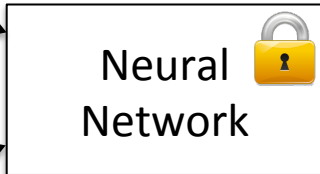




Previous frame



Current frame



Frozen weights



Current frame  
tracking output