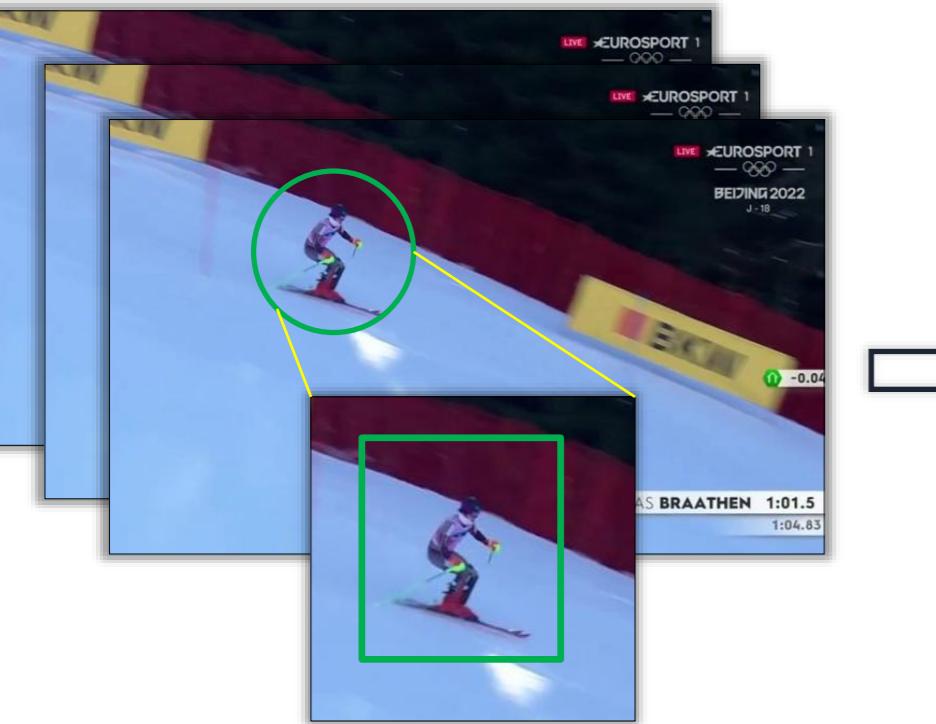


*Raw RGB Sequences*



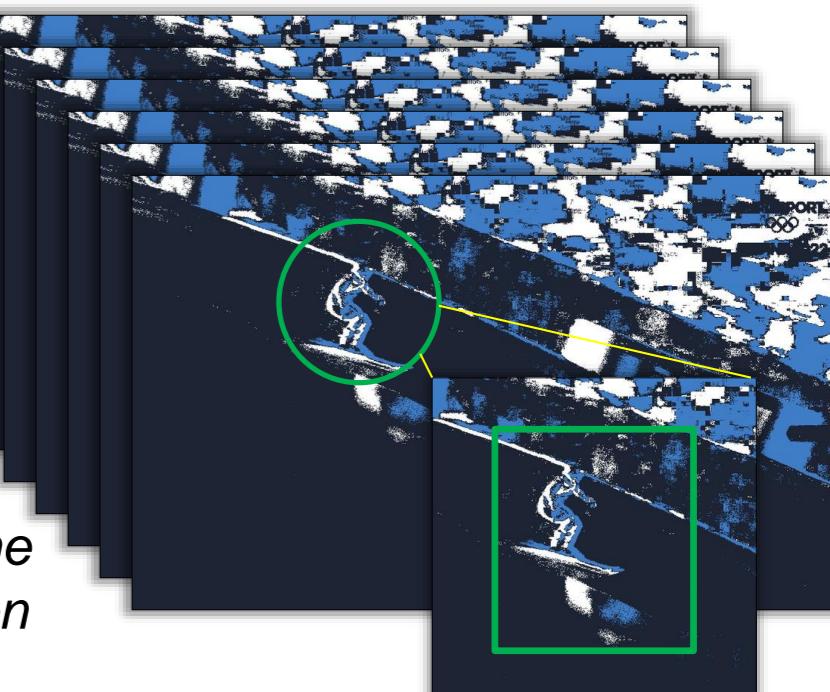
*Sparse Bounding Boxes*

*Iso-information  
Constraint*

**v2e  
Simulator**

*Raw Event Streams  
(.h5 format)*

*Raw Event Sequences*



*Dense Bounding Boxes*

*Cubic Spline  
Interpolation*