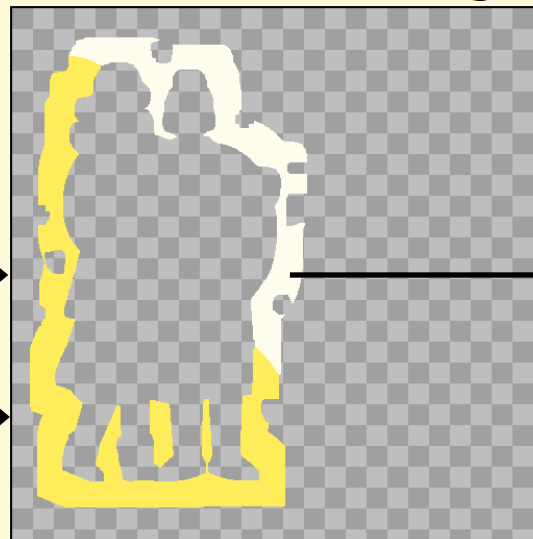**Background Completion**

Input $\hat{x}_m$

Area Around Target
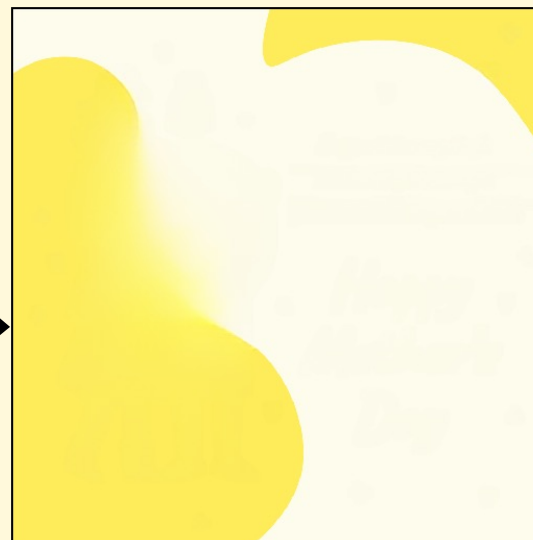
Palette

Assign Colors

Refined BG

Top-layers Alpha $\hat{l}_m^A$

Inpaint G_ϕ

BG $\hat{x}_{m-1}$

: Target Area