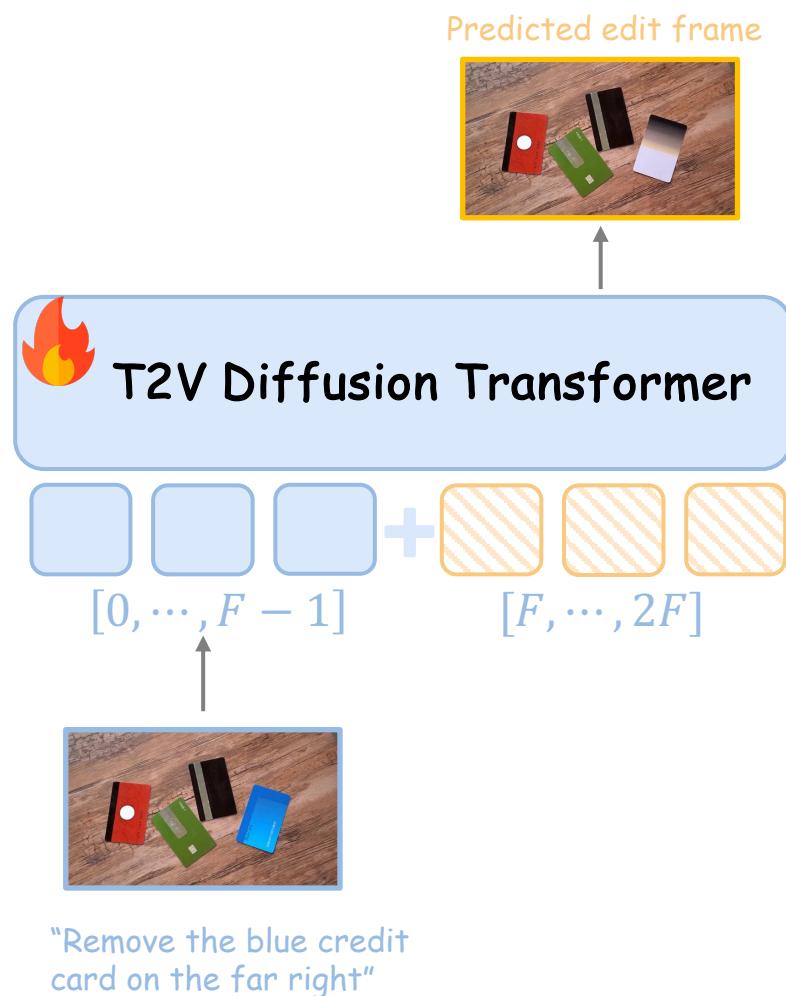


## Naïve Temporal In-Context Editing



## Our Chain of Frames Editing

