



input source video frame



input target



output target animation



output compositing video

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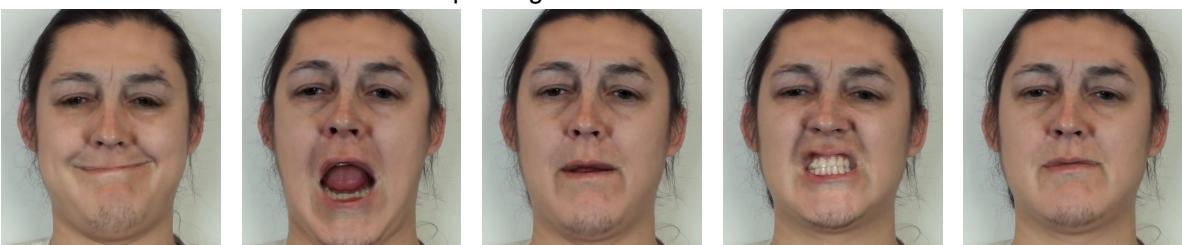
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