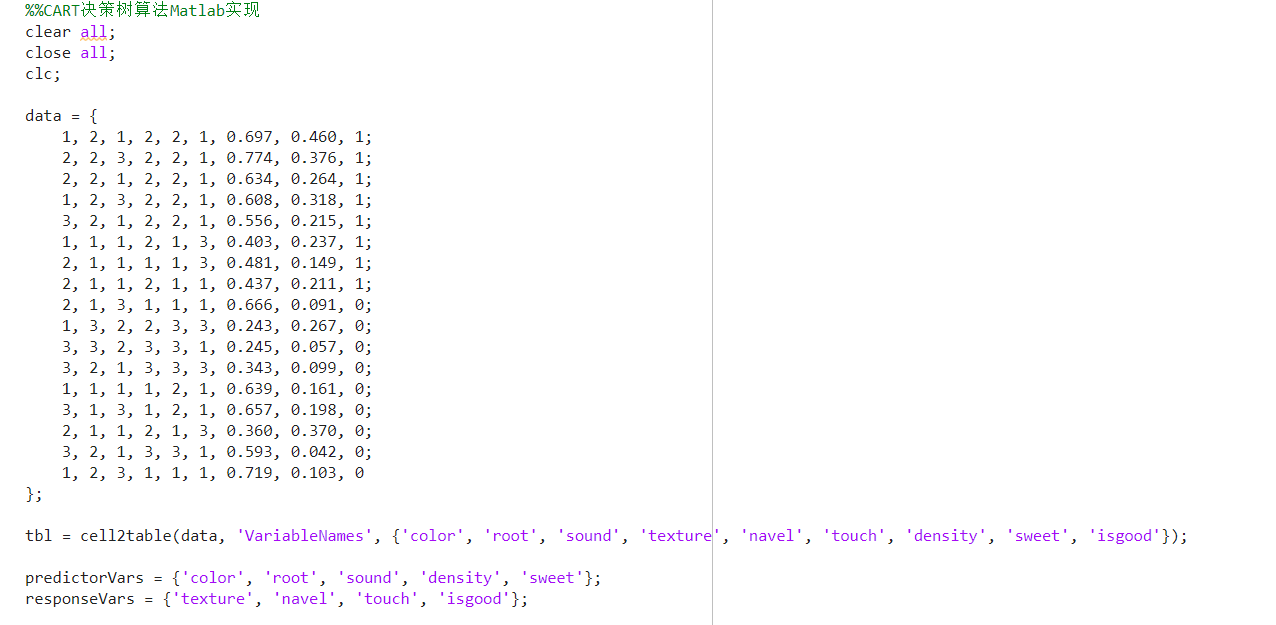
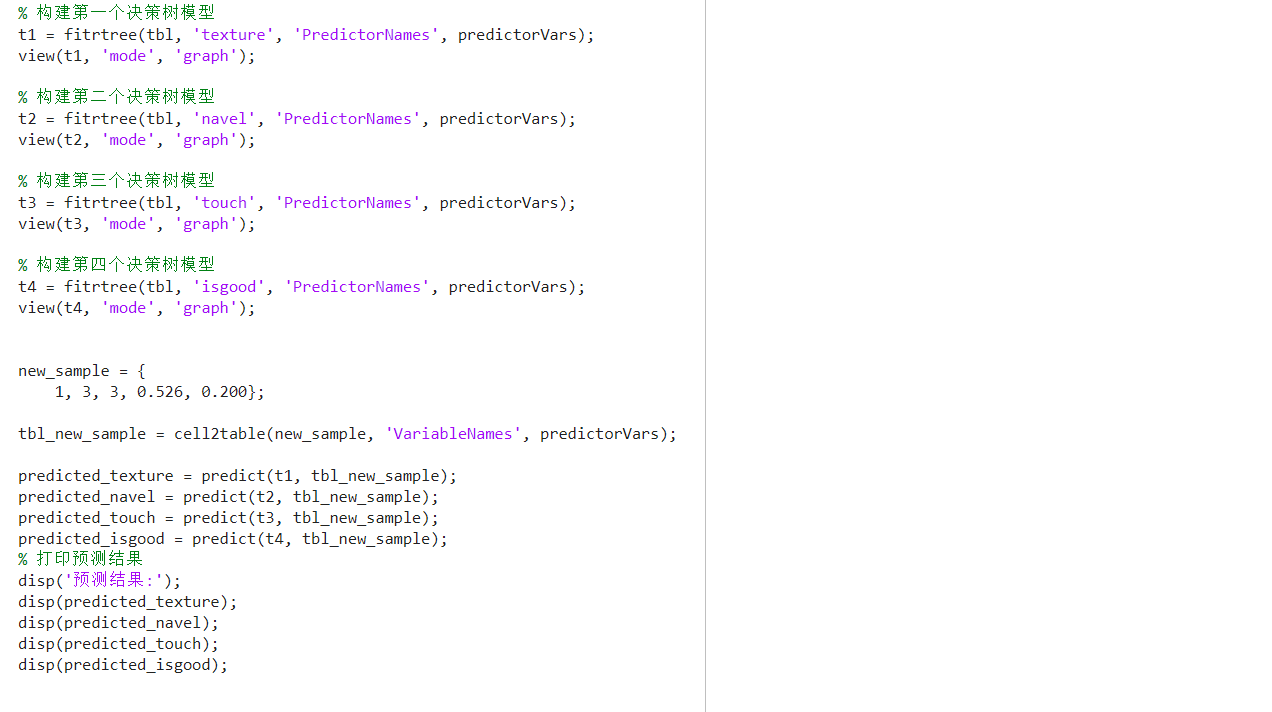
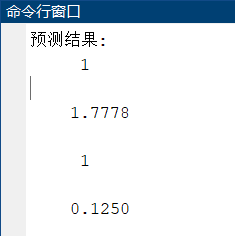
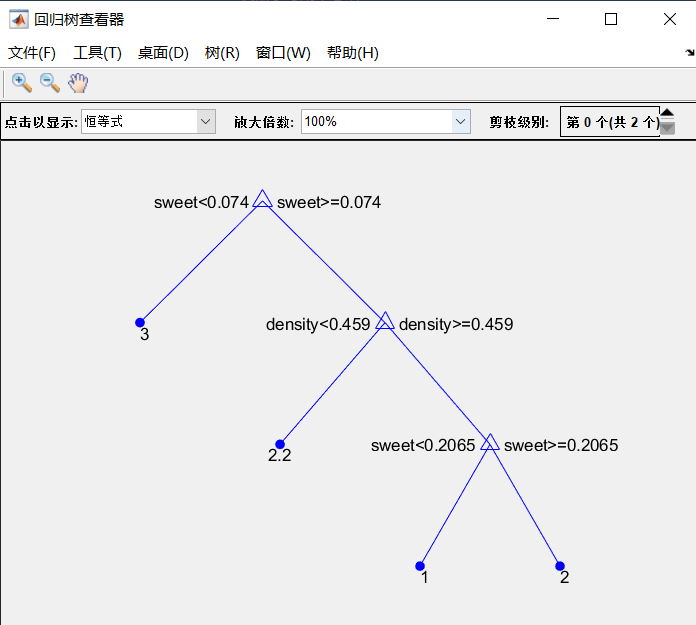
1.实验



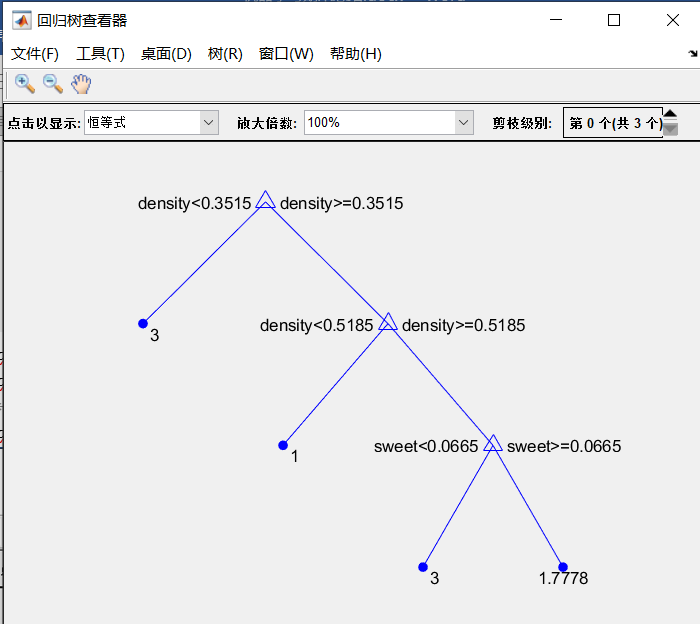




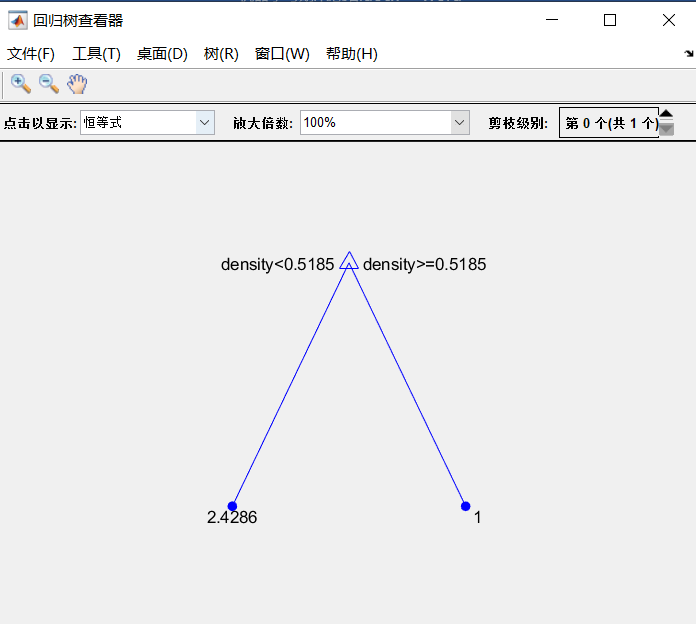
disp(predicted\_texture); 1. 稍糊



disp(predicted\_navel); 2. 凹陷



disp(predicted\_touch); 3. 硬滑



disp(predicted\_isgood); 4. 否

