

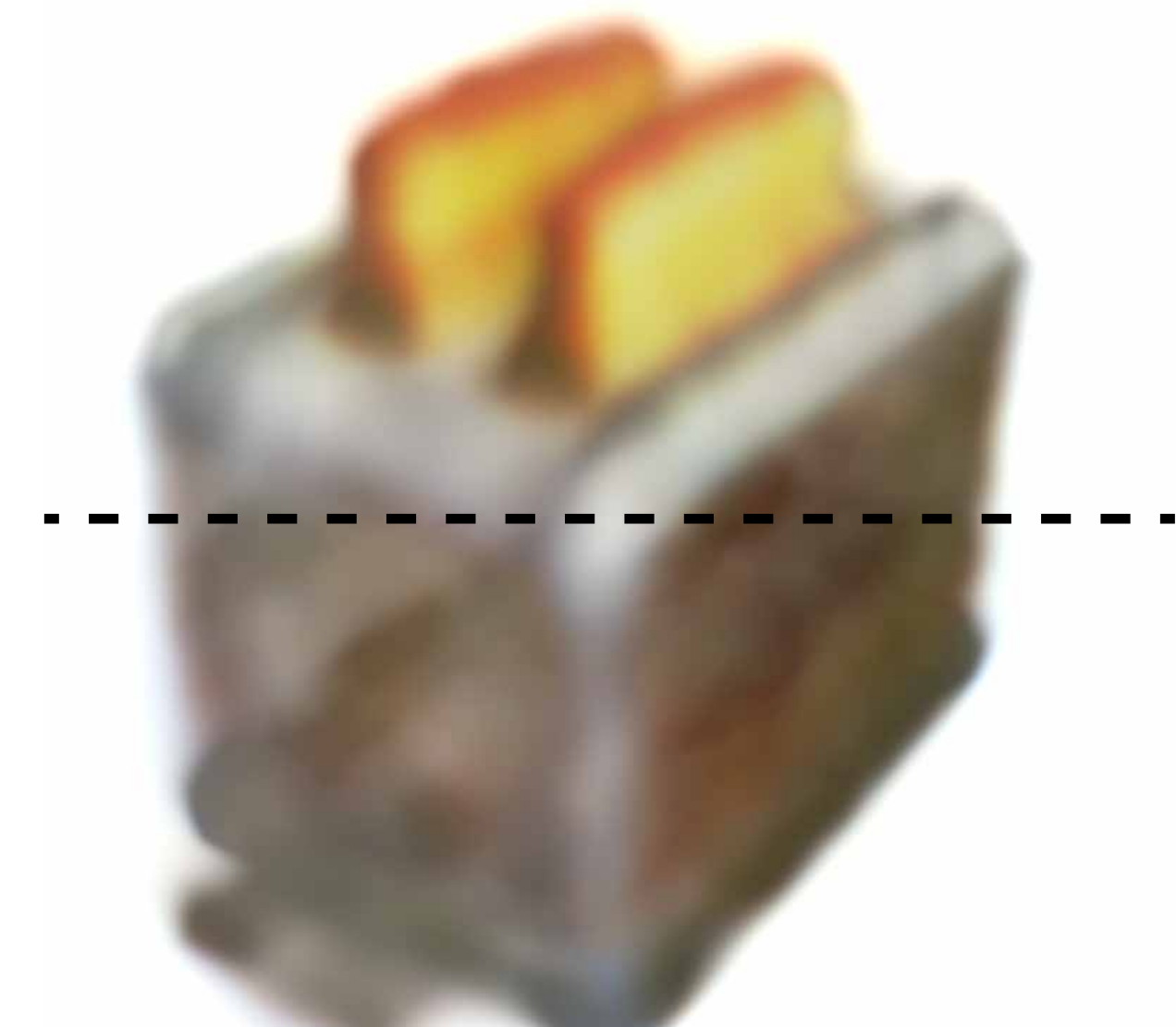
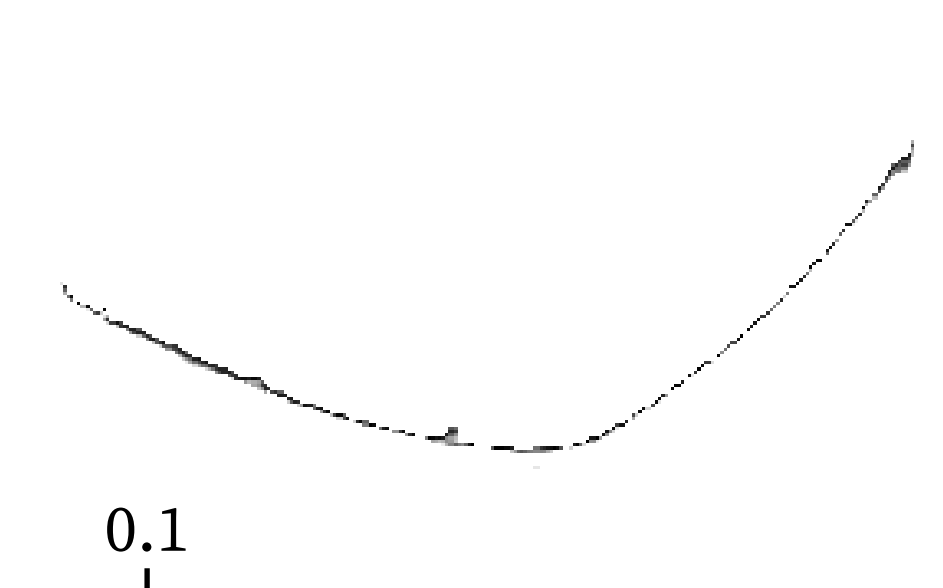
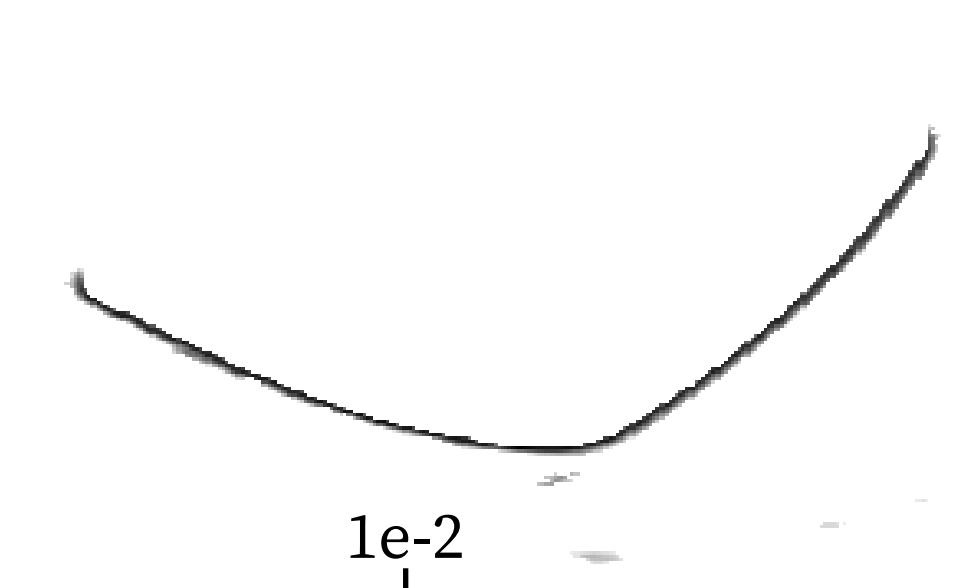
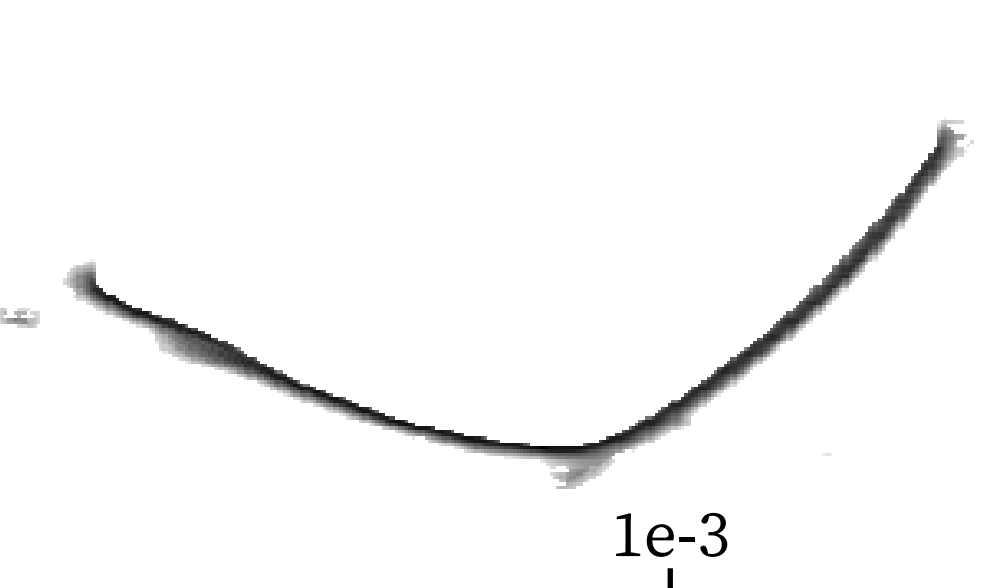
Step 100

Step 500

Step 900

Step 30k

Render

Weights w_i 

Envmap

