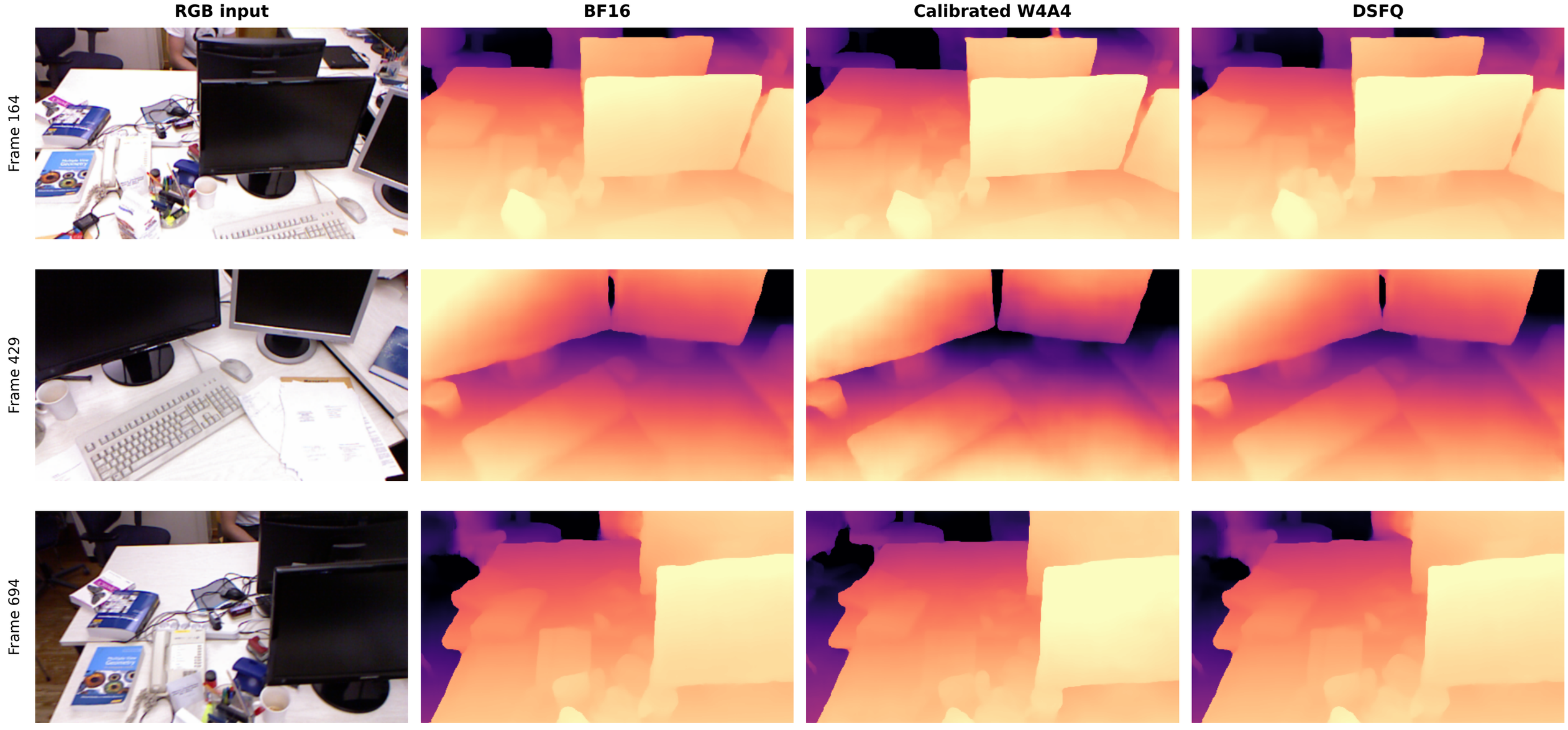

RGB input
BF16
Calibrated W4A4
DSFQ
Frame 164
Frame 429
Frame 694
Relative depth · per-frame median normalization · shared colors within each row · no confidence mask
Near
Far