$$\mathcal{L}_{appearance}^1 + \cdots + \mathcal{L}_{appearance}^l + \cdots = \mathcal{L}_{appearance}$$

$G^1 \quad \hat{G}^1 \quad \cdots \quad G^l \quad \hat{G}^l \quad \cdots$

synthesized
(T$_{out}$xHxWx3)

T

$\mathbf{A}^1 \quad \hat{\mathbf{A}}^1 \quad \quad \mathbf{A}^l \quad \hat{\mathbf{A}}^l$

appearance stream

dynamics stream

$\mathbf{D}^1 \quad \hat{\mathbf{D}}^1 \quad \quad \mathbf{D}^l \quad \hat{\mathbf{D}}^l$

$+ \quad = \quad \mathcal{L}_{dynamic\ texture}$

$T-1$

input
(TxHxWx3)

$G^1 \quad \hat{G}^1 \quad \cdots \quad G^l \quad \hat{G}^l \quad \cdots$

$$\mathcal{L}_{dynamics}^1 + \cdots + \mathcal{L}_{dynamics}^l + \cdots = \mathcal{L}_{dynamics}$$