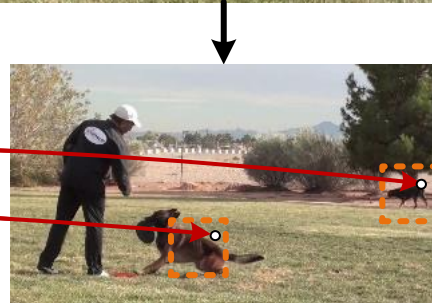


Target frame



Reference frame



Occlusion mask