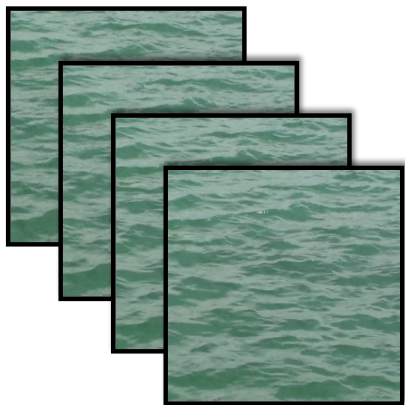
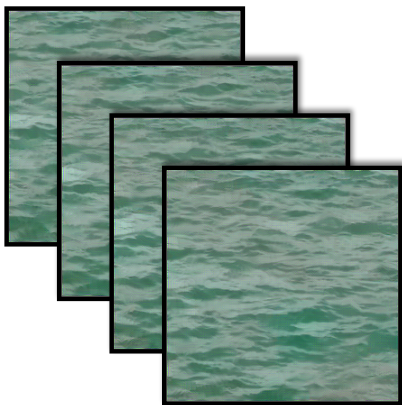


# Dynamic Texture Synthesis

appearance &  
dynamics target



output



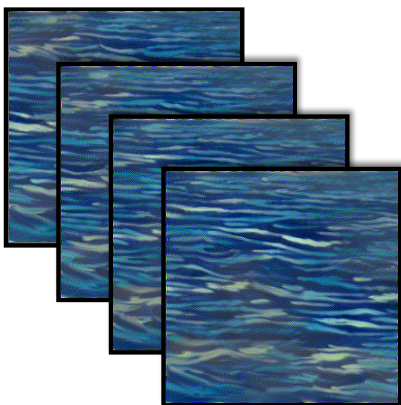
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## Dynamics Style Transfer

appearance target



output



dynamics target

