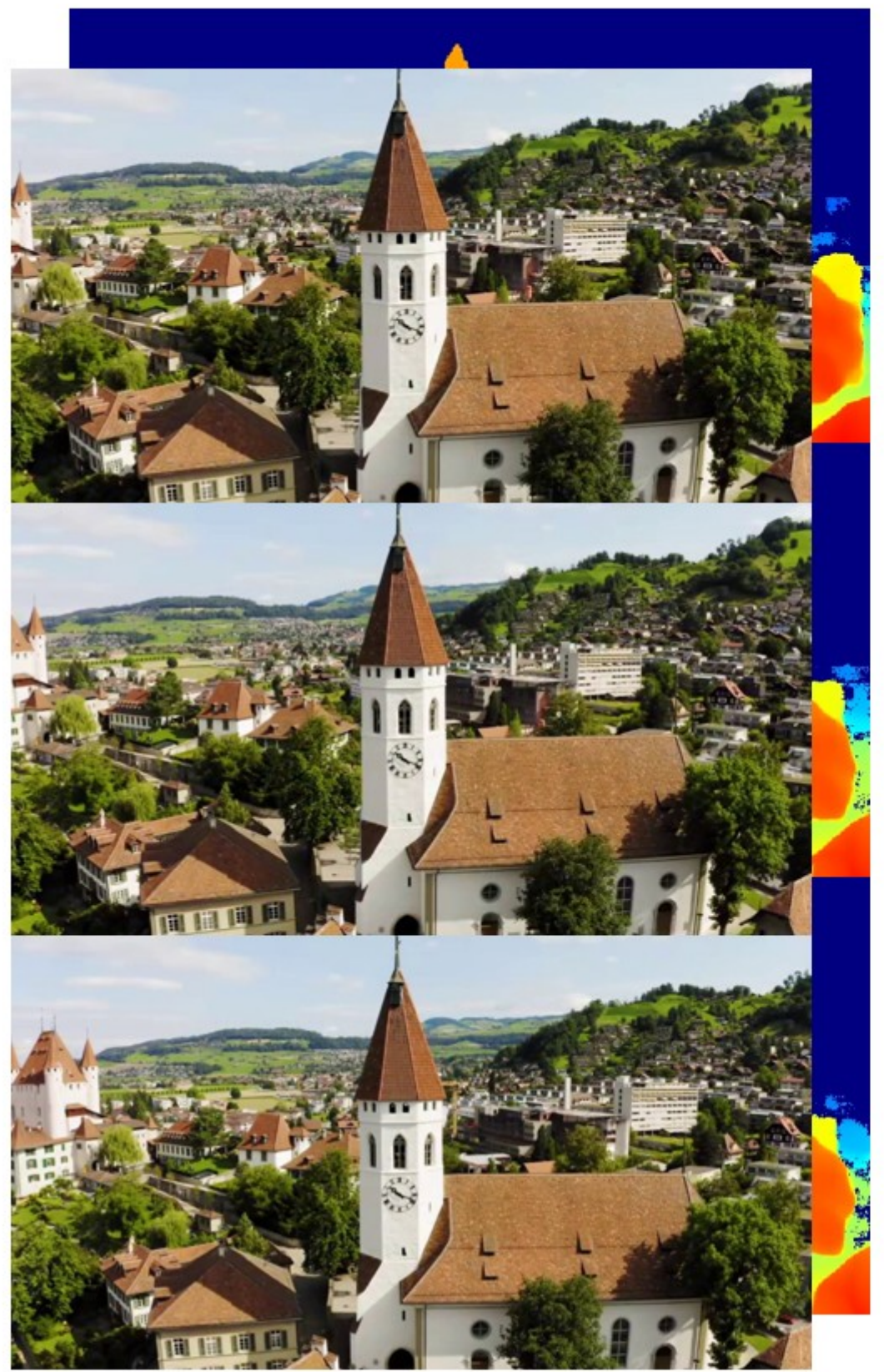
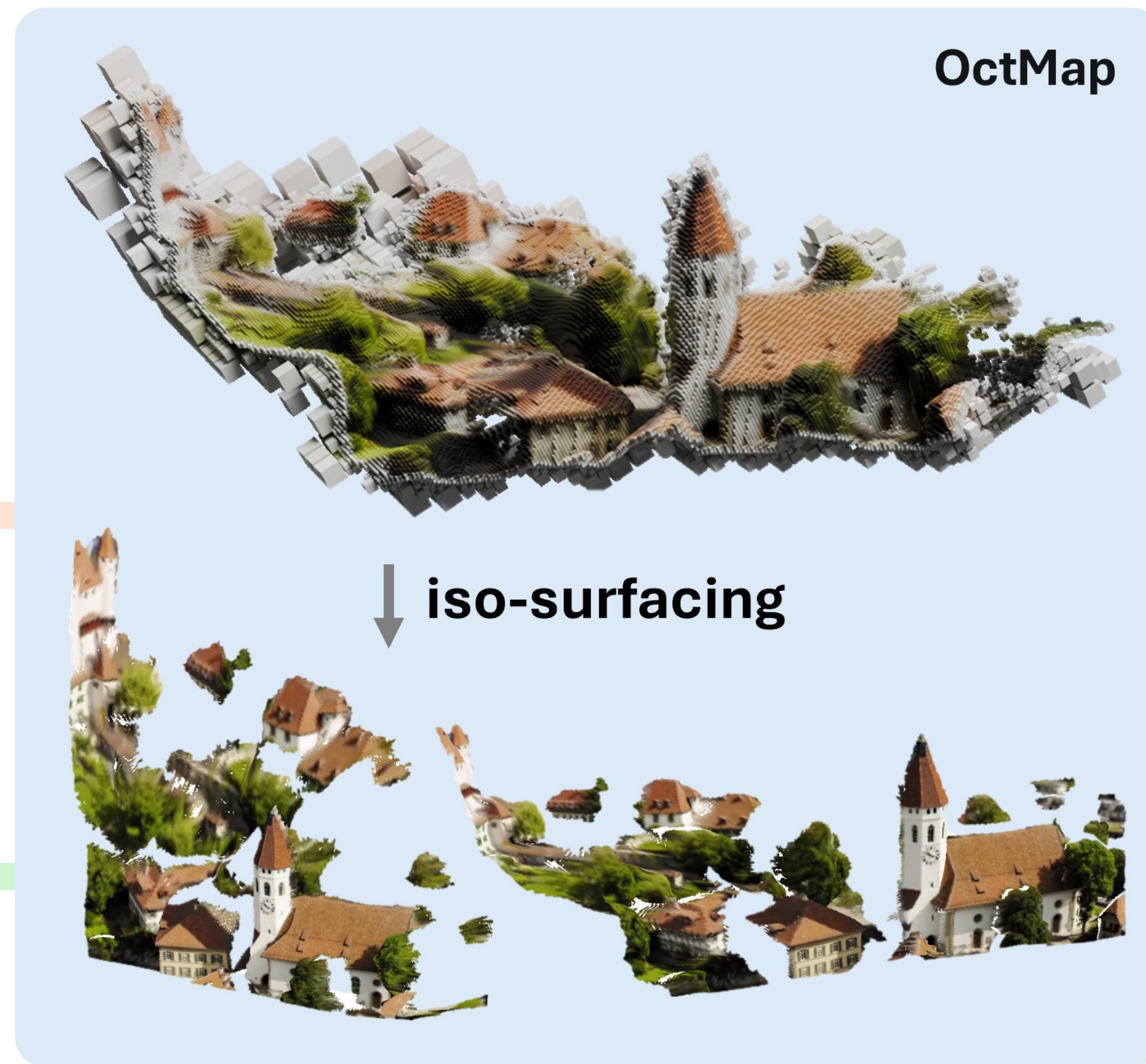
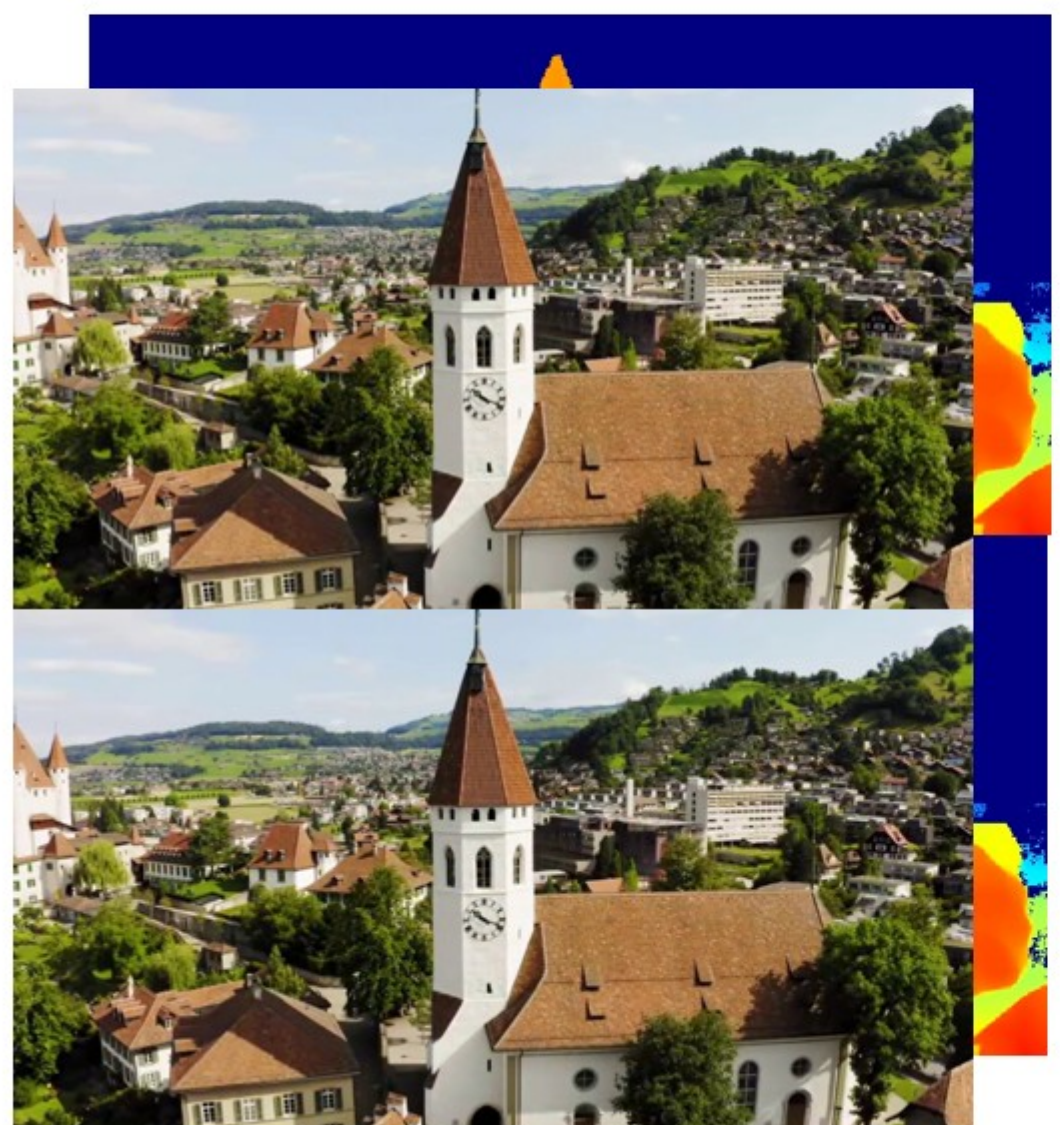


History frames



reproj. &
fusion

Target frames



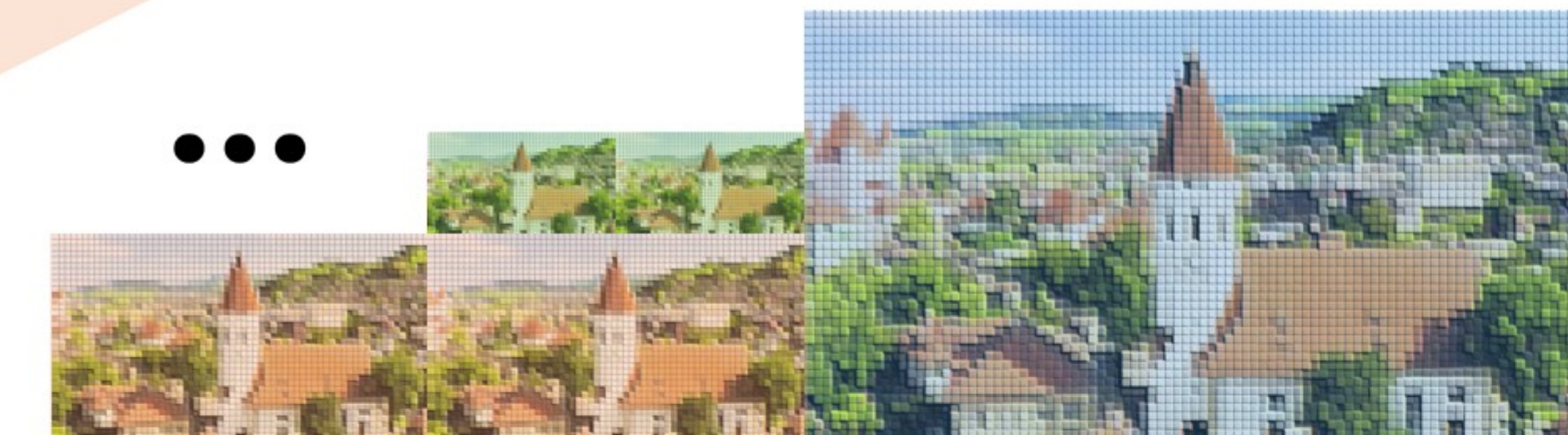
render to
target



encode &
noise aug

$+\varepsilon_\alpha$

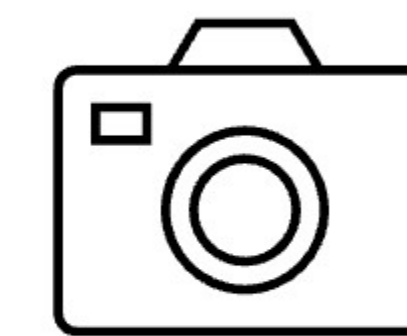
encode &
pack



$+\varepsilon_\alpha$

encode & add noise ε_t

Add Raymap



Control
blocks

Transformer
blocks