

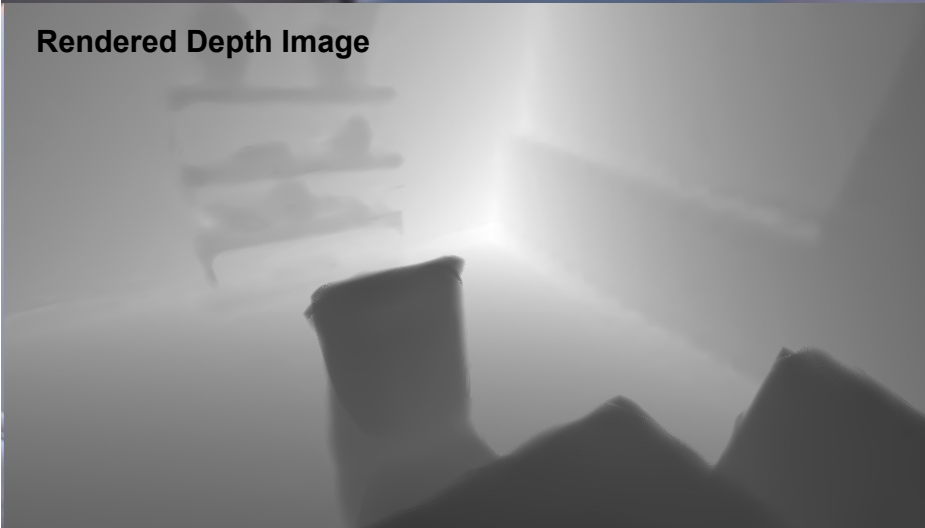
**Rendered RGB Image**



**Actual RGB Image**



**Rendered Depth Image**



**Actual Depth Image**

