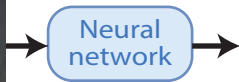


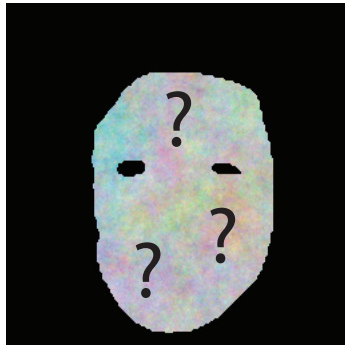


Input image



Face mask

+



Dense geometry  
mapping