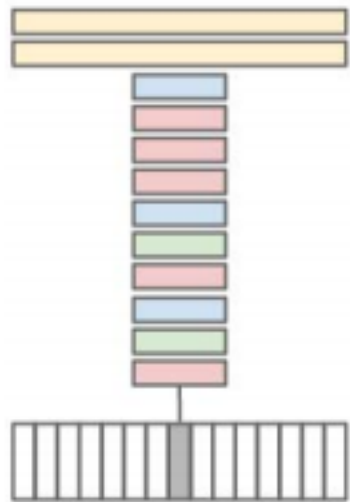
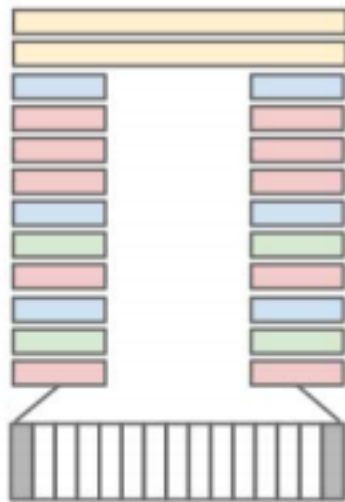


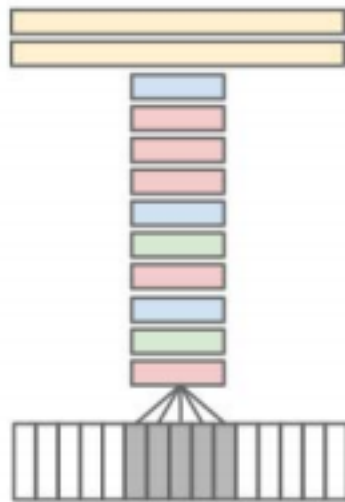
Single Frame



Late Fusion



Early Fusion



Slow Fusion

