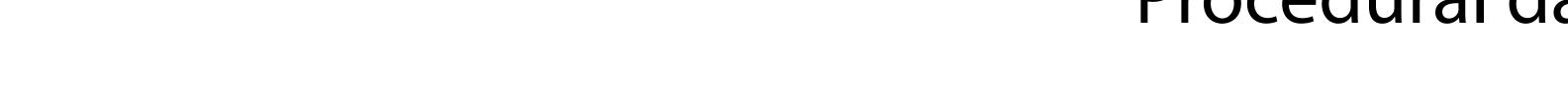
Procedural data





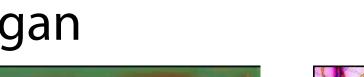
Ours

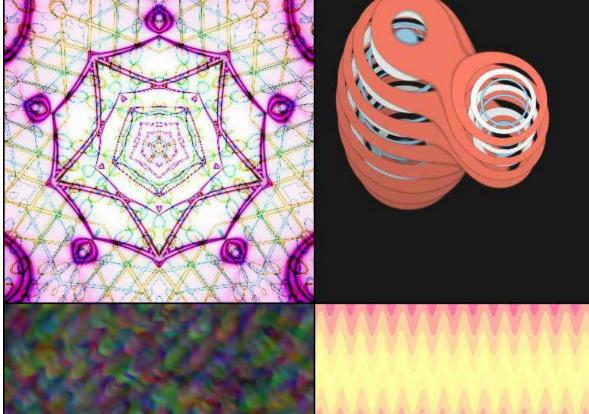




Learning to See by Looking at Noise Baradad et al. 2022







Shaders

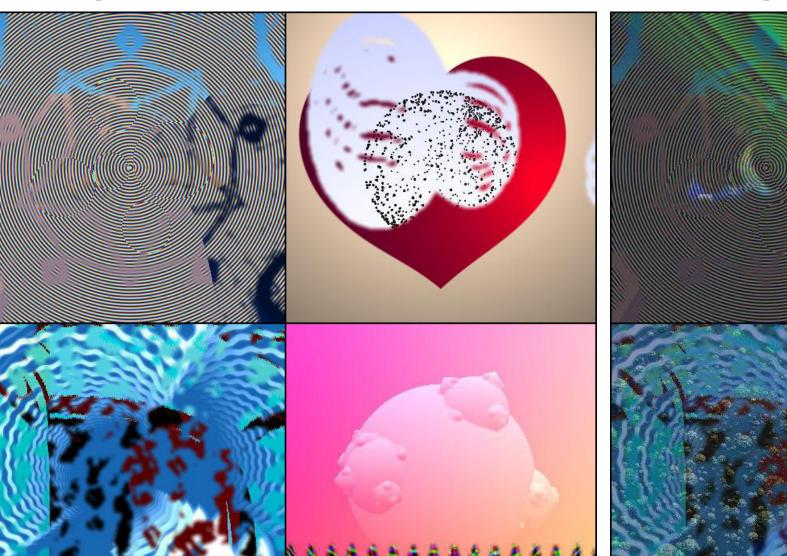
Shaders

Procedural Image Programs

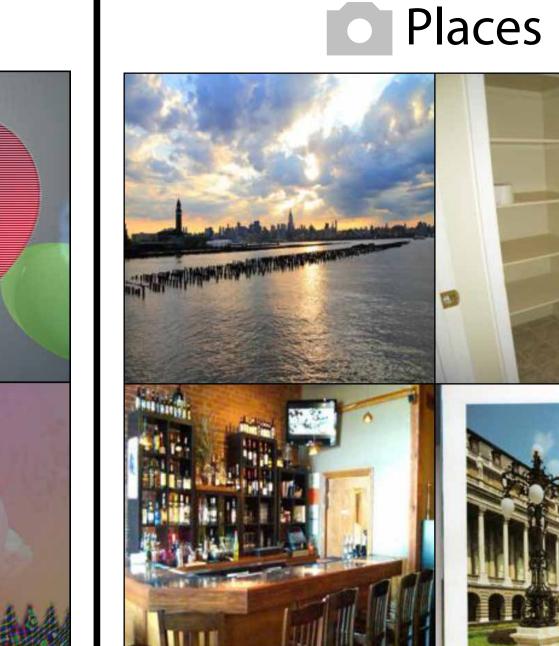
for Representation Learning

Baradad et al. 2022





S. KML Mixup



Realistic data



Places: A 10 Million Image Database for Scene Recognition Zhout et al. 2018





Russakovsky et al. 2015



