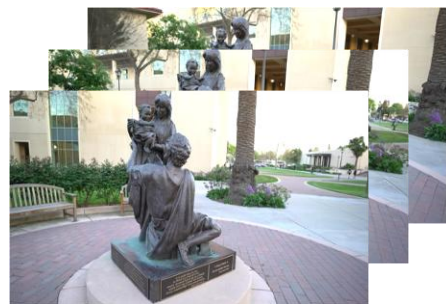


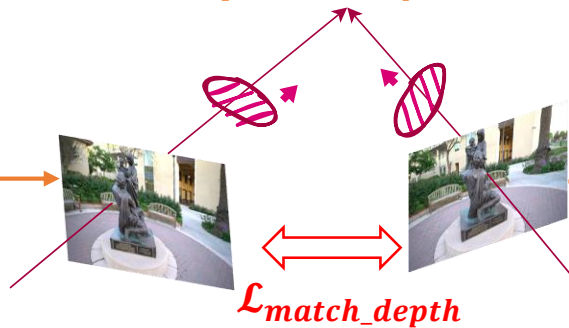
Sparse Image



Match Model



Match Ray-based Optimization



Structure Match Point



Initialization

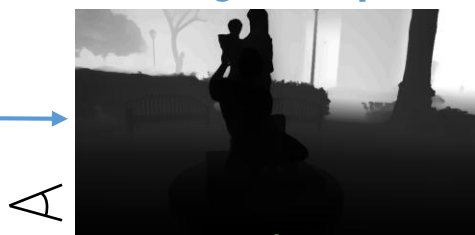
Depth Estimate



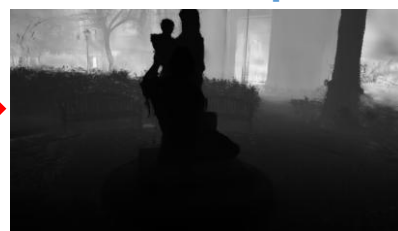
Scale-ambiguous depth

Structure Match Point Alignment

Aligned Depth



Render Depth



\mathcal{L}_{depth}

Inpainting Model

Warp



Train Image



Reprojected Image
Reprojected Mask



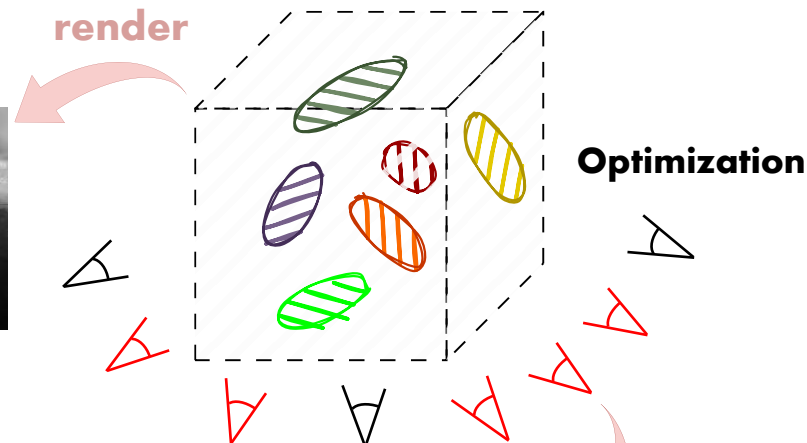
Inpainted Image

\mathcal{L}_{color}



Render Pseudo

render



Optimization

render

Δ Training View

Δ Pseudo View