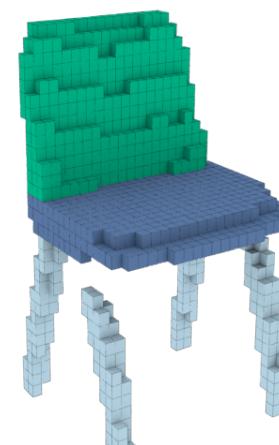
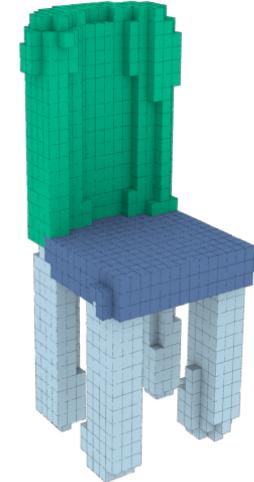
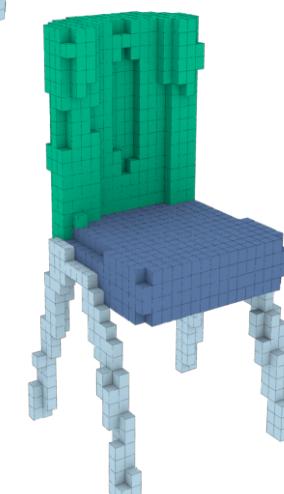
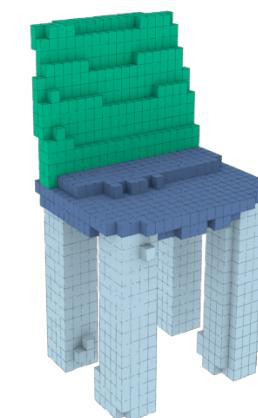


## RECONSTRUCTION

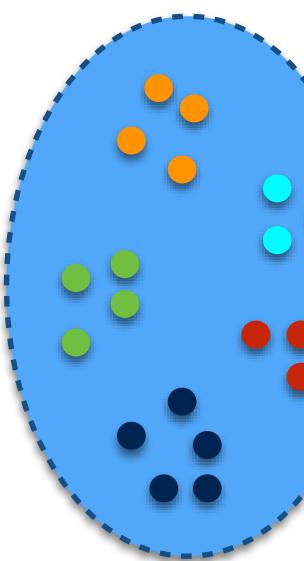


## BACK EXCHANGE



## Semantic-part-aware embedding space

**Decomposer**  
Part-aware  
shape  
embedding



**Composer**  
Part-based  
shape  
synthesis

**Unlabeled  
shapes**

- full shapes
- seats
- backs
- legs
- armrests
- etc