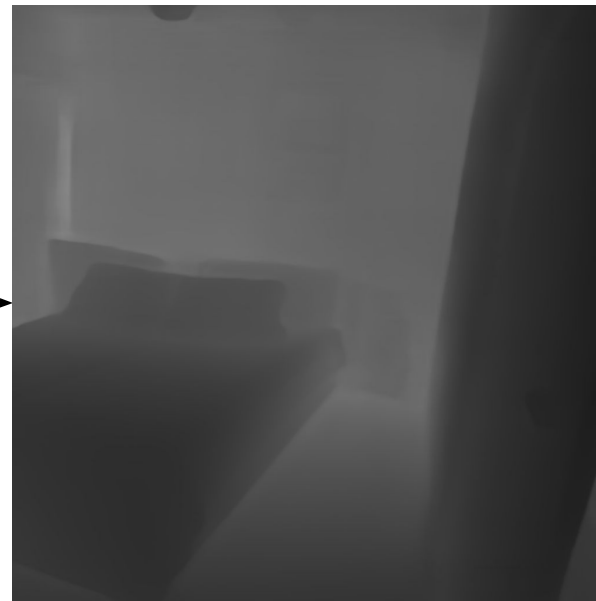


3D scene generation by running DPT on non-overlapping frames showing inconsistency in depth across frames



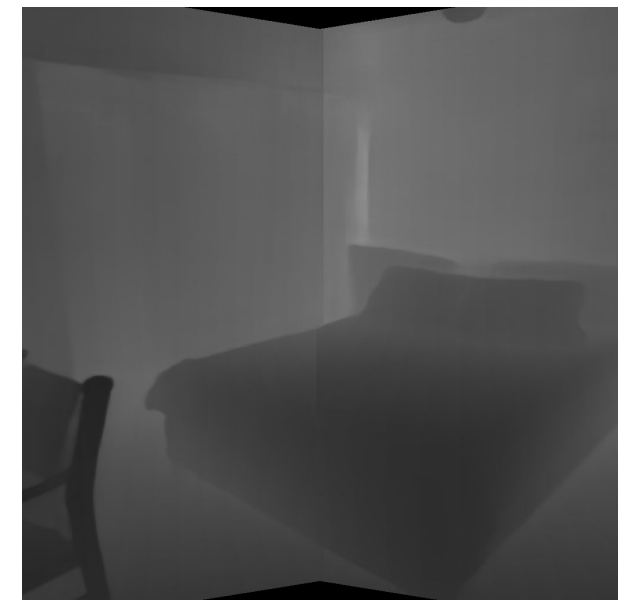
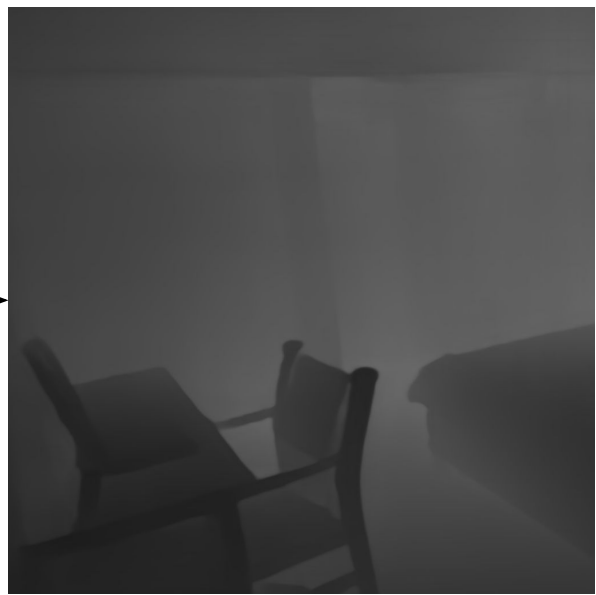
DPT



Build point cloud
and render



DPT



There is a depth discontinuity at frame
boundary