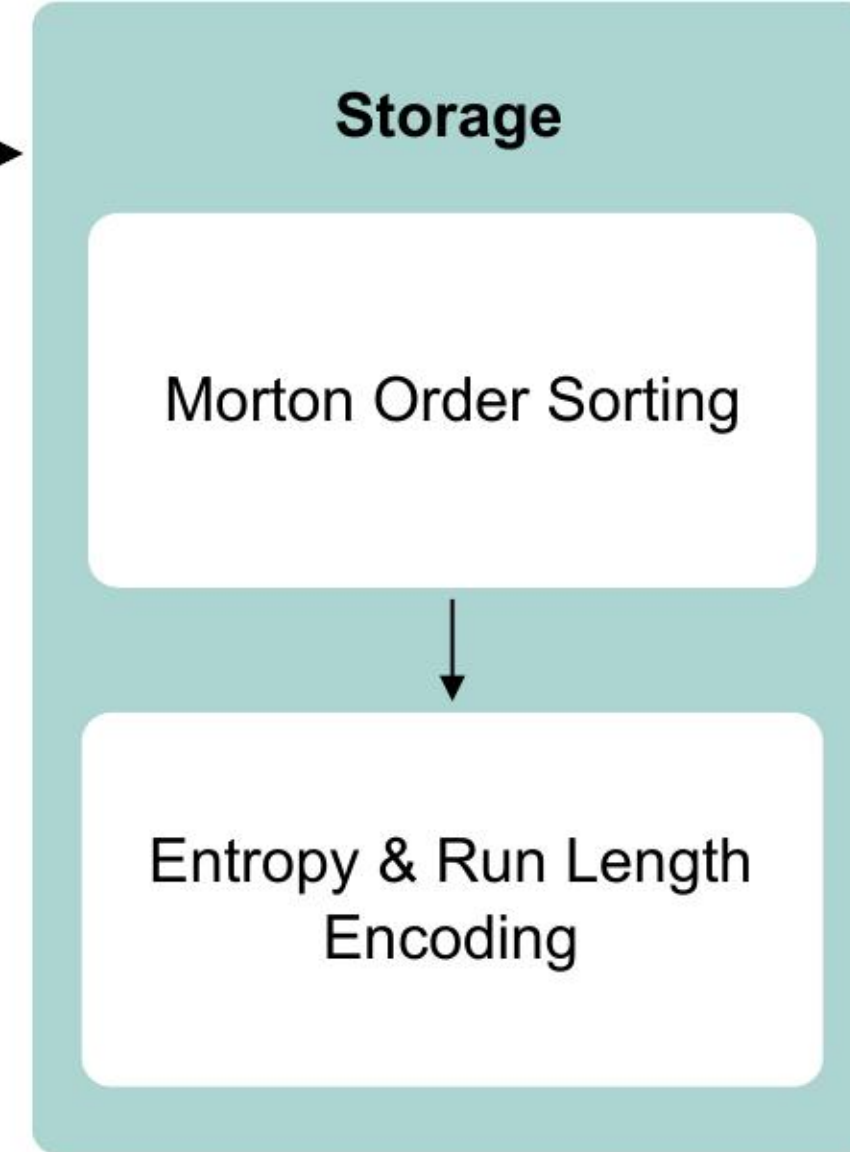
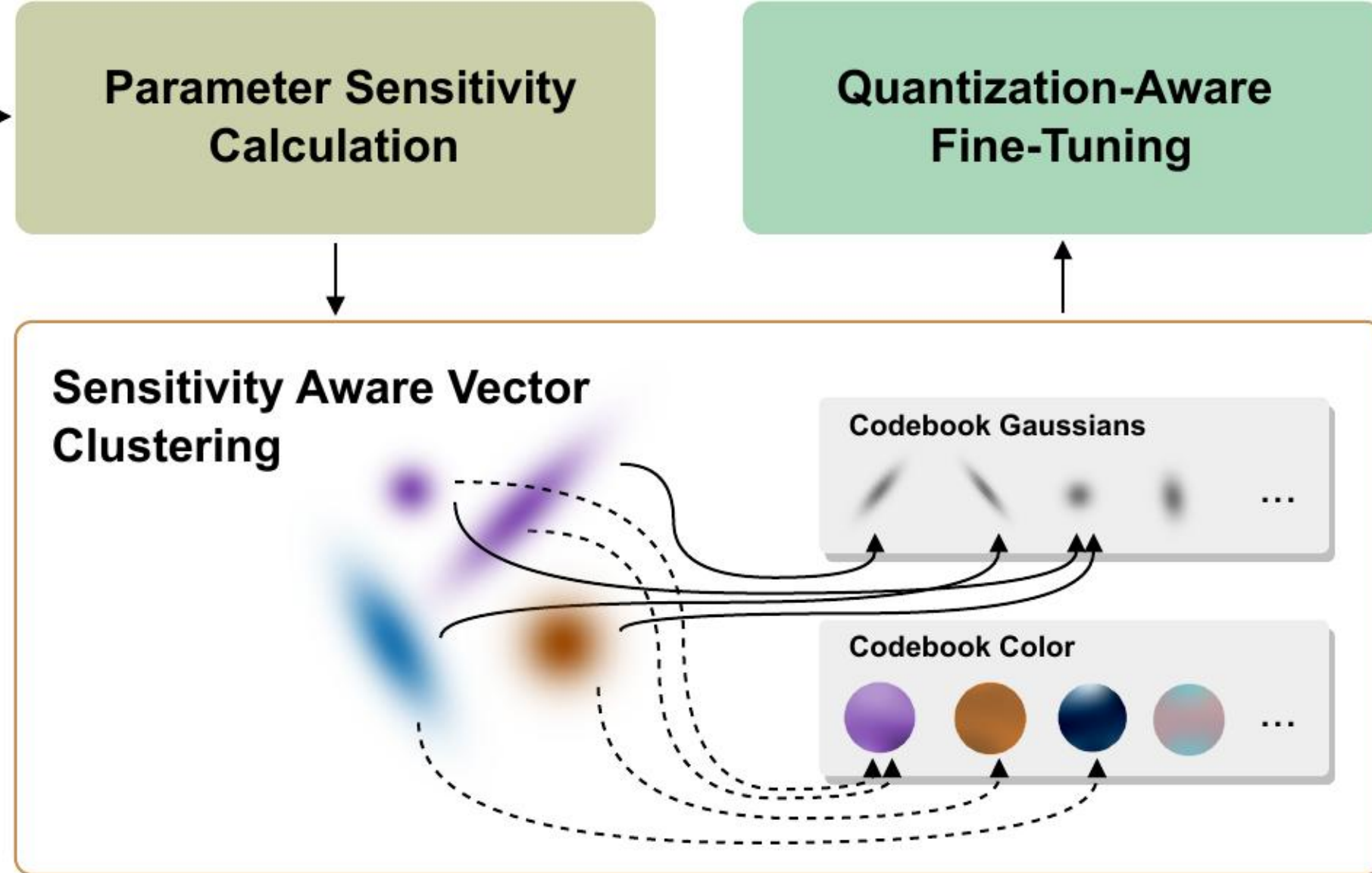




Reconstructed Scene



Compressed Scene