

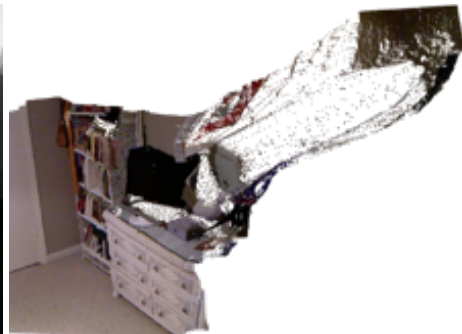
Input image + mirror mask



Raw depth



Original point cloud



Refined depth



Refined point cloud

