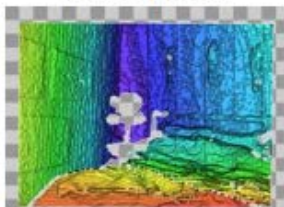


RGB image I



raw depth \hat{Z}



(a) Input

normals \bar{N}



depth mixture U



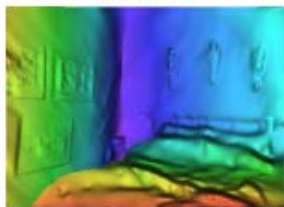
light mixture V



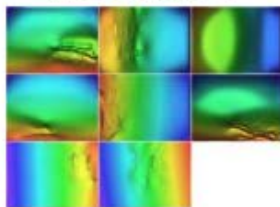
reflectance R



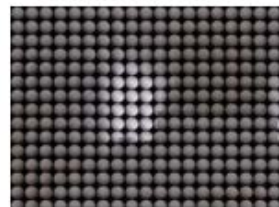
depth \bar{Z}



sub-depths Z



illumination \bar{L}



shading S



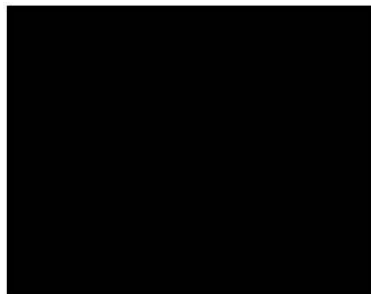
(b) Scene-SIRFS



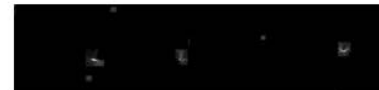
Input



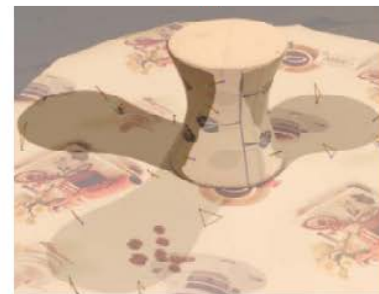
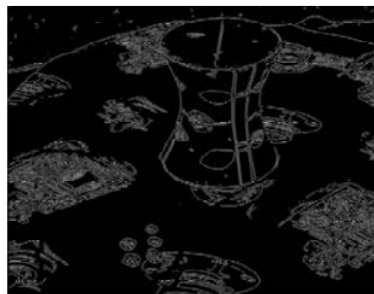
Known Geometry



Detected Specular



Illumination



Other Outputs