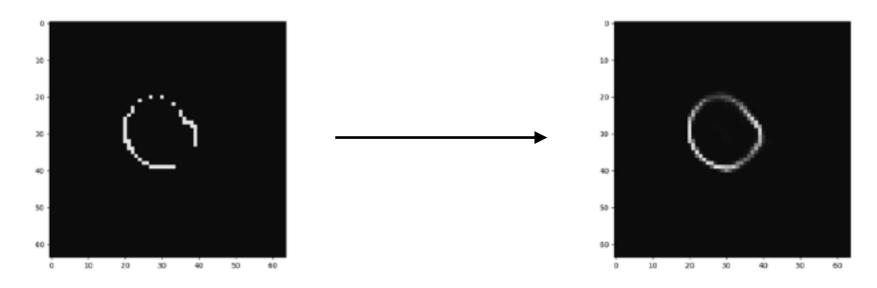
## Preliminary Results

## **Denoising + Inpainting**



Latent Space Interpolation = Shape Transformation along the manifold

$$z = (t)z_1 + (1-t)z_2 \longrightarrow z_2$$

## **Four Bar**

