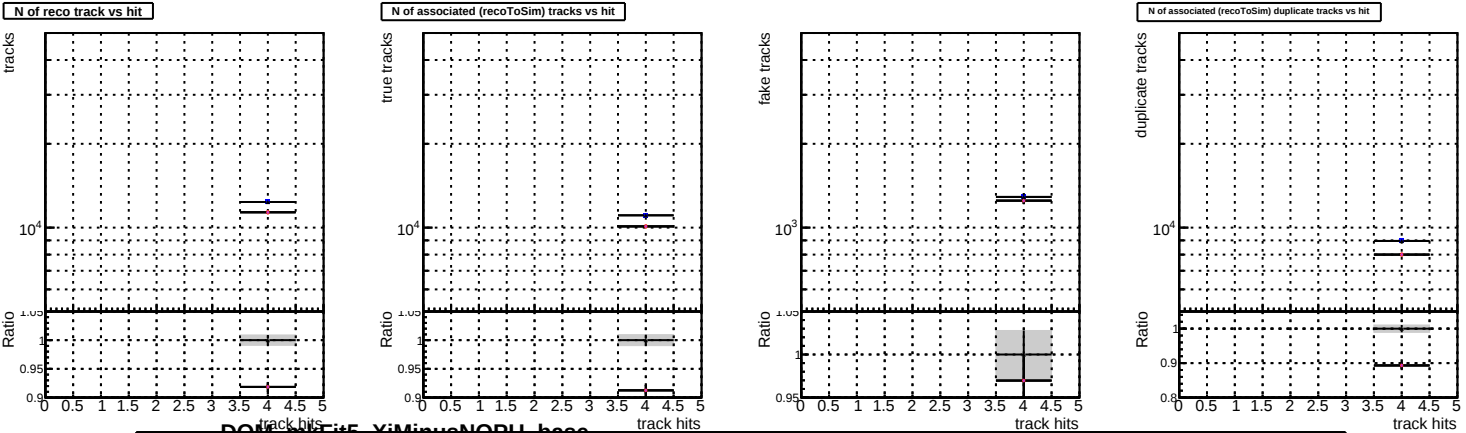




Base+Pixel+3D+Retrain epoch4
Base+Pixel+3D+Retrain epoch4
Base+Pixel+3D+Retrain epoch4
Base+Pixel+3D+Retrain epoch4

