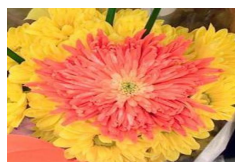
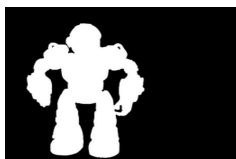


← 常规场景 →      ← 多物体 →      ← 复杂场景 →

Image

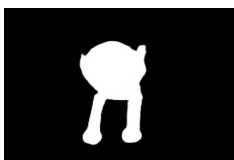


GT

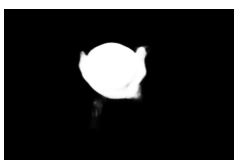


4D 方法

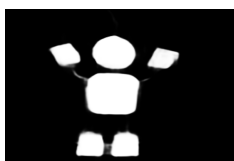
Ours



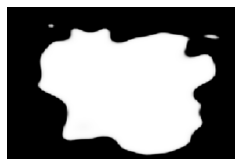
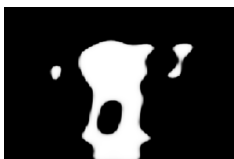
DLGLRG



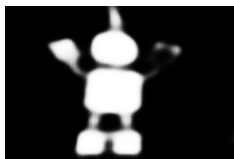
PANet



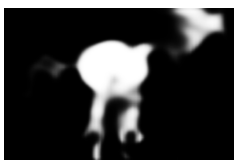
ERNet



LFNet

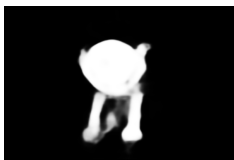


MoLF



RGB D 方法

CIRNet

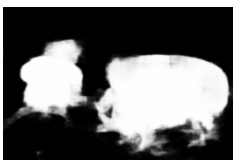


VST-rgbd



RGB 方法

VST-rgb



PFSNet

