





### Contributions

generates UV texture maps for clothed 3D humans







# Semi-supervised Synthesis of High-Resolution Editable Textures for 3D Humans Bindita Chaudhuri<sup>1</sup>, Nikolaos Sarafianos<sup>2</sup>, Linda Shapiro<sup>1</sup>, Tony Tung<sup>2</sup> <sup>1</sup>University of Washington, <sup>2</sup>Facebook Reality Labs Research, Sausalito

## Methodology









