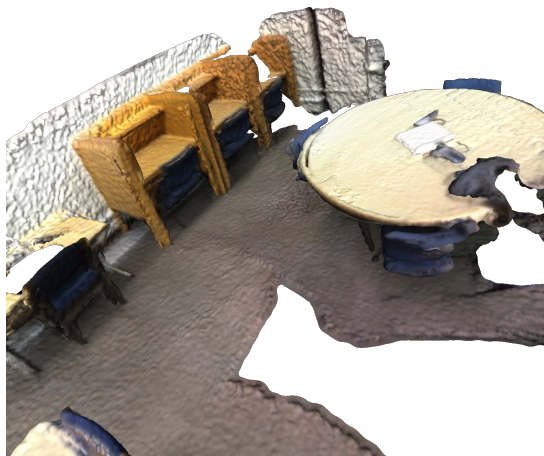
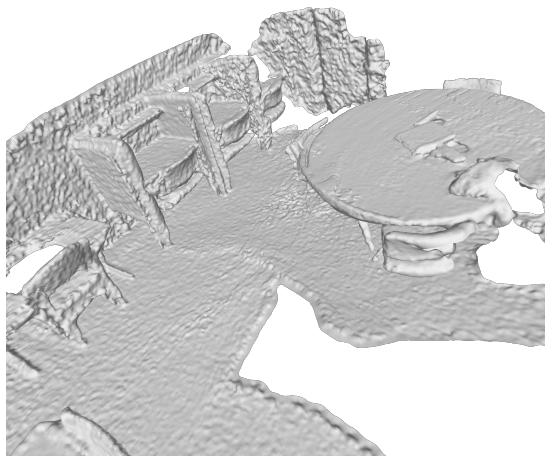


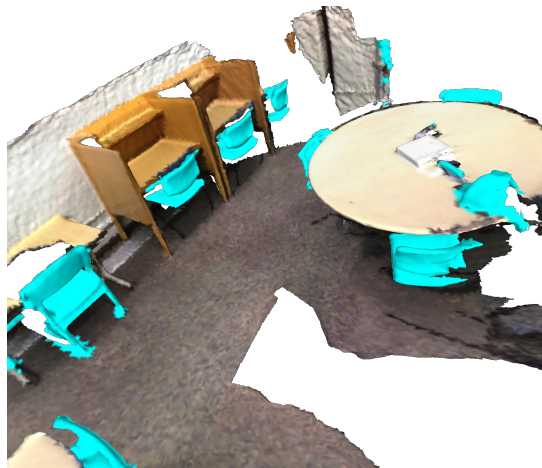
Input Texture



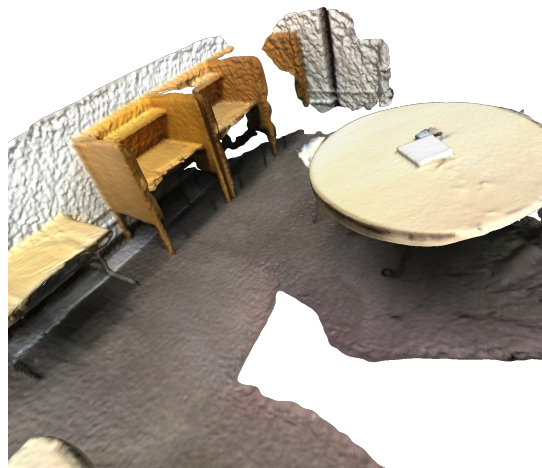
Input Geometry



Our Segmentation



Our Texture



Our Geometry

