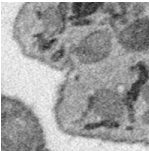
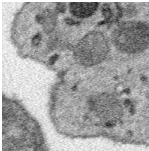


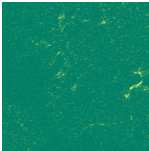
Moving



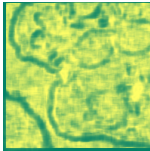
Fixed



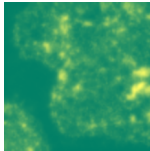
MSE



NCC



DeepSim<sub>ae</sub>



DeepSim<sub>seg</sub>

