

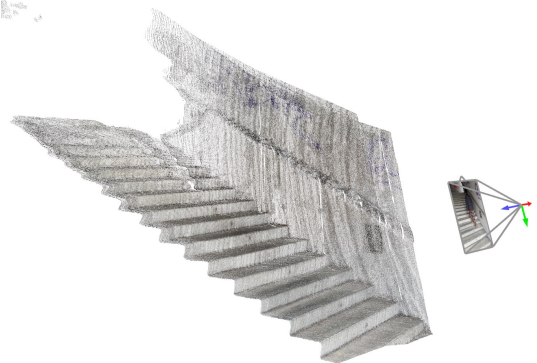
# Input Video



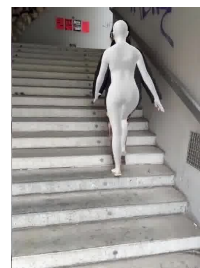
...



## Local Scene Reconstruction



## Human Mesh Recovery



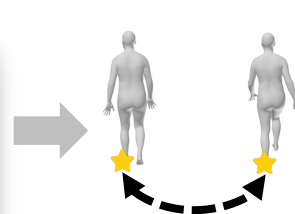
# Joint Optimization

Scene Reconstruction Loss

Contact Scale Loss



Contact Static Loss



SMPL Prior Loss

# 4D Human-Scene Reconstruction

