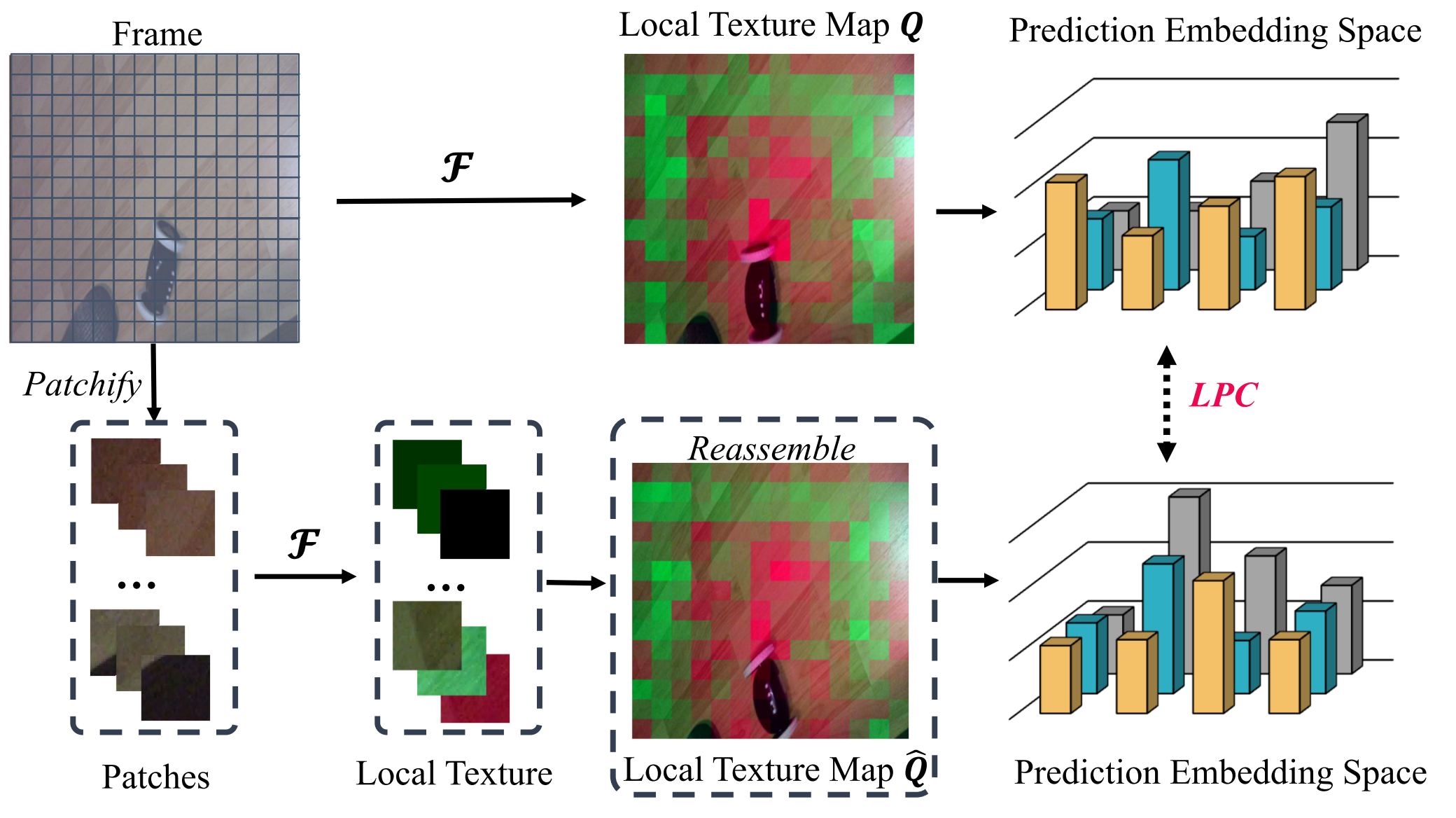
Frame
Local Texture Map Q
Prediction Embedding Space
$\mathcal{F}$
Patchify
LPC
Reassemble
$\mathcal{F}$
Patches
Local Texture
Local Texture Map $\hat{Q}$
Prediction Embedding Space