

Original













Blurred





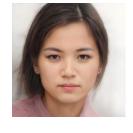








Aged





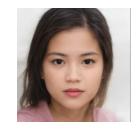








Recoverd

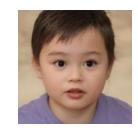












Original













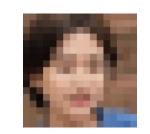
Blurred













Aged





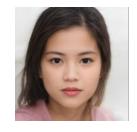








Recoverd

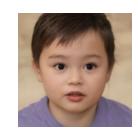


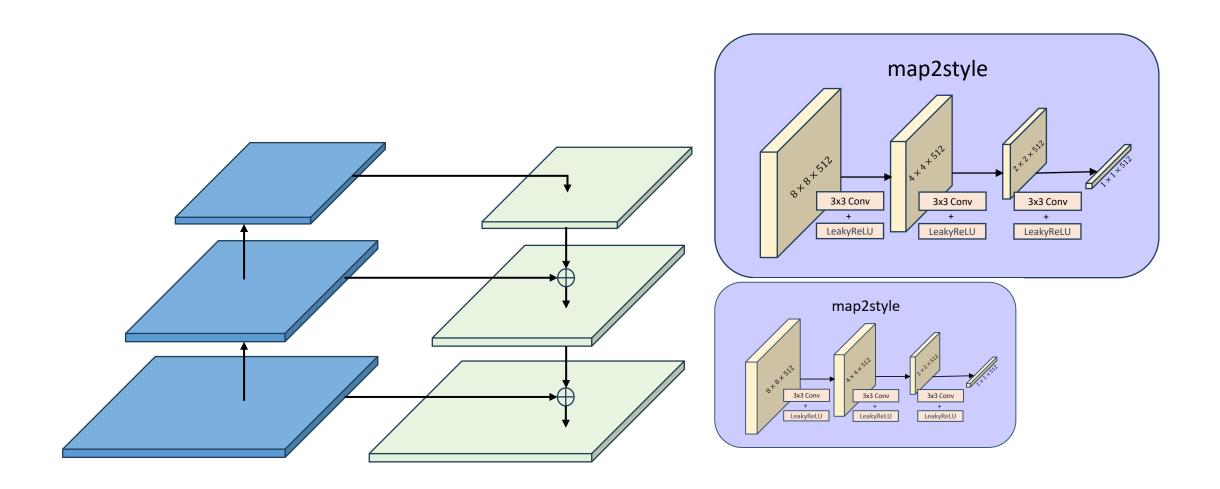






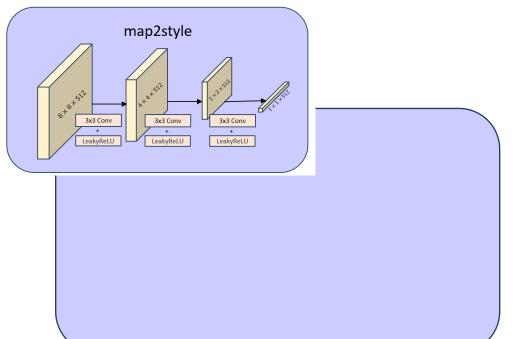


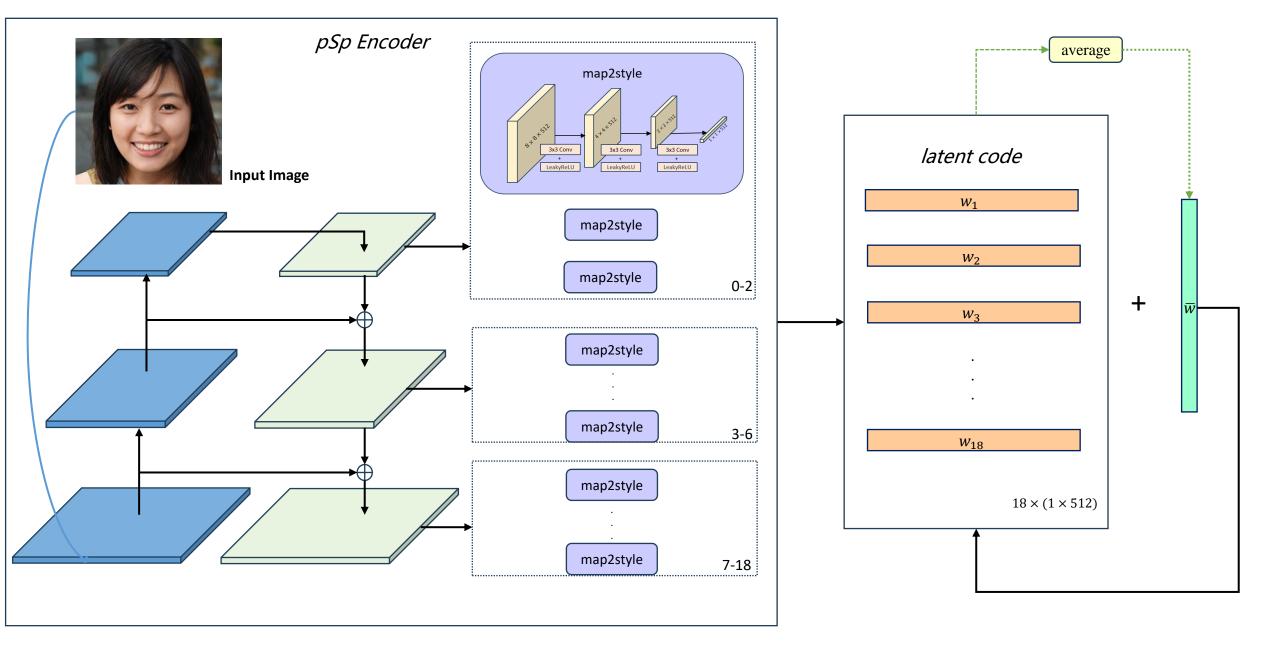




## 3x3 Conv 3x3 Conv 3x3 Conv LeakyReLU LeakyReLU LeakyReLU

## map2style





a) ResNet b) Feature pyramid

c) Map2style

d) Add latent\_avg

