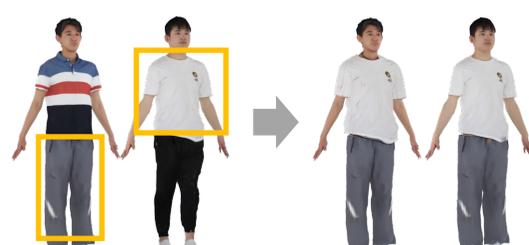(a) Disentangled Clothed Avatar Generation

(b) Animation   (c) Camera View Control   (d) Decomposition   (e) Component Transfer