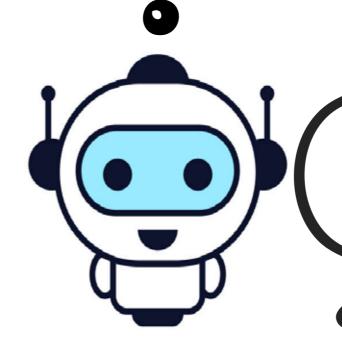


would imagine that in 4D, the scene looks like. From the camera's perspective, in what direction is the car moving?

Obviously, the car is moving to the *right*!



The car is moving to the *left*.

<lmg1><lmg2>... From the 2D

features across time....