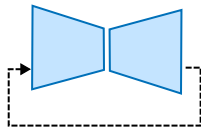


Input



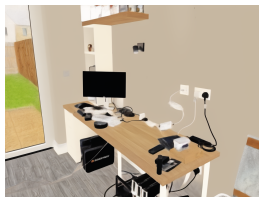
SVD



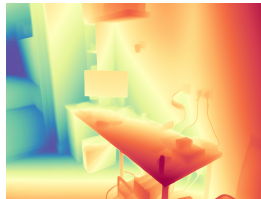
Denoising

Frame 1: Geometry and SVBRDF

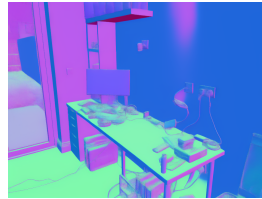
Albedo



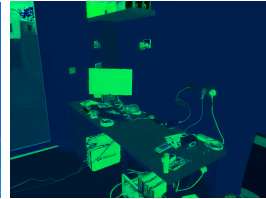
Depth



Normals



BRDF



Re-lighting the Scene

Untextured



Sunlight



Spotlight



Flash

