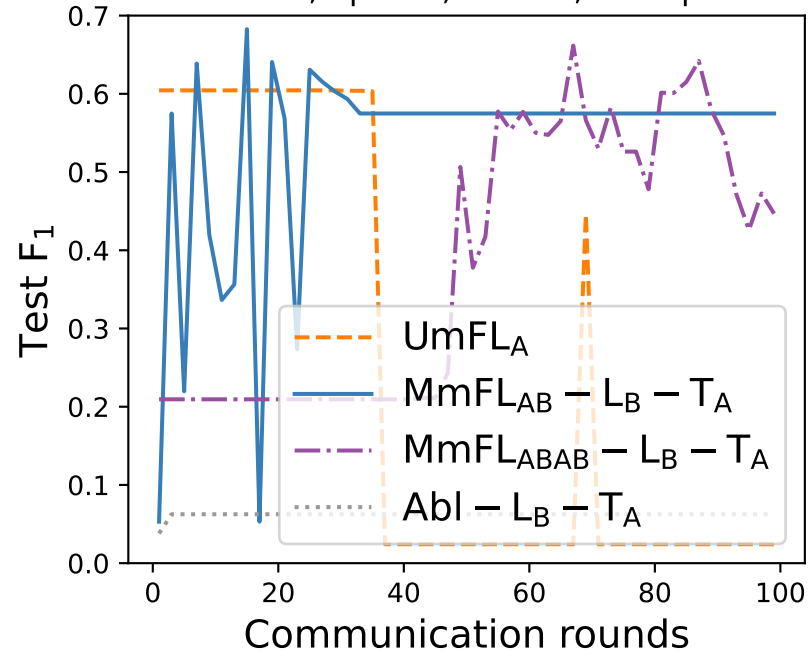


UR Fall, SplitAE, A: RGB, B: Depth



UR Fall, SplitAE, A: RGB, B: Depth

