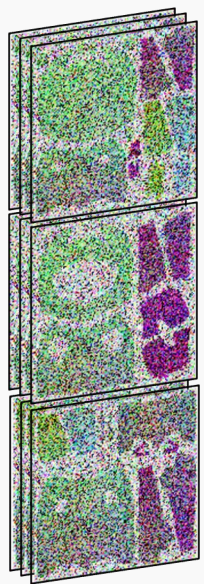


Disentangled Clothed Avatar Diffusion Model

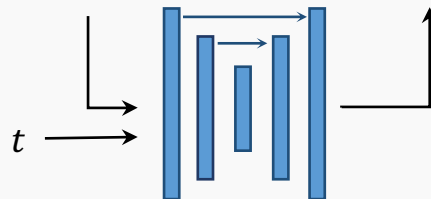
Add Gaussian Noise

$$x_t = \alpha(t)x_0 + \sigma(t)\epsilon$$



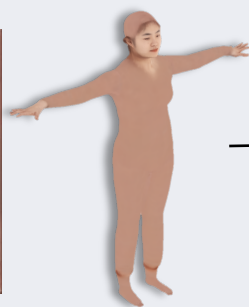
Noisy Layered UV Feature Plane

Layered UV Feature Plane



Denoising U-Net

Attribute Maps Canonical Space Pose Space



Layered UV Feature Plane Fitting



Clothed Avatar

Human Body

Exterior Components

Segmentation mask

Reconstruction Loss



Constrain Loss

Multi-view images supervision for RGB & Mask