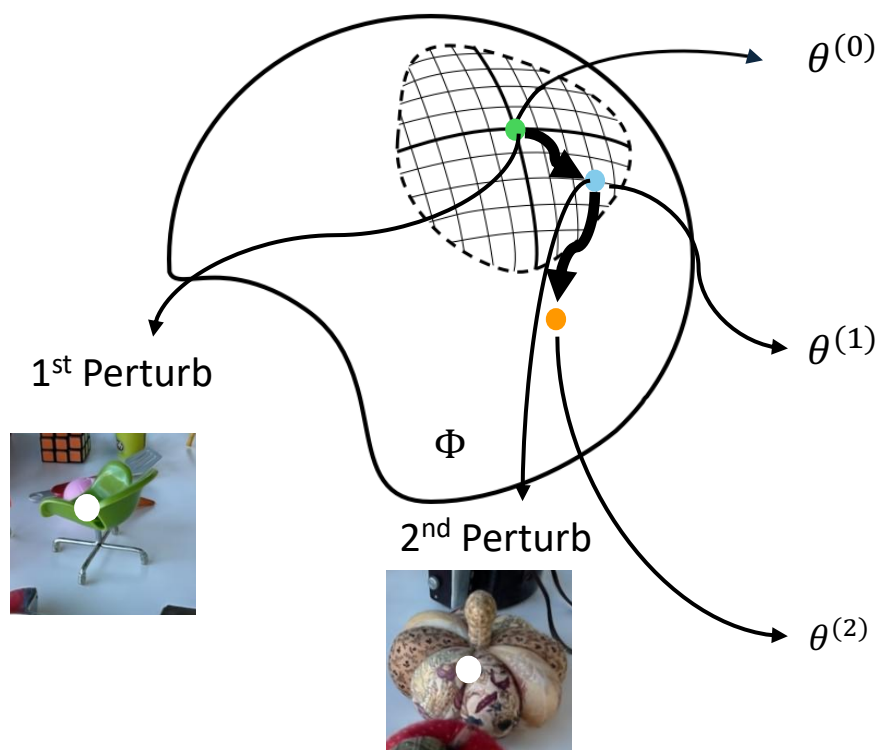
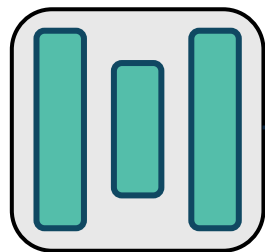


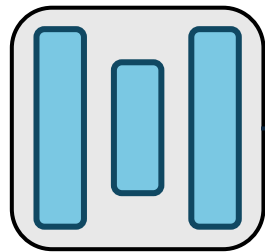
Perturbation on Motion MLP Φ



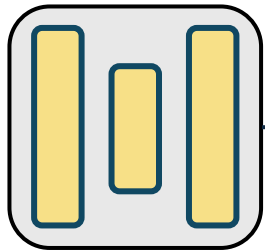
Φ



$\theta^{(0)}$



$\theta^{(1)}$



$\theta^{(2)}$

Movement

(x_0, q_0, s_0)

(x_1, q_1, s_1)

(x_2, q_2, s_2)

Rendering



Mask Generation

