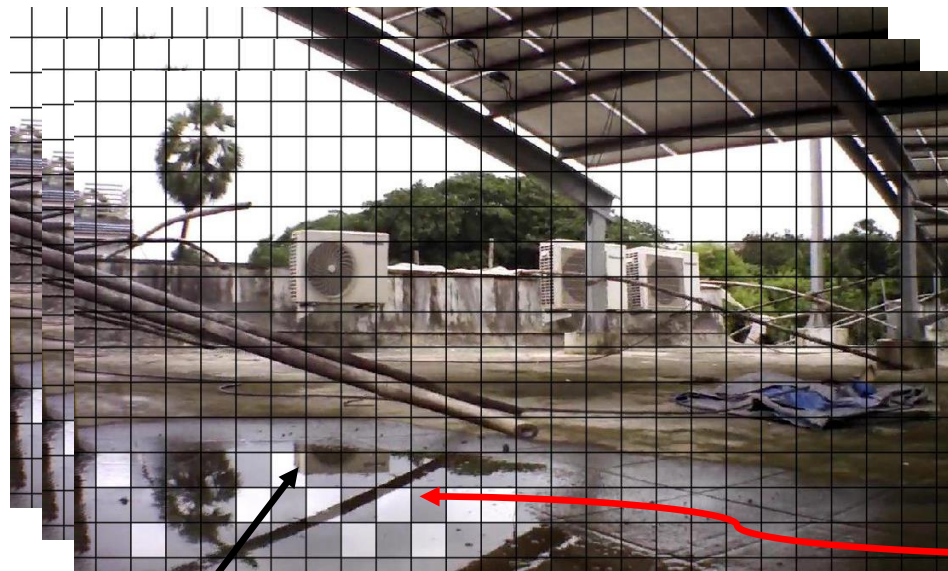
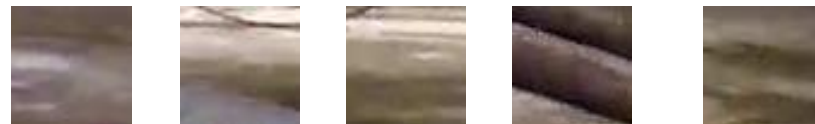


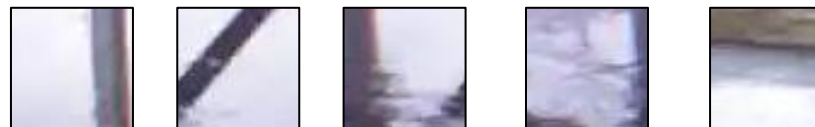
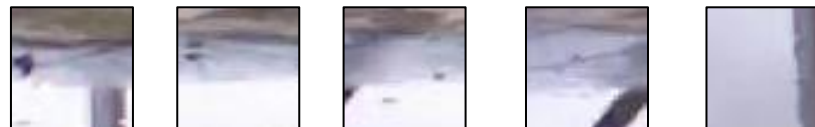
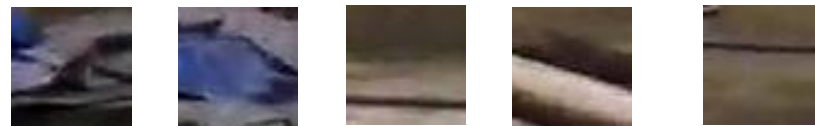
Input Frames from video



Area marked up  
by user



Blocks from non-puddle region



Blocks from puddle region