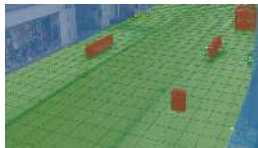




Pedestrian Renderings



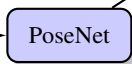
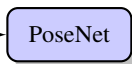
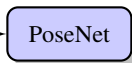
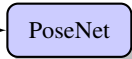
Scene Geometry



Scene Simulation



Region  
Specific  
Patches



Region-  
Specific  
PoseNet



Detection Result