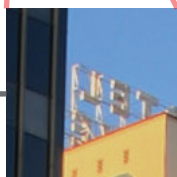
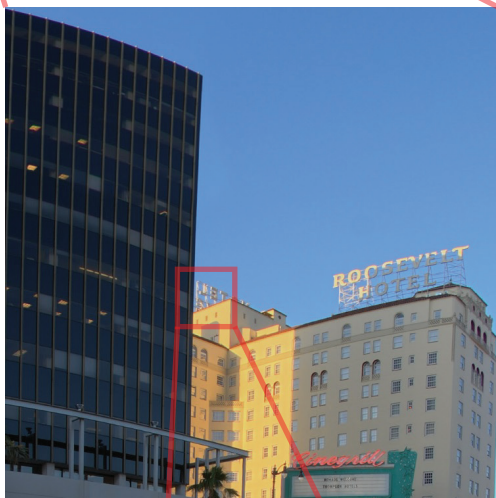
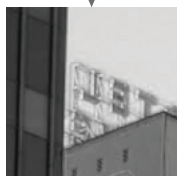


random environment texture, 8000x4000

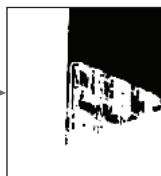


random color channel

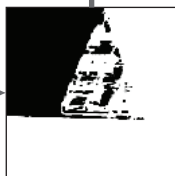
random crop  
128x128



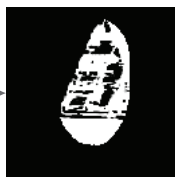
random threshold



random rotation

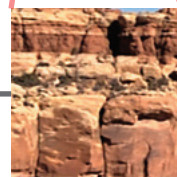
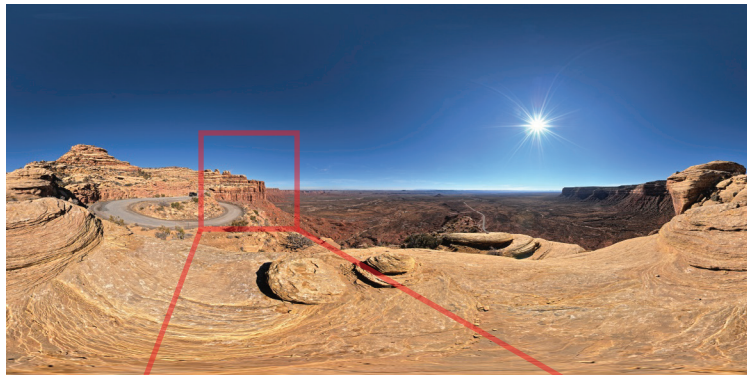


target mask



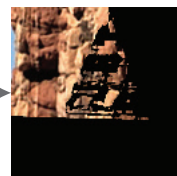
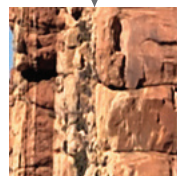
target mask occluded

random environment texture, 8000x4000



random rotation

random crop  
128x128



input image



input image occluded