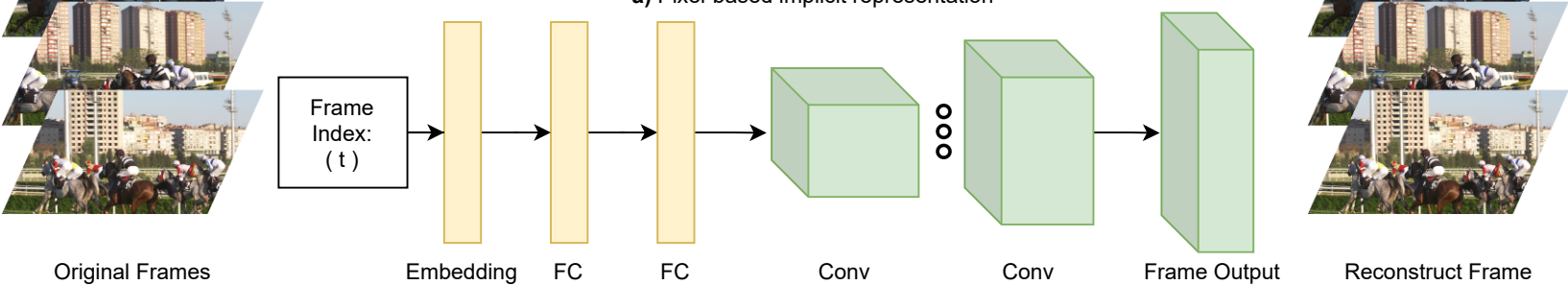


a) Pixel-based implicit representation



b) NerV: Frame-based implicit representation (ours)