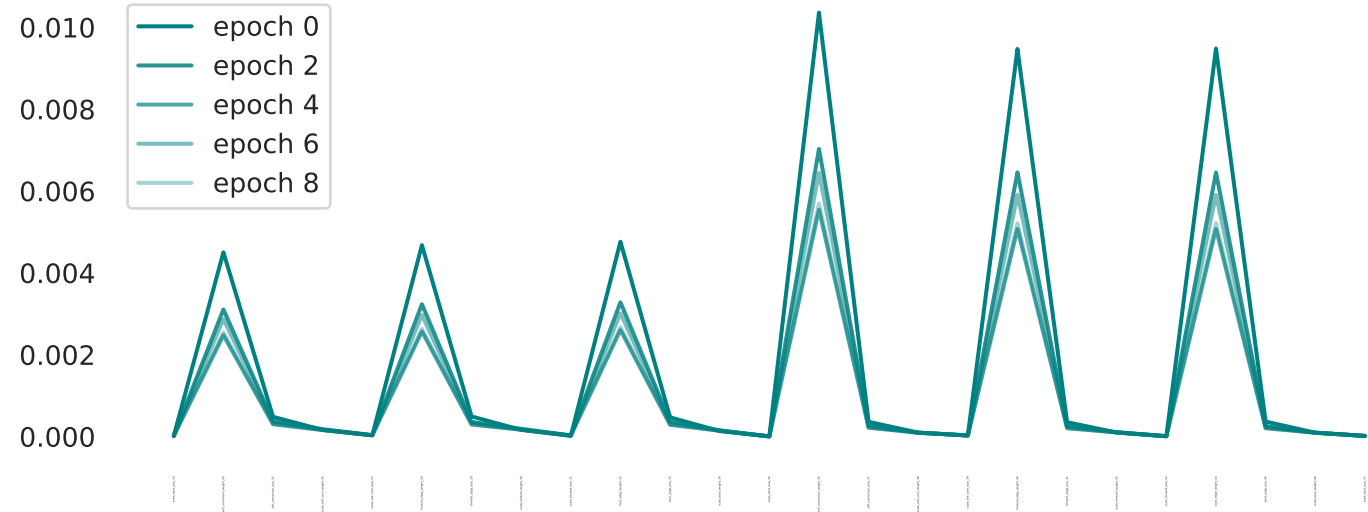
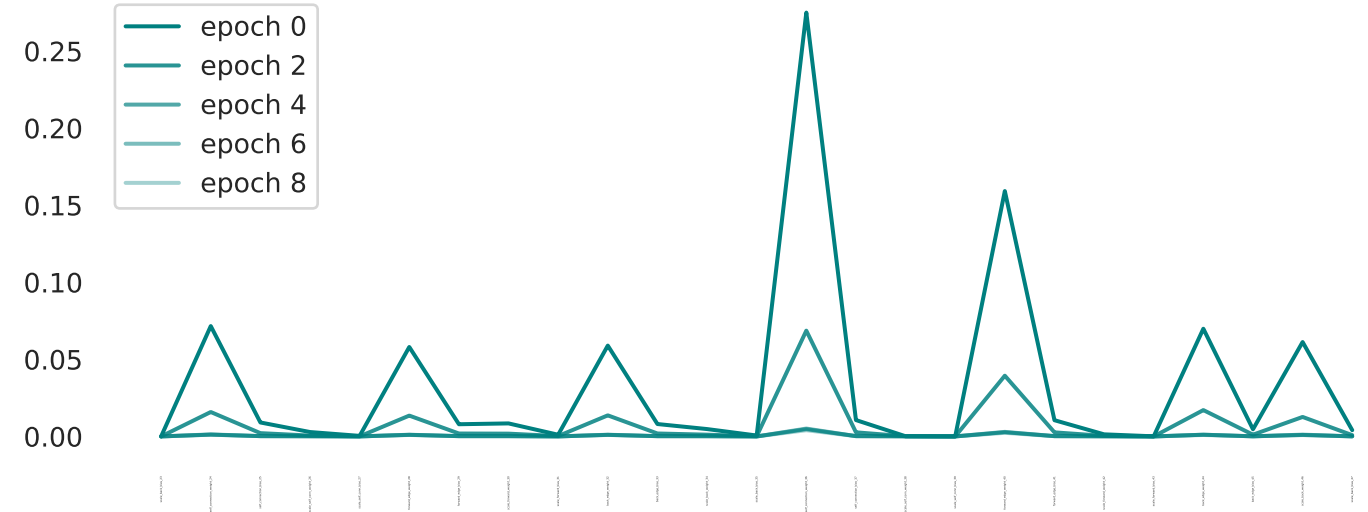


Gradient flow when increasing scene mutable attributes to 3

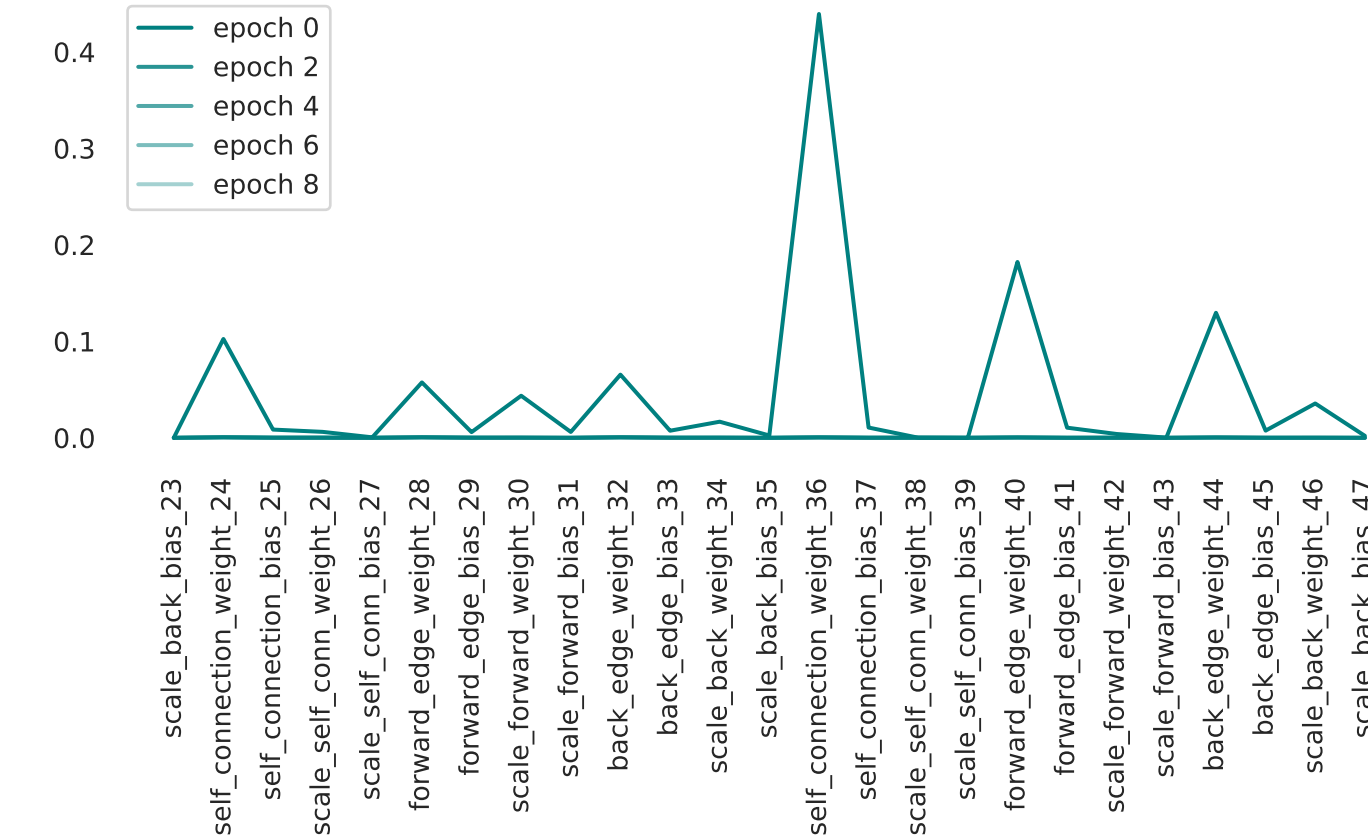
Distribution after 50 pretraining epochs



Distribution after 75 pretraining epochs



Distribution after 75 pretraining epochs + lr decay



Distribution after 75 pretraining epochs + lr decay (clipped)

