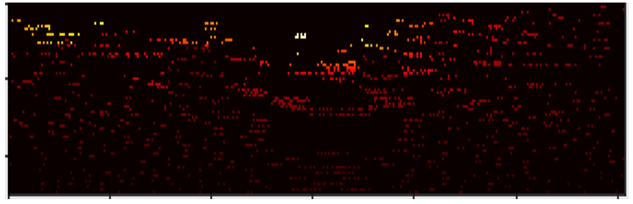
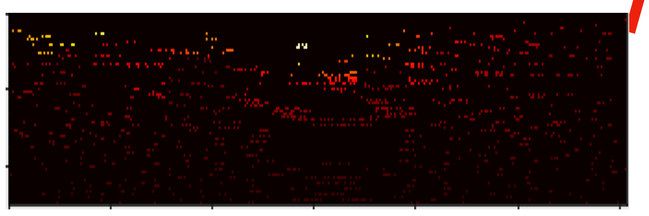
RGB image (not used in algorithm)

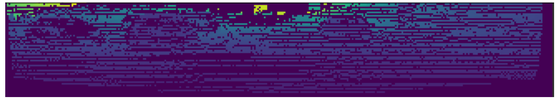
sparse depth



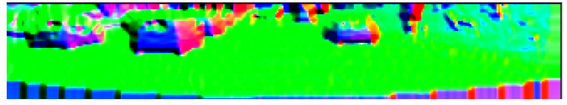
outlier removal



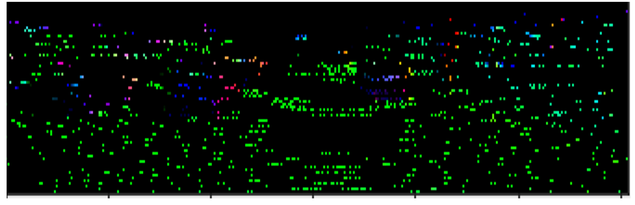
project on spherical coordinate



calculate normal



project normal on image

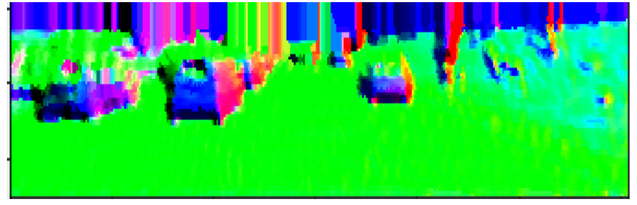


DT

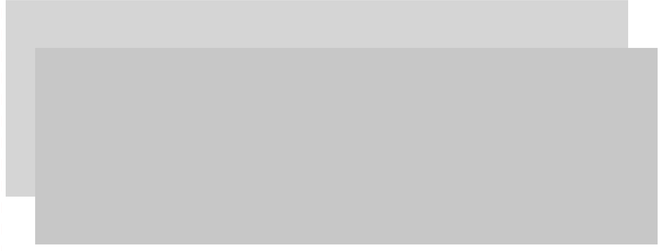
add residual & smooth

result depth

nearest value



normal vector



offsets

$(\Delta\mu, \Delta\nu)$