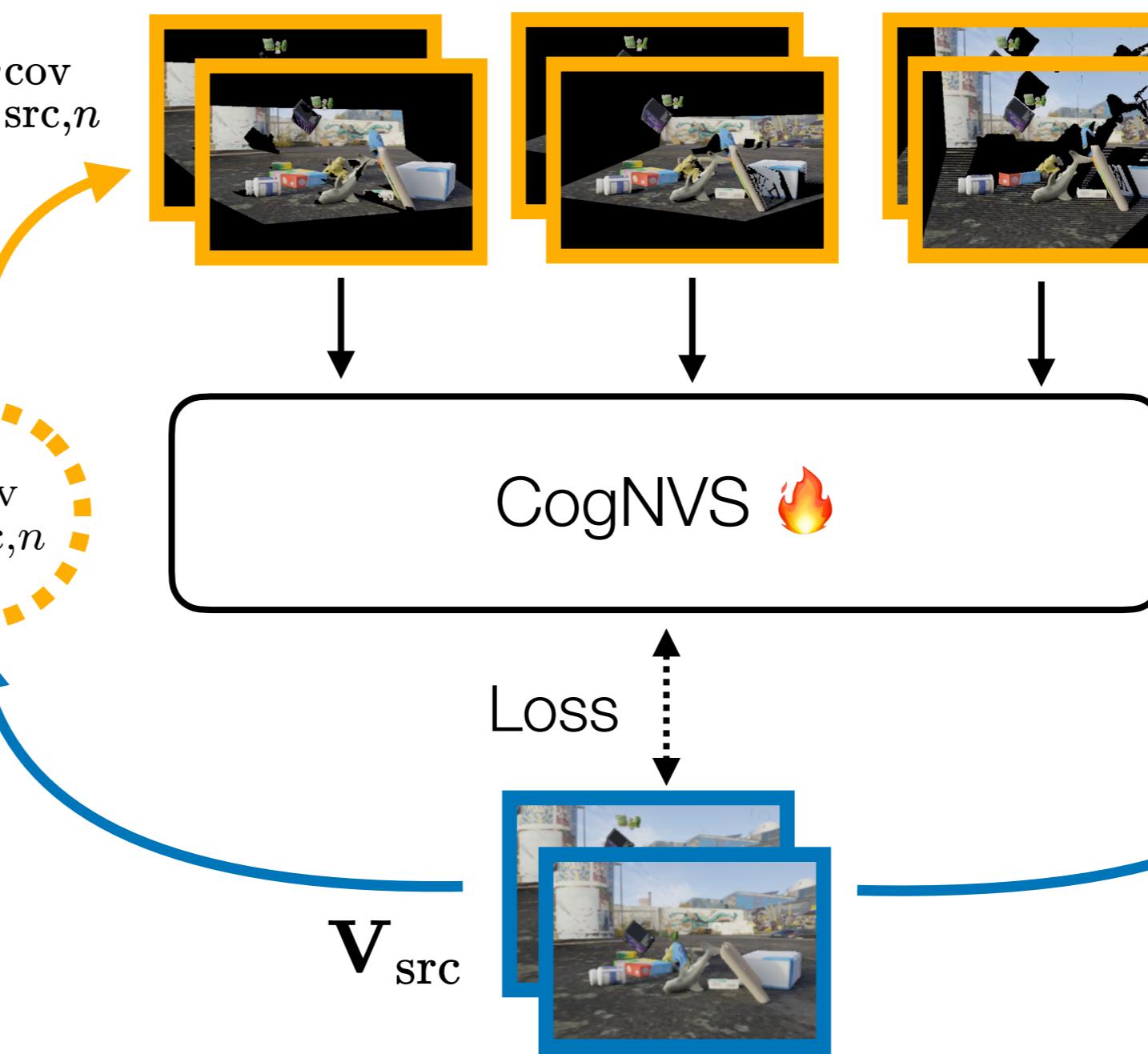


Renders for pre-training



(a) Training

Renders for test-time fine-tuning



(b) Zero-shot Testing

Renders for inference

