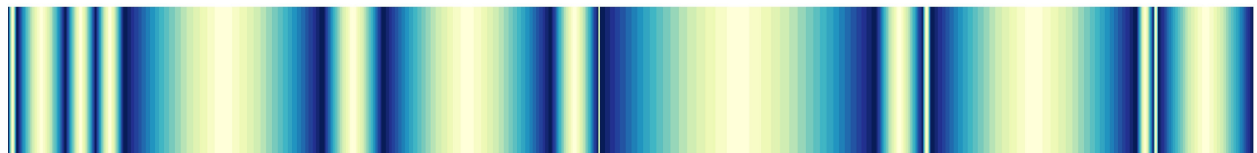
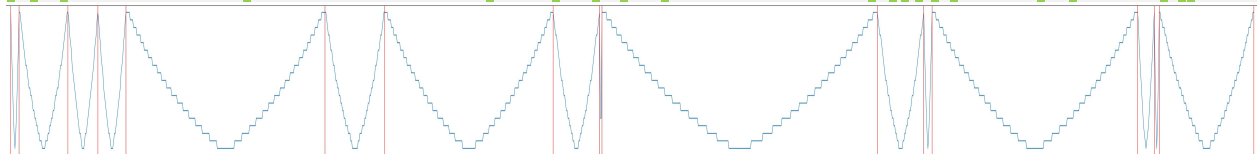


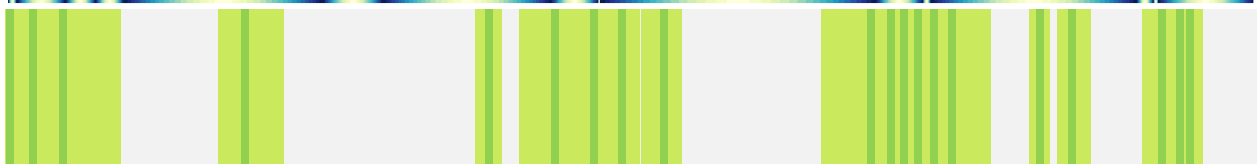
Keyframe Mask



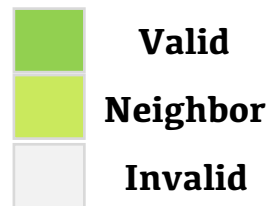
**Beat-Aware
Dilation Step n**



**Get Neighbor
by n**



**Beat-Aware
Mask Dilation**



**Beat-Aware
Dilated Keyframe Mask**

