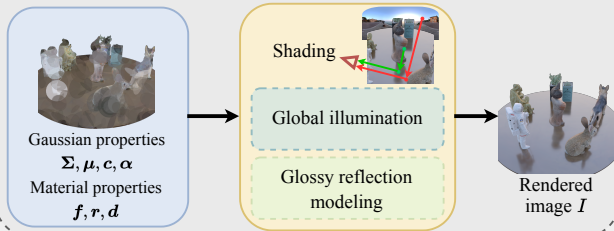


GOR-IS framework (Sec. 3.1)

(a) Material and lighting decoupling (Sec. 3.2)



(b) Intrinsic-space inpainting (Sec. 3.3)

