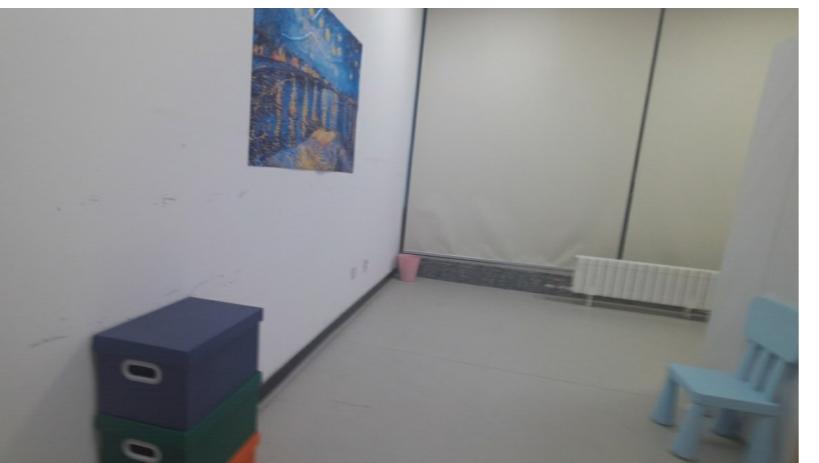


1



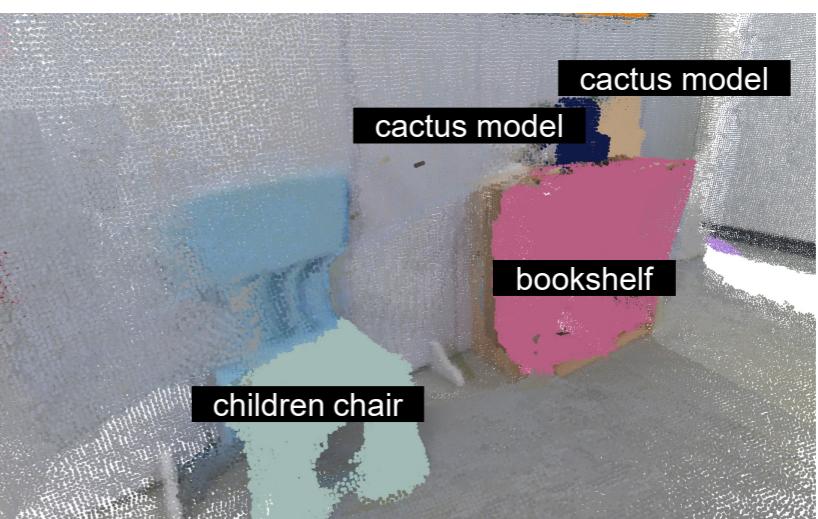
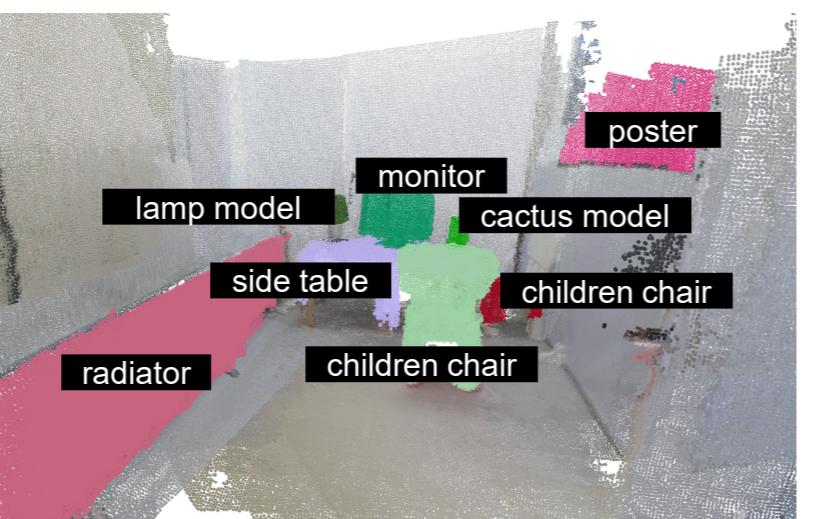
2



3



RGB Frames

Reconstructed
3D Scene3D Instance
Segmentation