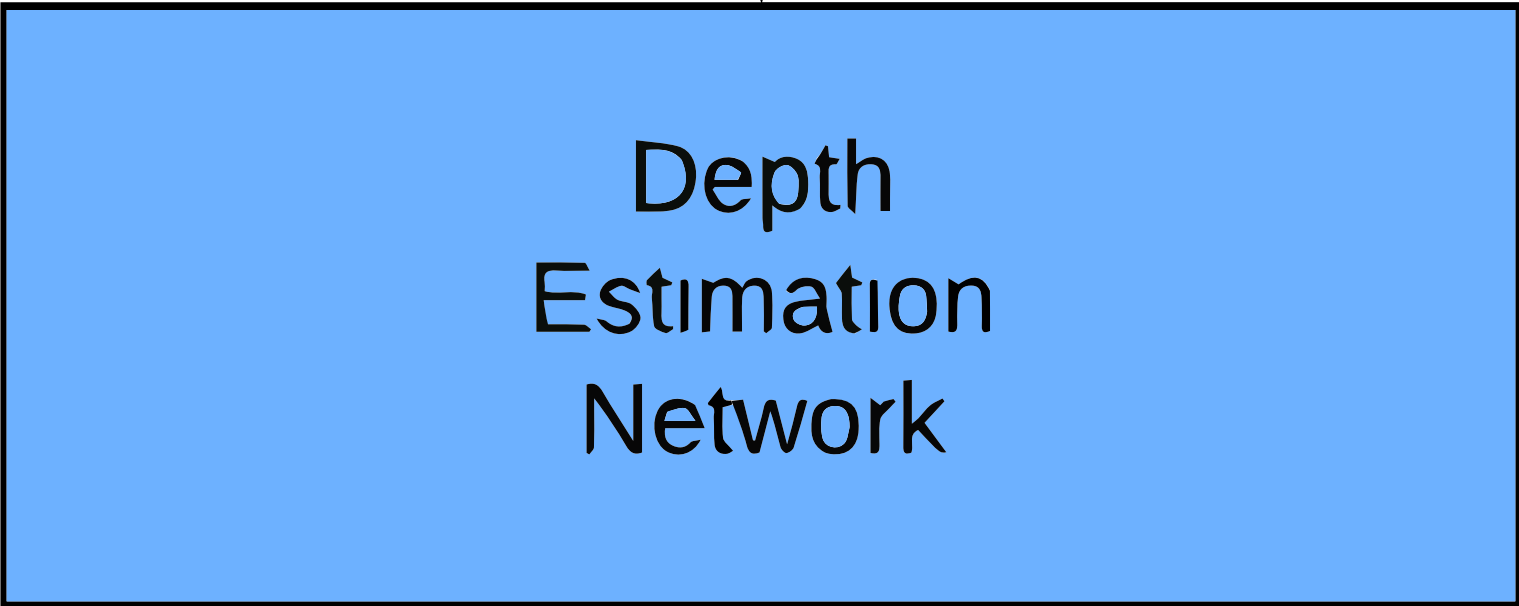
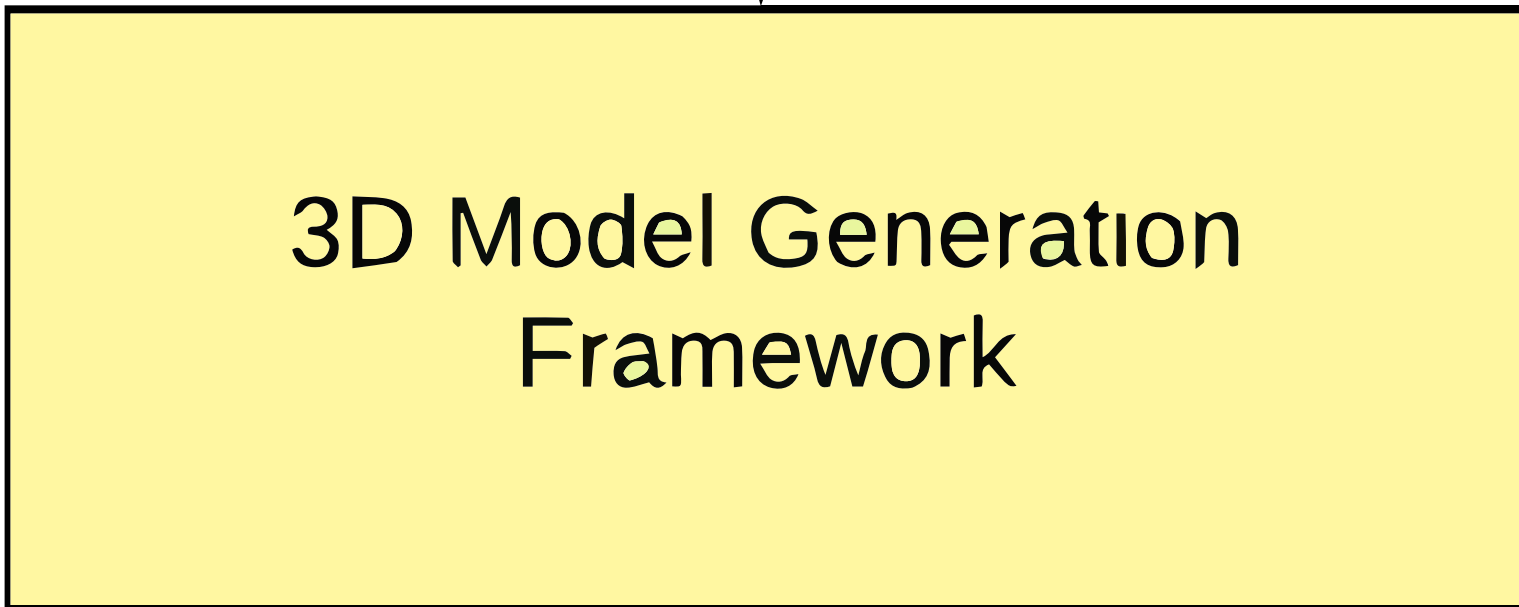
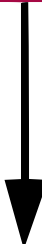
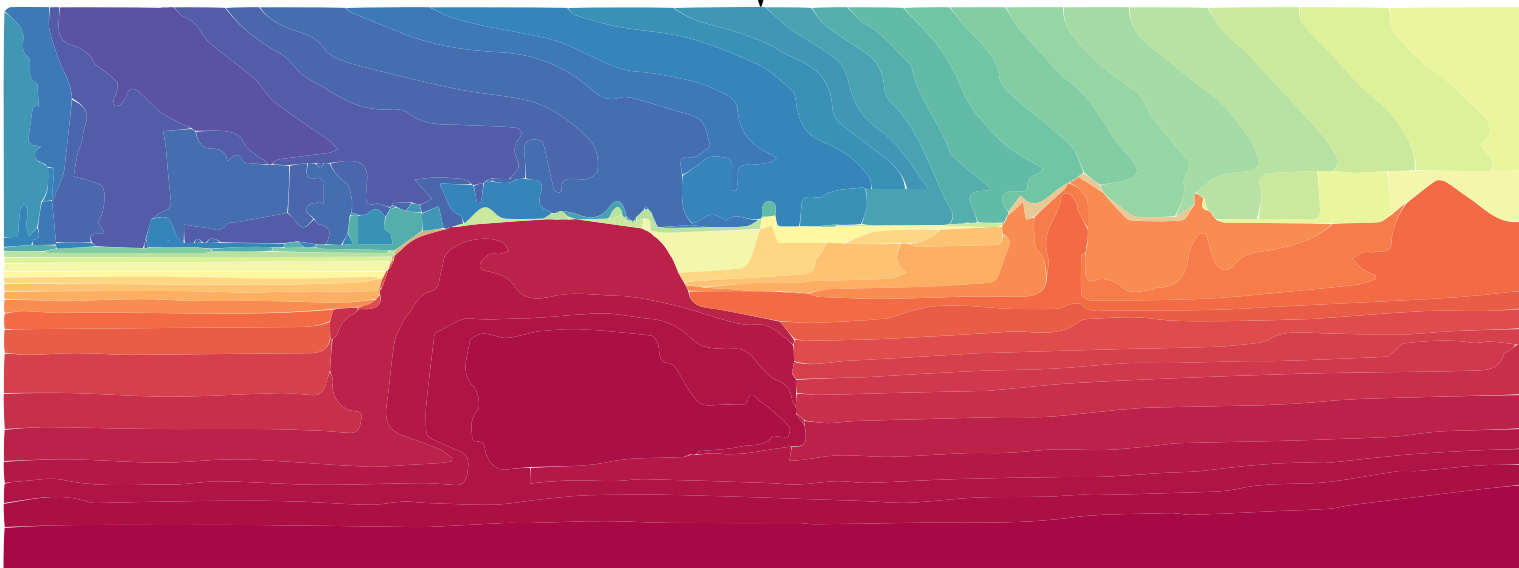


2D RGB Image Input



2D RGB Depth Map



3D Model

