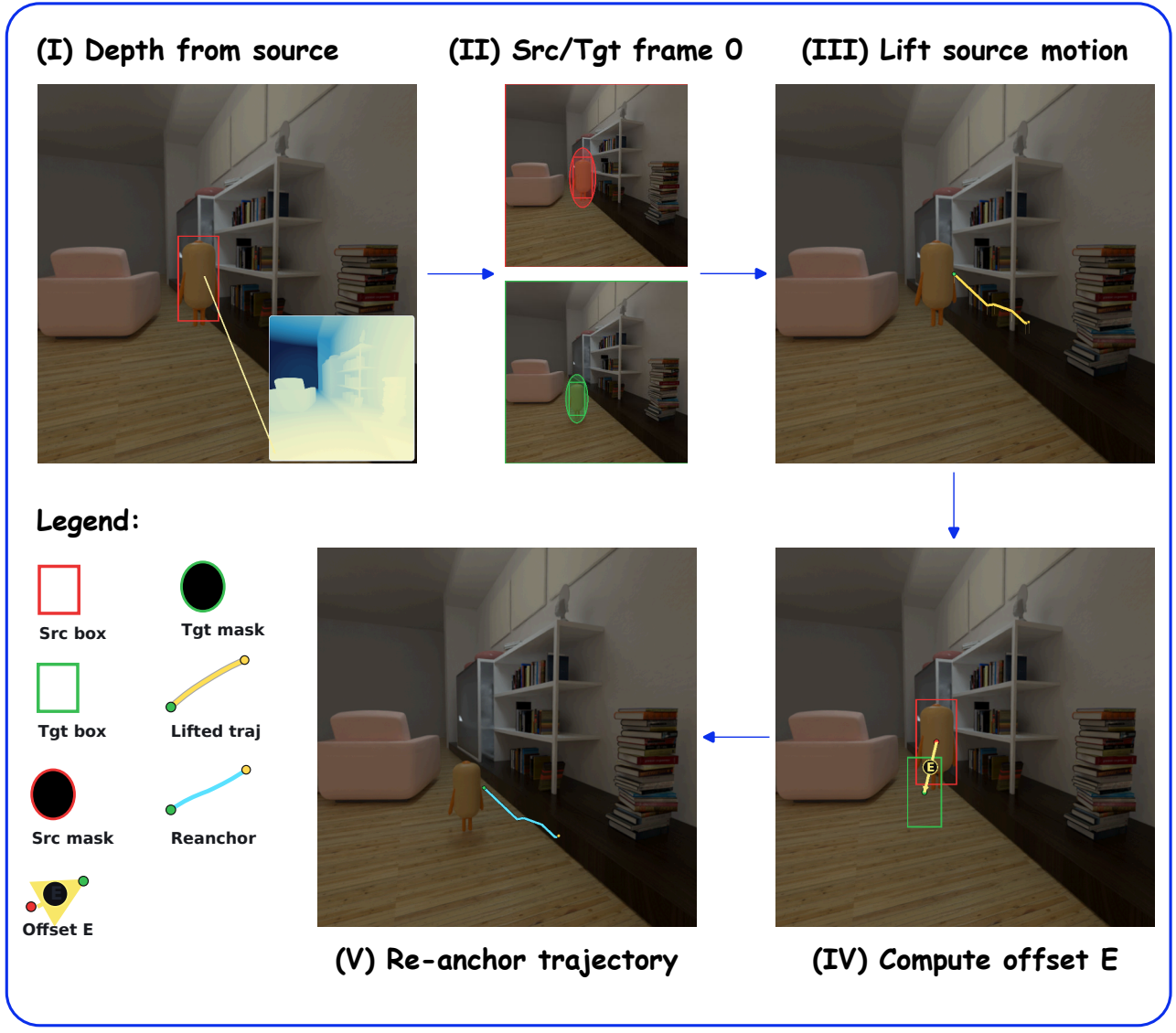
(I) Depth from source
(II) Src/Tgt frame 0
(III) Lift source motion
Legend:
Src box
Tgt mask
Tgt box
Lifted traj
Src mask
Reanchor
Offset E
(V) Re-anchor trajectory
(IV) Compute offset E