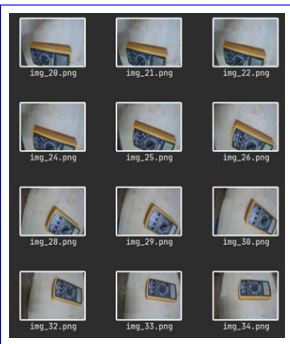


Texture Output  
from different views

Input images



Dense reconstruction  
Output

