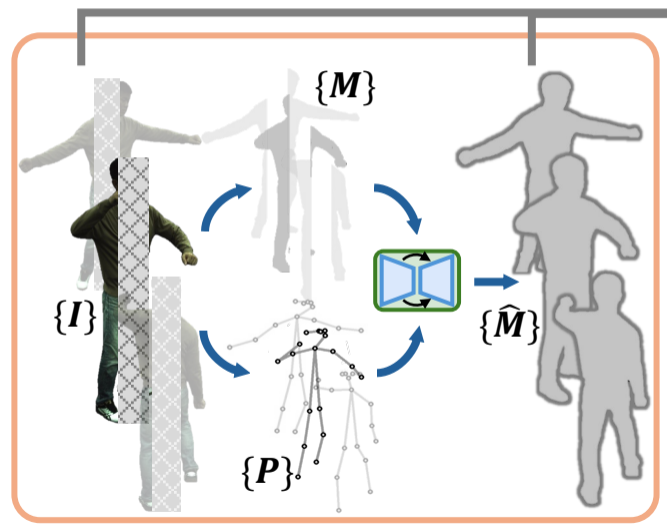
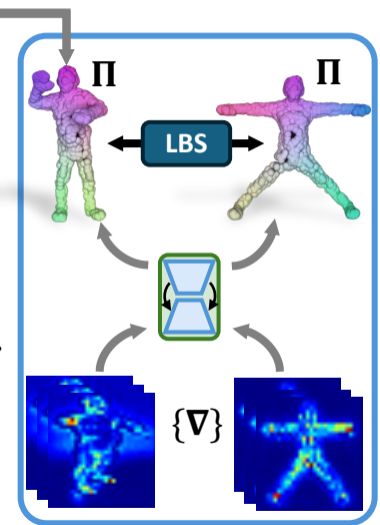




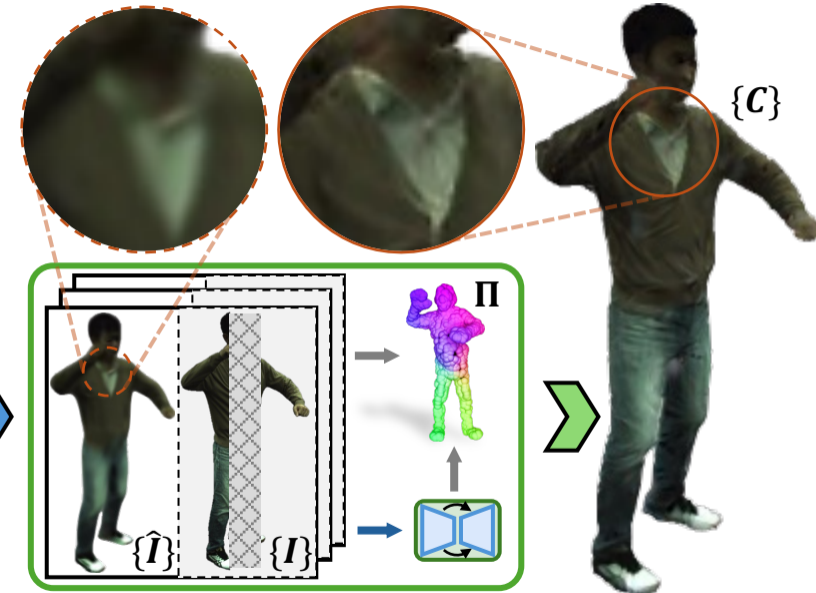
Occluded human



Init Stage Sec. 4.1



Optim Stage Sec. 4.2



Refine Stage Sec. 4.3

Rendered human