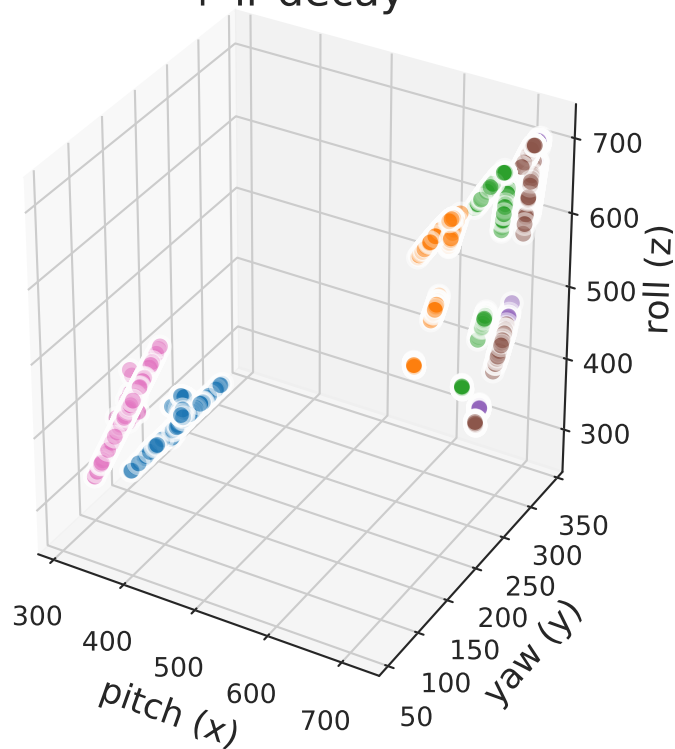


Generated object pose distributions vs. target

75 pretr. epochs
+ lr decay



100 pretr. epochs
+ lr decay

