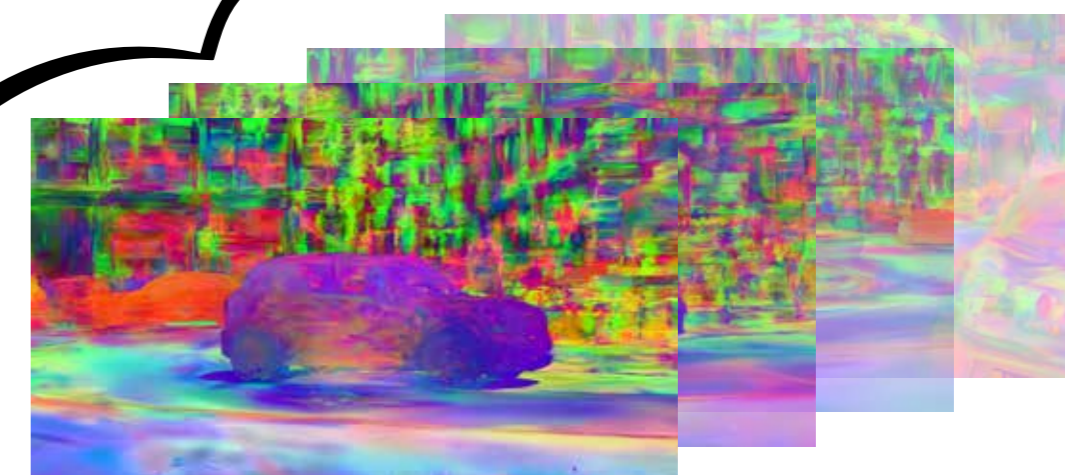




I would imagine that
in 4D, the scene looks like ...



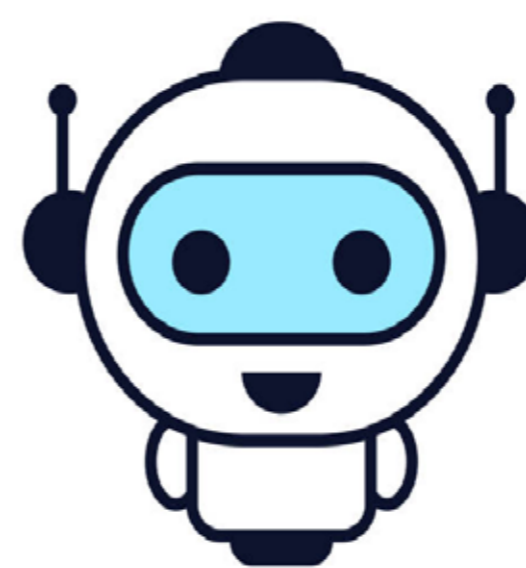
*From the camera's perspective,
in what direction is the
car moving?*



<Img1><Img2>... From the 2D
features across time....

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

Human



The car is moving to the **left**.

VLM