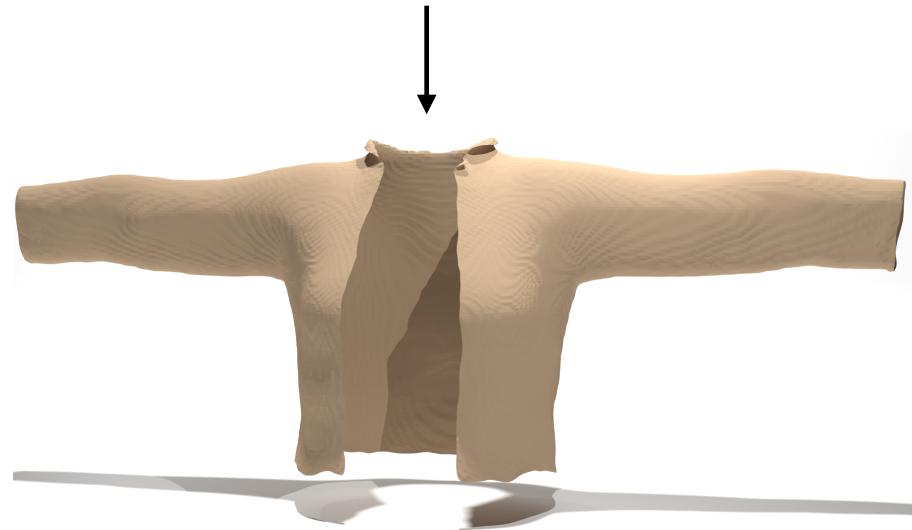




Input Images (RGB)



Output 3D Mesh