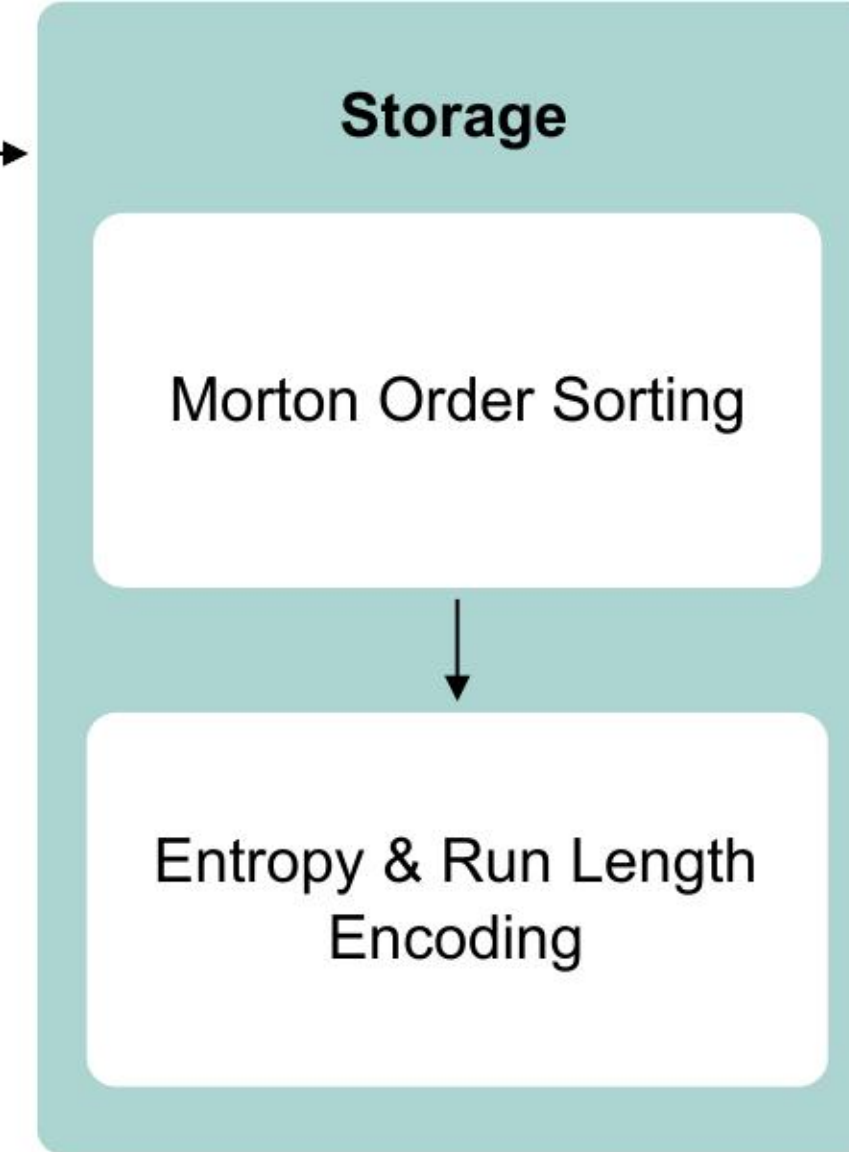
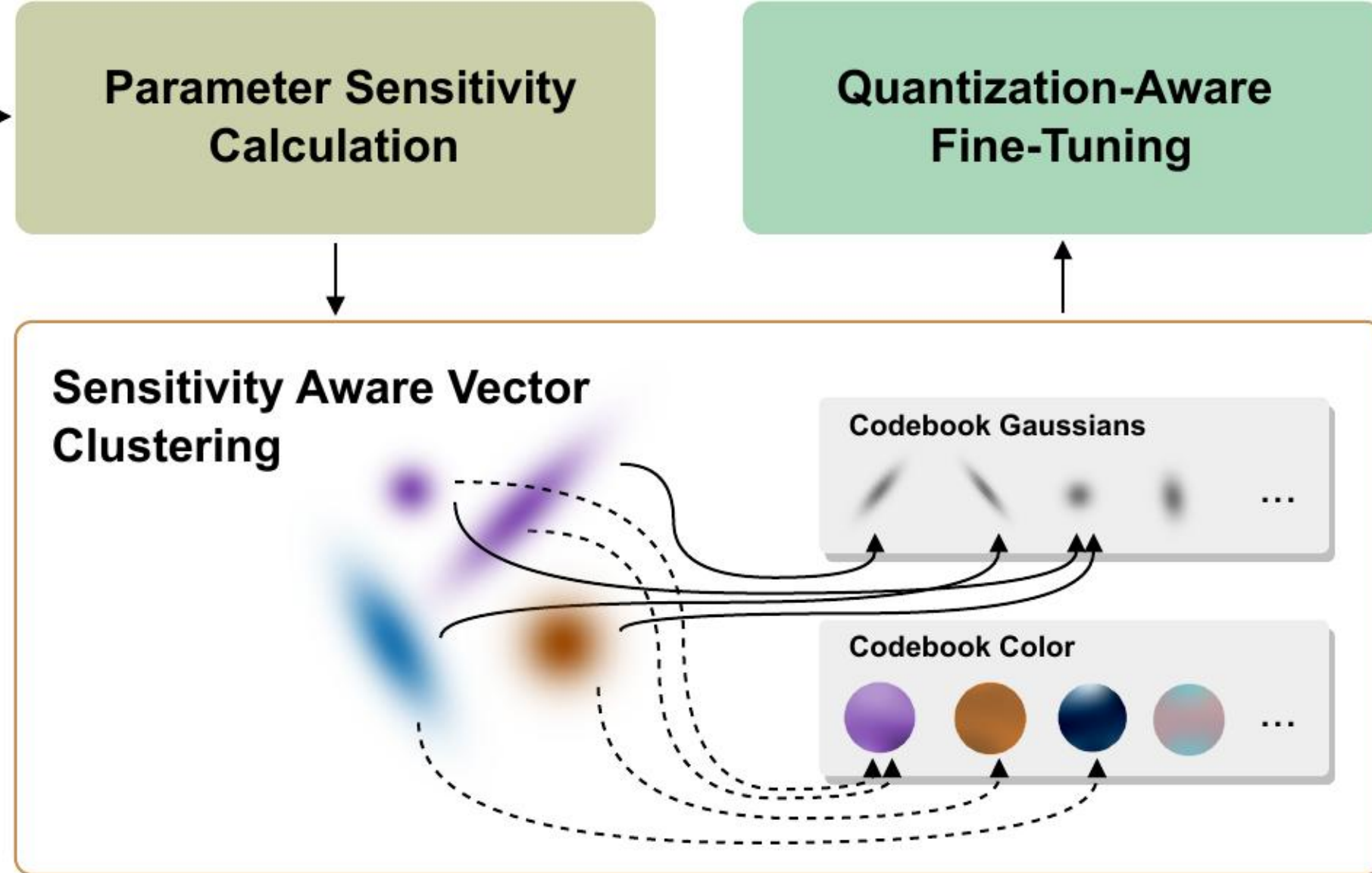




**Reconstructed Scene**



**Compressed Scene**