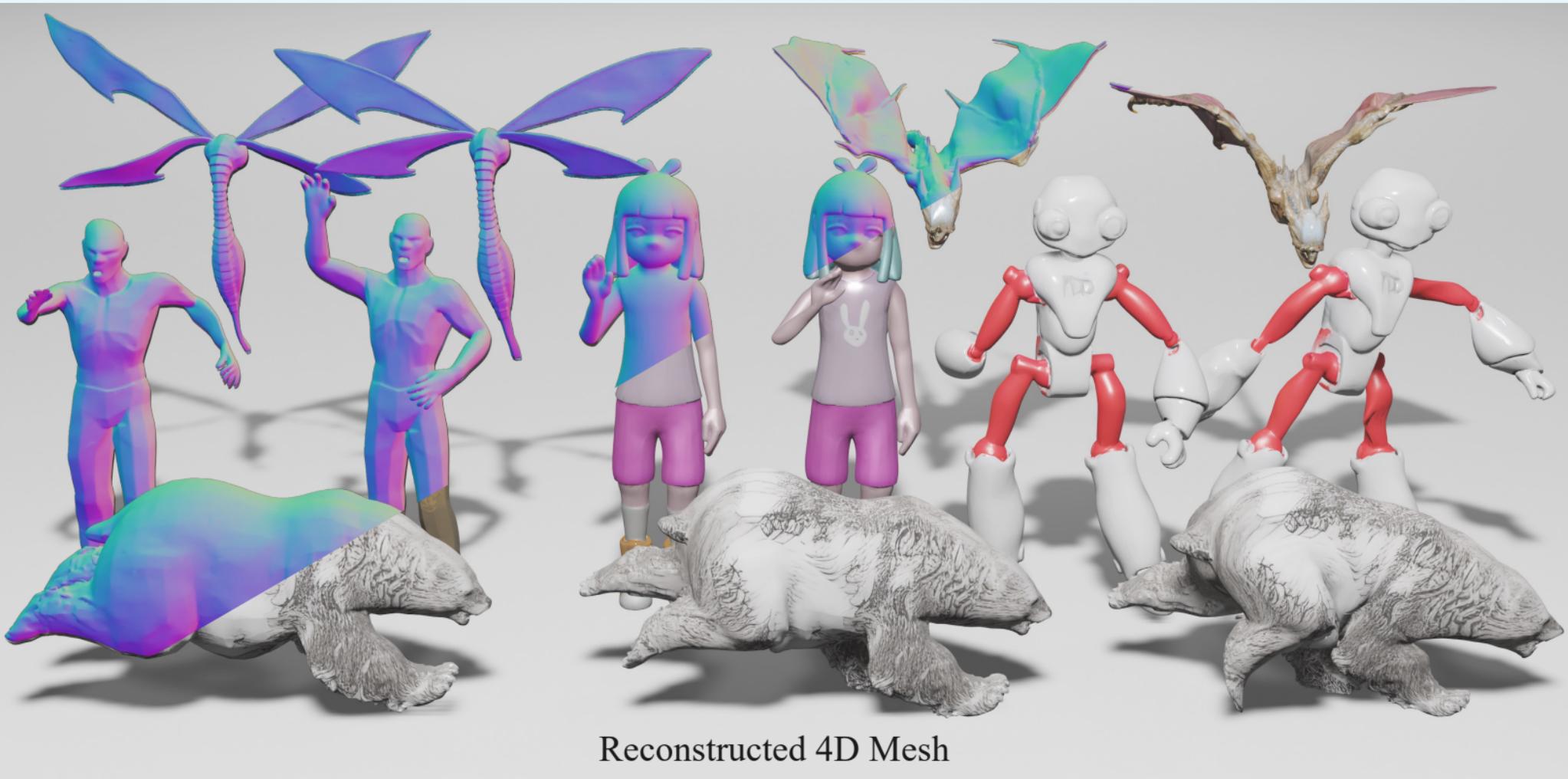


Input: Monocular RGB Video



Reconstructed 4D Mesh