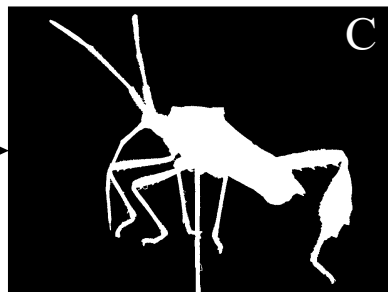


flat lighting

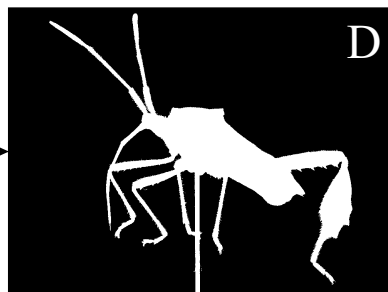
resulting masks



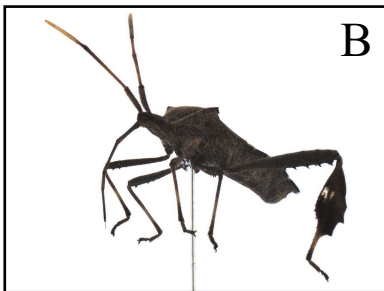
random forest-
based outline
detection



hand-annotated
ground truth



backlighting



backlight
thresholding

