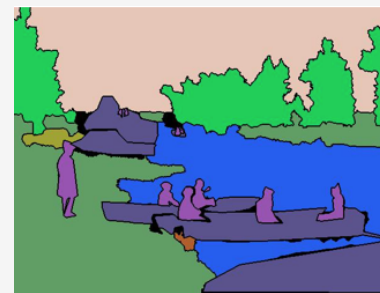
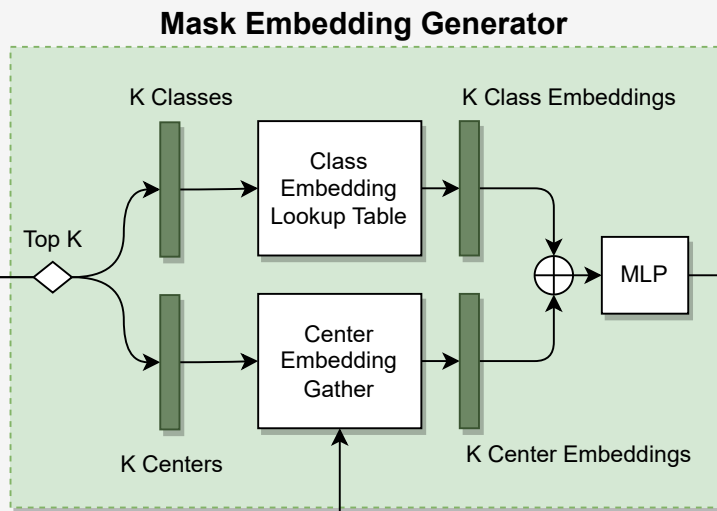
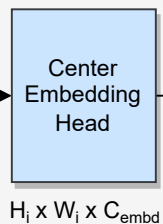
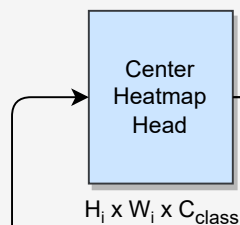
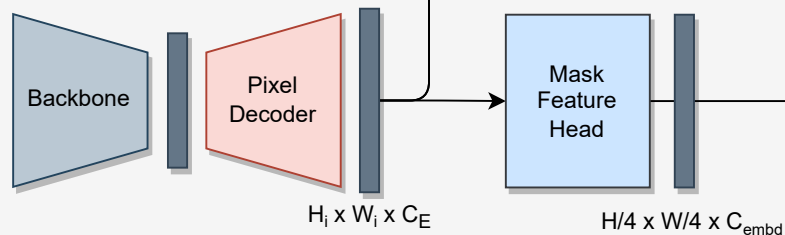


# MaskConver Architecture



Input Image



Panoptic Mask

