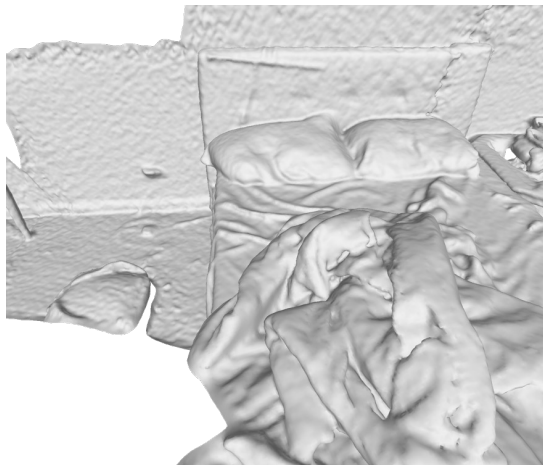


Input Texture



Input Geometry



Our Segmentation



Our Texture



Our Geometry

