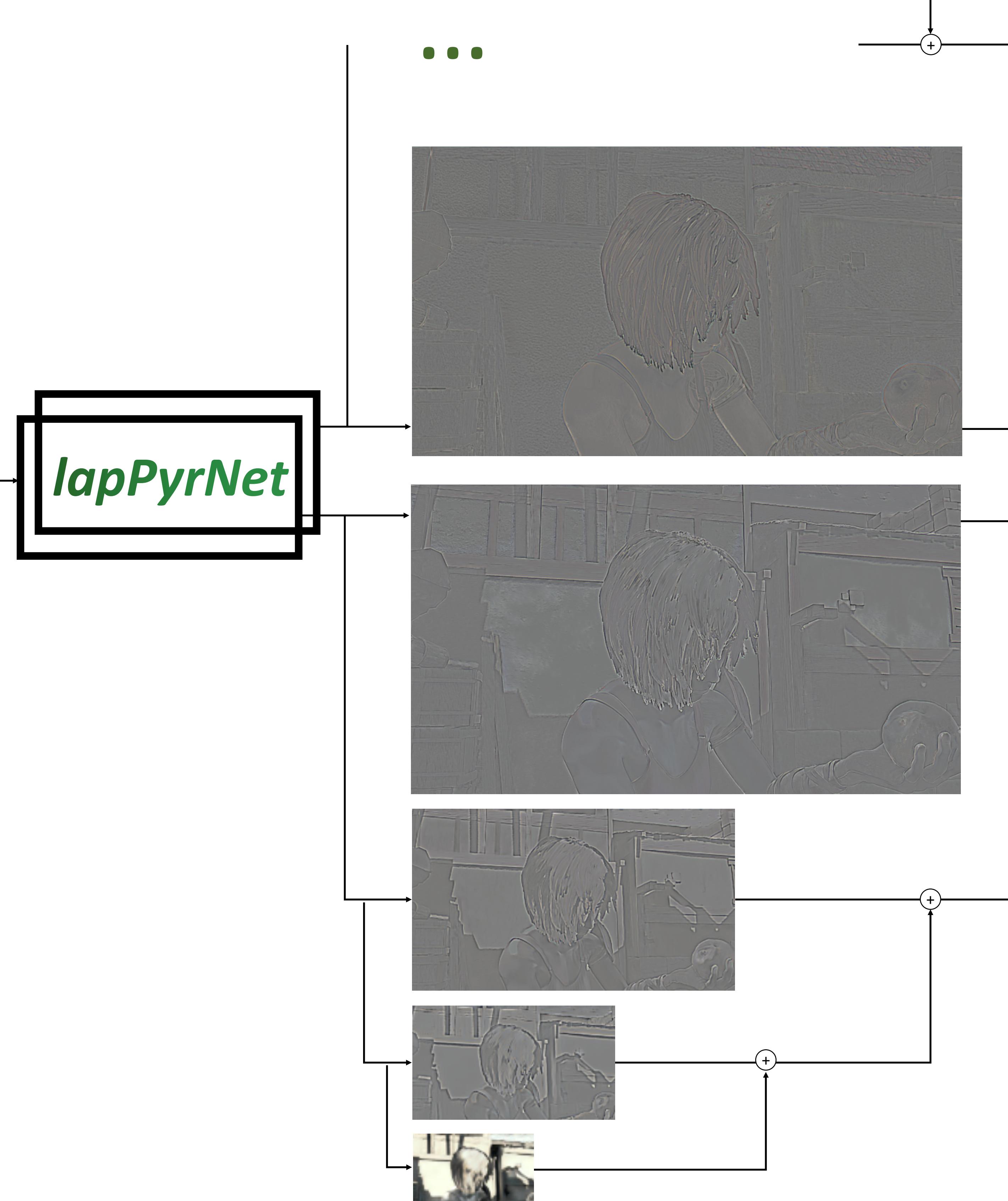




Input image



Estimated albedo  $\tilde{A}$



Estimated shading  $\tilde{S}$