

## DECOLLAGE: 3D Detailization by Controllable, Localized, and Learned Geometry Enhancement



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## ABSTRACT

- First method for interactive, controllable, and localized geometry detail generation compared to DECOR-GAN and ShaDDR.
- Coherent style transition in local regions when

## METHOD

- Pyramid GANs with Adversarial loss (1) and Structure-preserving losses 2.
- Adaptive  $\alpha$  weighting ③.







