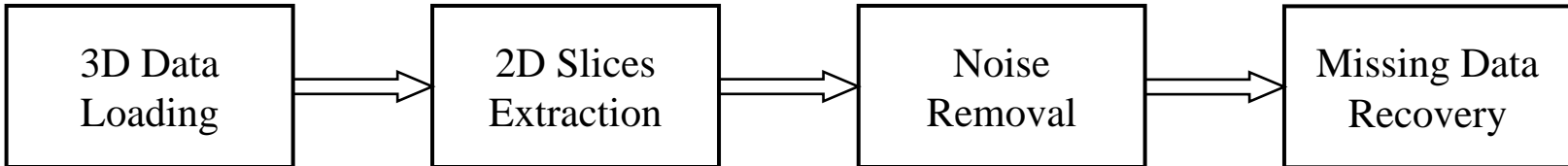
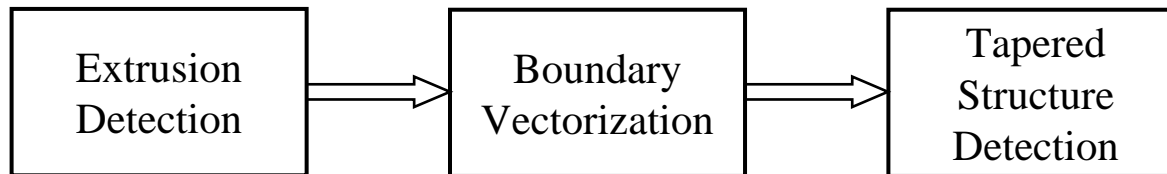


Pre-processing



Lightweight 3D Reconstruction



Post-processing

