

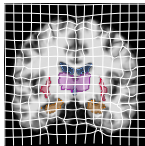
Moving



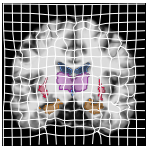
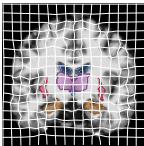
Fixed



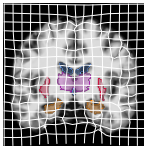
MSE



NCC

 NCC_{sup} 

VGG

 $DeepSim_{ae}$  $DeepSim_{seg}$ 