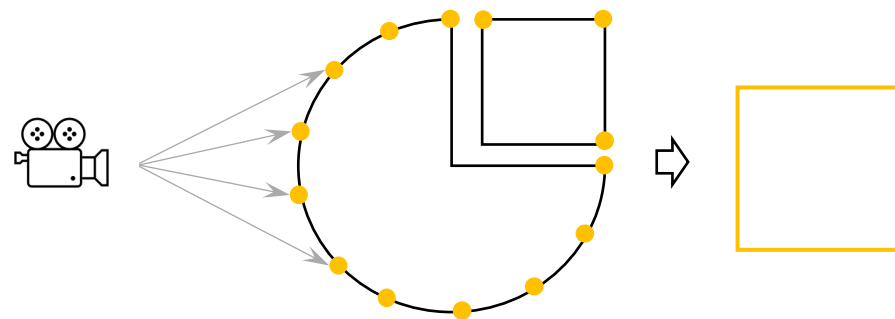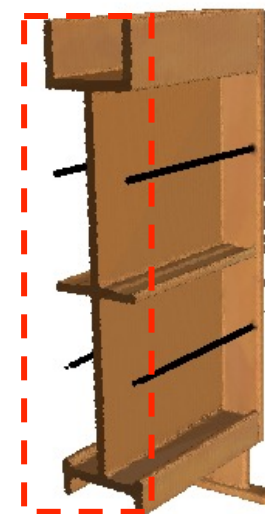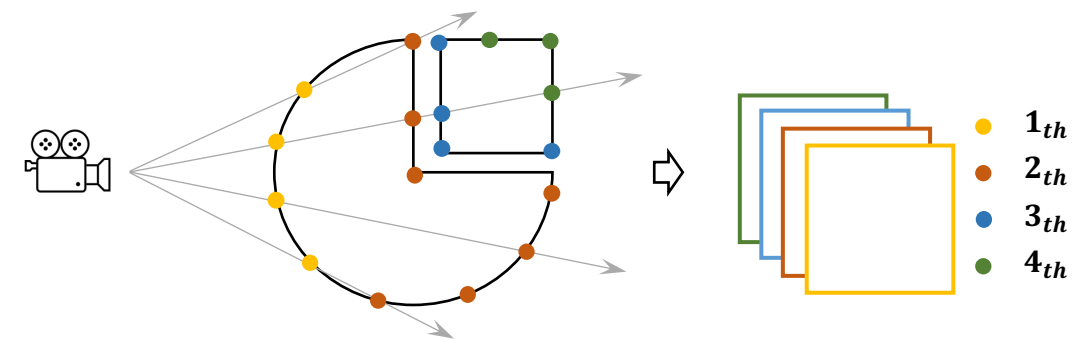*Reconstructed Mesh* *Inside of Mesh* *Reconstructed Mesh* *Inside of Mesh*

Input Image *Rendering-based Synthesis* *X-Ray (Ours)*