

Input

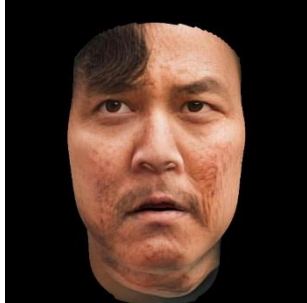


*Real world*

UV Map

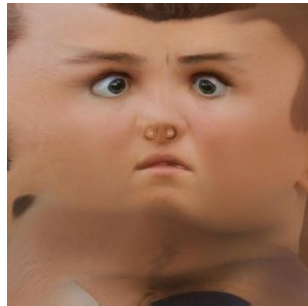


3D Mesh

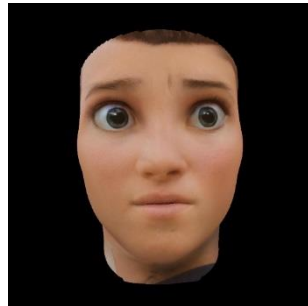


*Toonify*

UV Map

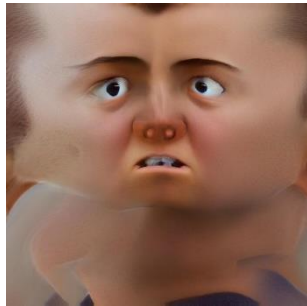


3D Mesh



*Pixar*

UV Map

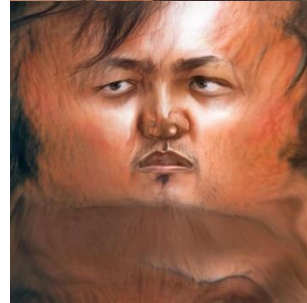


3D Mesh



*Sketch*

UV Map



3D Mesh

