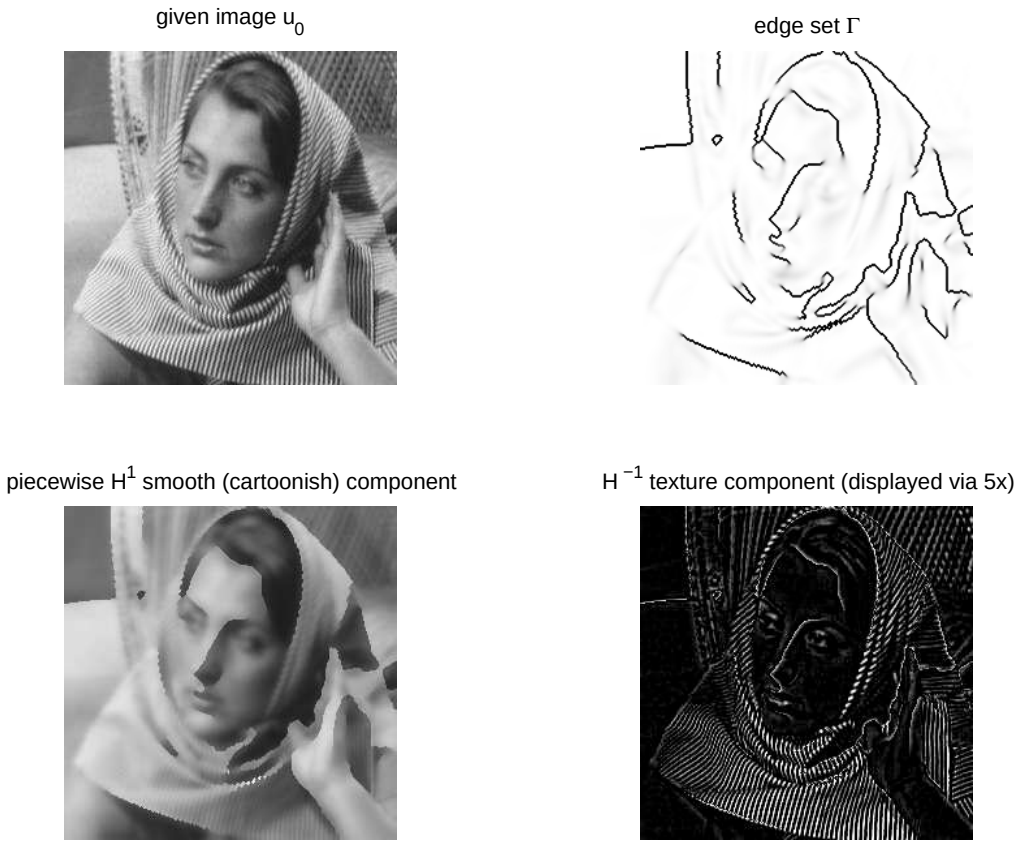

Figure 1: The performance of the proposed MSS model on a generic test image. The model may well simulate how a typical artist creates a painting u_0: first sketch the outlines Γ (upper right), followed by filling in the cartoonish overall shades u for each structure (lower left), and finally elaborate the detailed textures v (lower right) to bring complexion and life to the entire scene u_0.