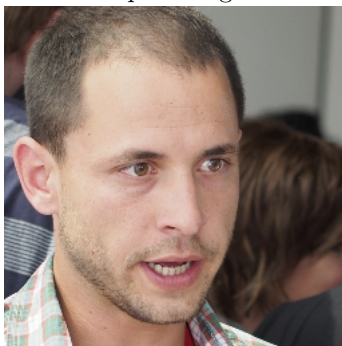


input image



latent flip completion



image flip completion

