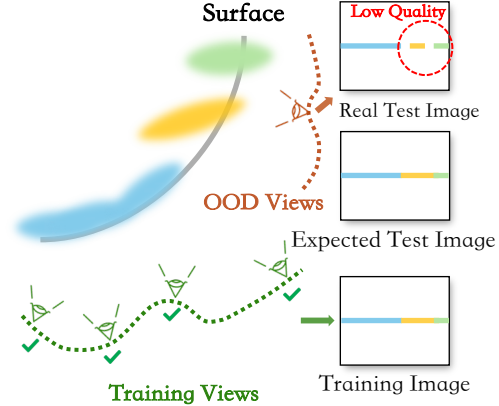
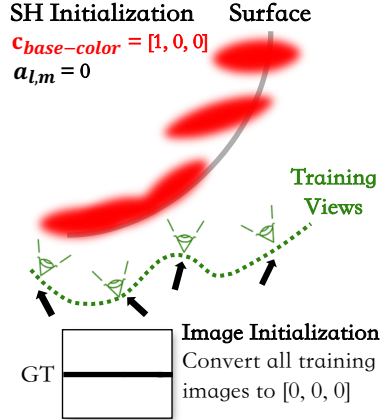




(a) Quality Degradation in OOD Views



(b) Quality-Aware Mask Rendering

