


Binary Image      Mask      True / False  
 of bit      0 / 1      1: True

0000 0000  
 0110 1110  
 0000 0000 → 

Binary Mask      mask      can use it Binary Image

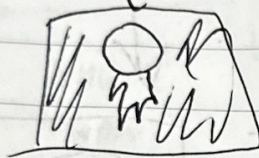
From  
 Foreground mask - Binary mask



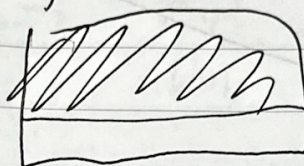
Difference      Common      Complement

Segment

"Object  
 Mask"



Segment mask



Ground mask

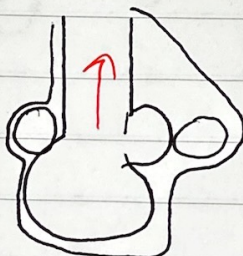
Process 2

Process 2

Input heat

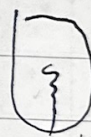


mask



plane

Sdsitai  
 plane



Sdsitai  
 plane