

3DDFA

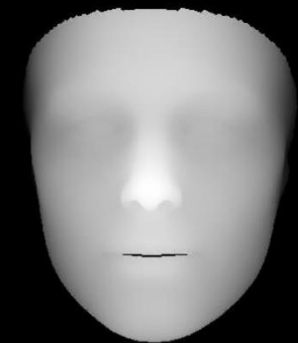
RGB

NIR

SWIR

T

**Input**



**Output**

