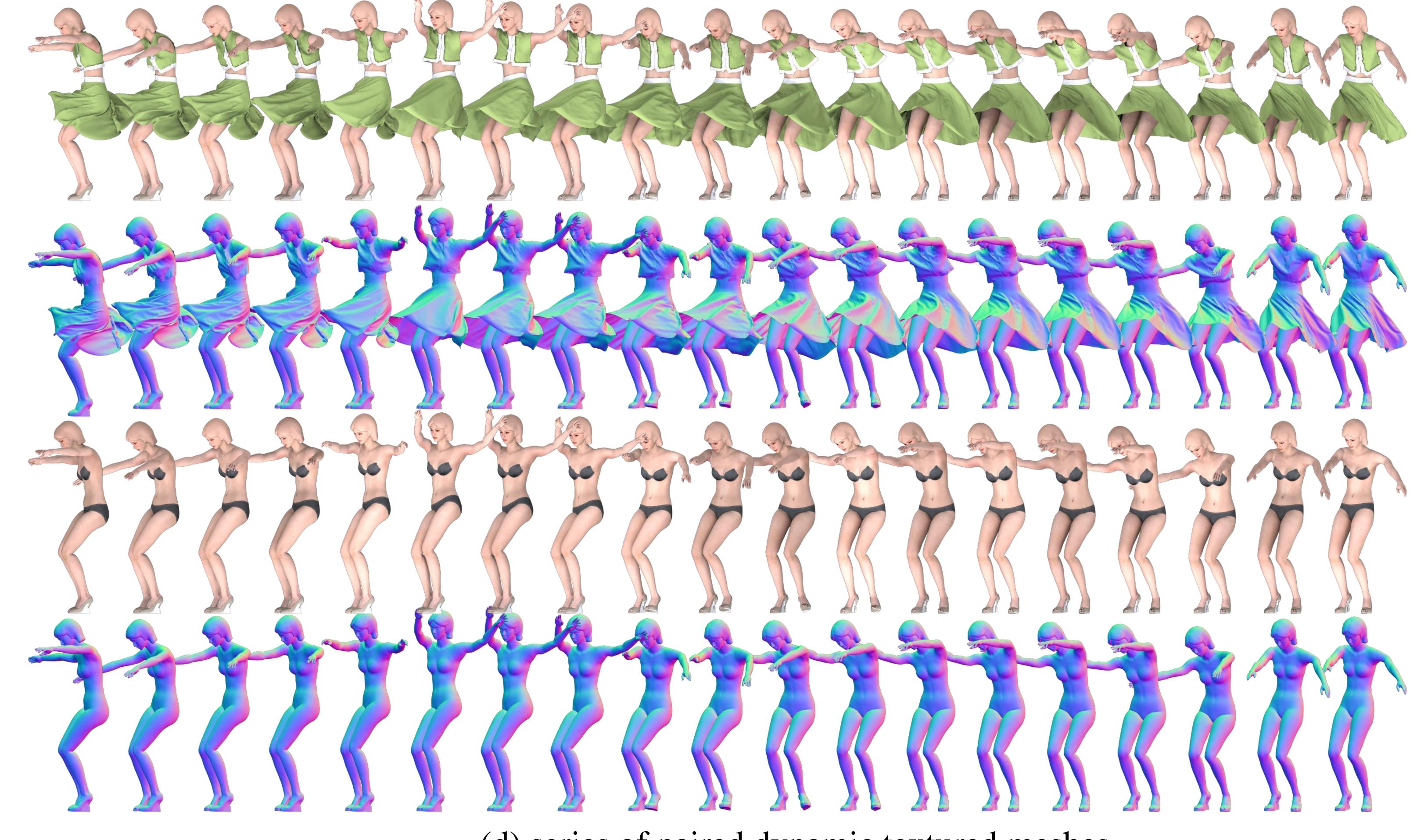




(b) varied poses



(c) multi views



(d) series of paired dynamic textured meshes