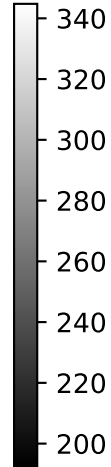
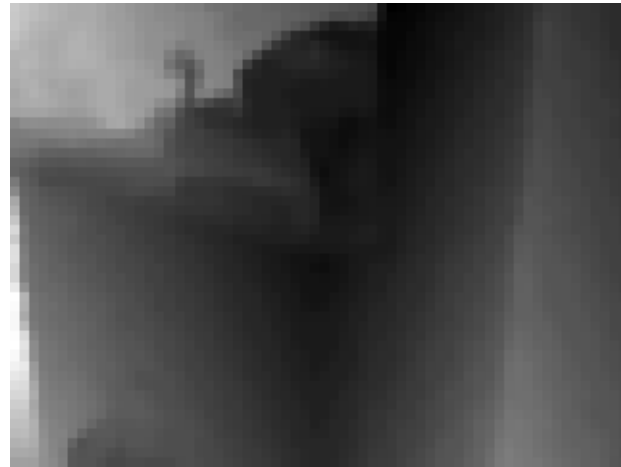


Input image



Grayscale DepthMap



Colored DepthMap

