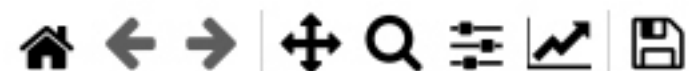
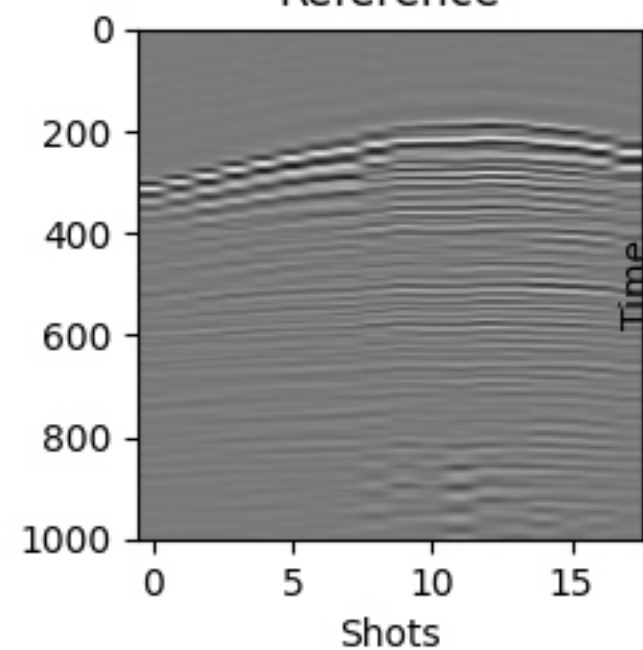


cube4

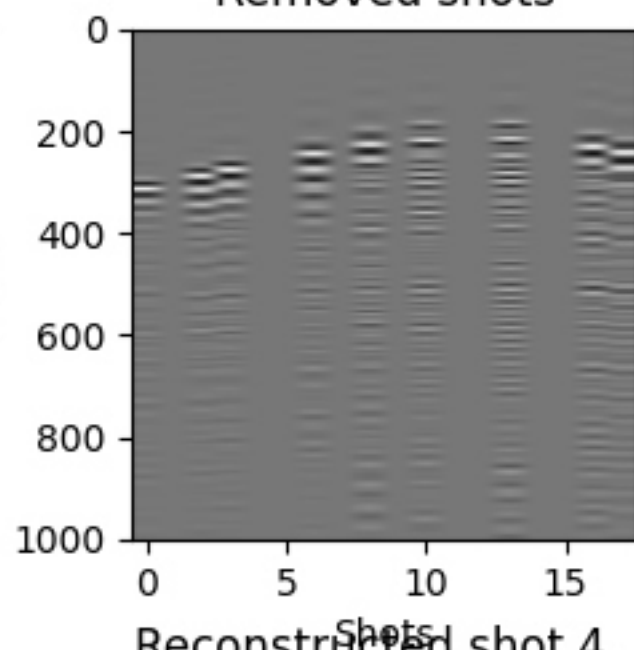


Resultados del algoritmo Fast marching

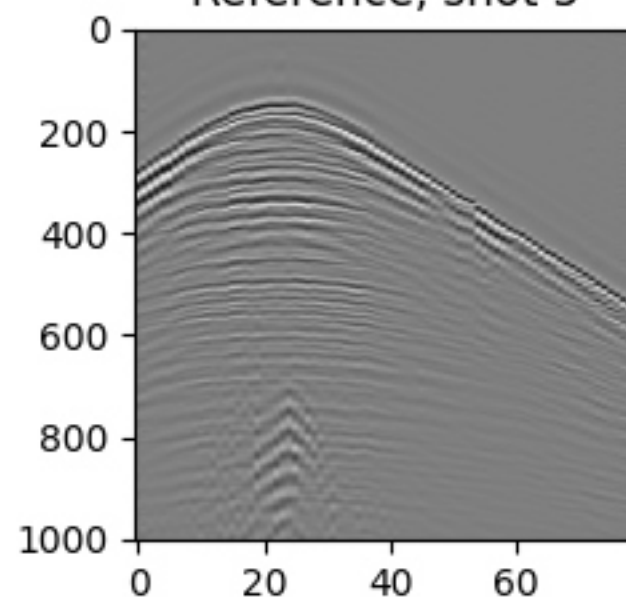
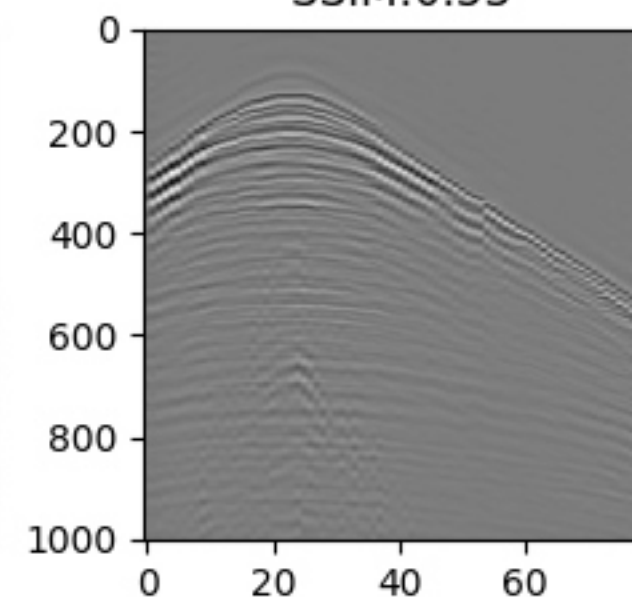
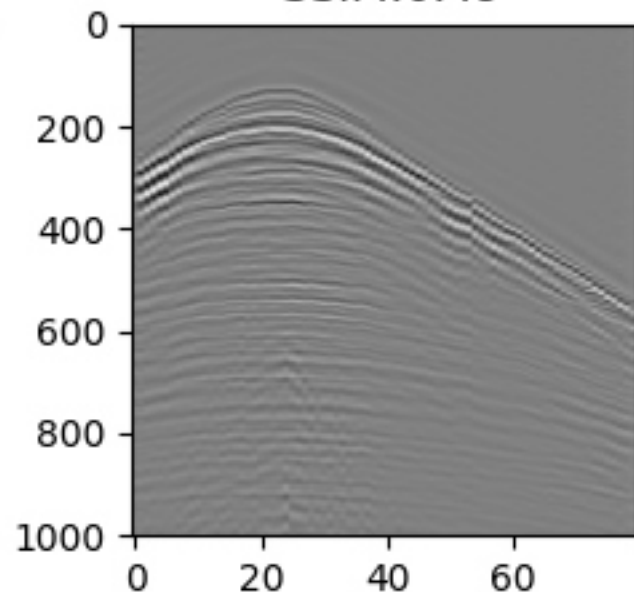
Reference



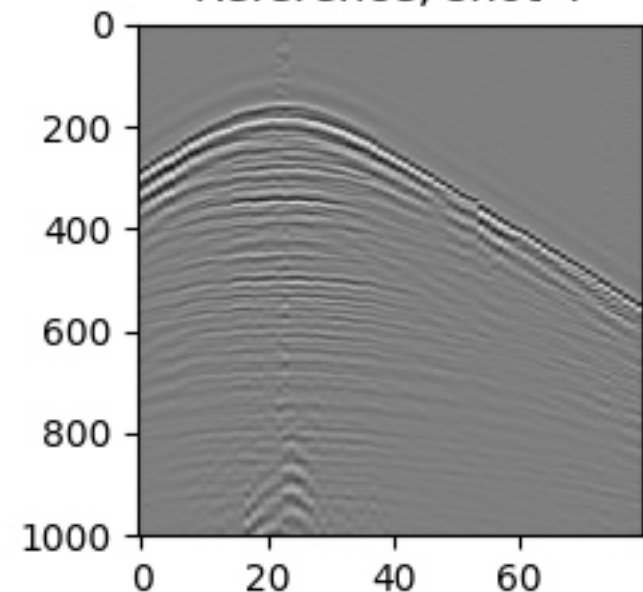
Removed shots



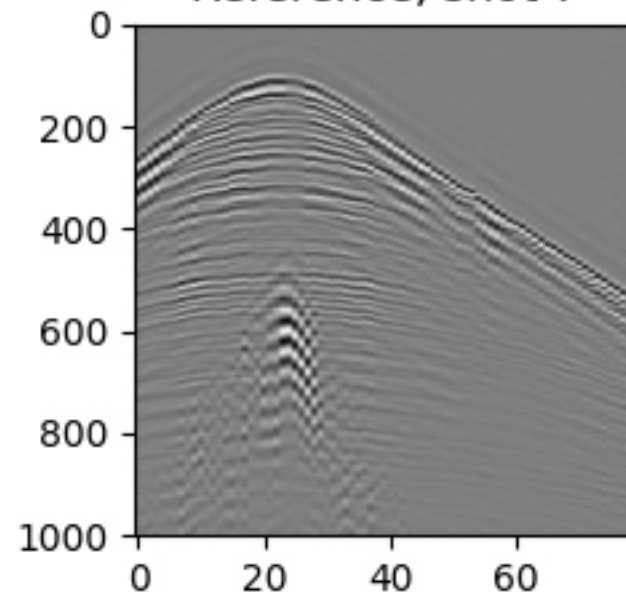
Reference, shot 5


Reconstructed shot 5,
PSNR: 31.34 dB,
SSIM:0.53

Reconstructed shot 4,
PSNR: 31.14 dB,
SSIM:0.49


Reference, shot 4



Reference, shot 7


Reconstructed shot 7,
PSNR: 30.96 dB,
SSIM:0.46
