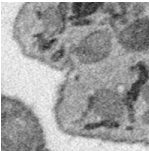
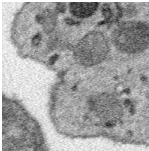


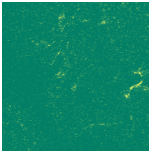
Moving



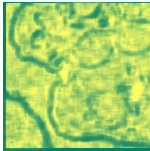
Fixed



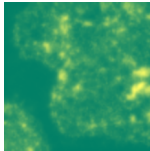
MSE



NCC



DeepSim_{ae}



DeepSim_{seg}

