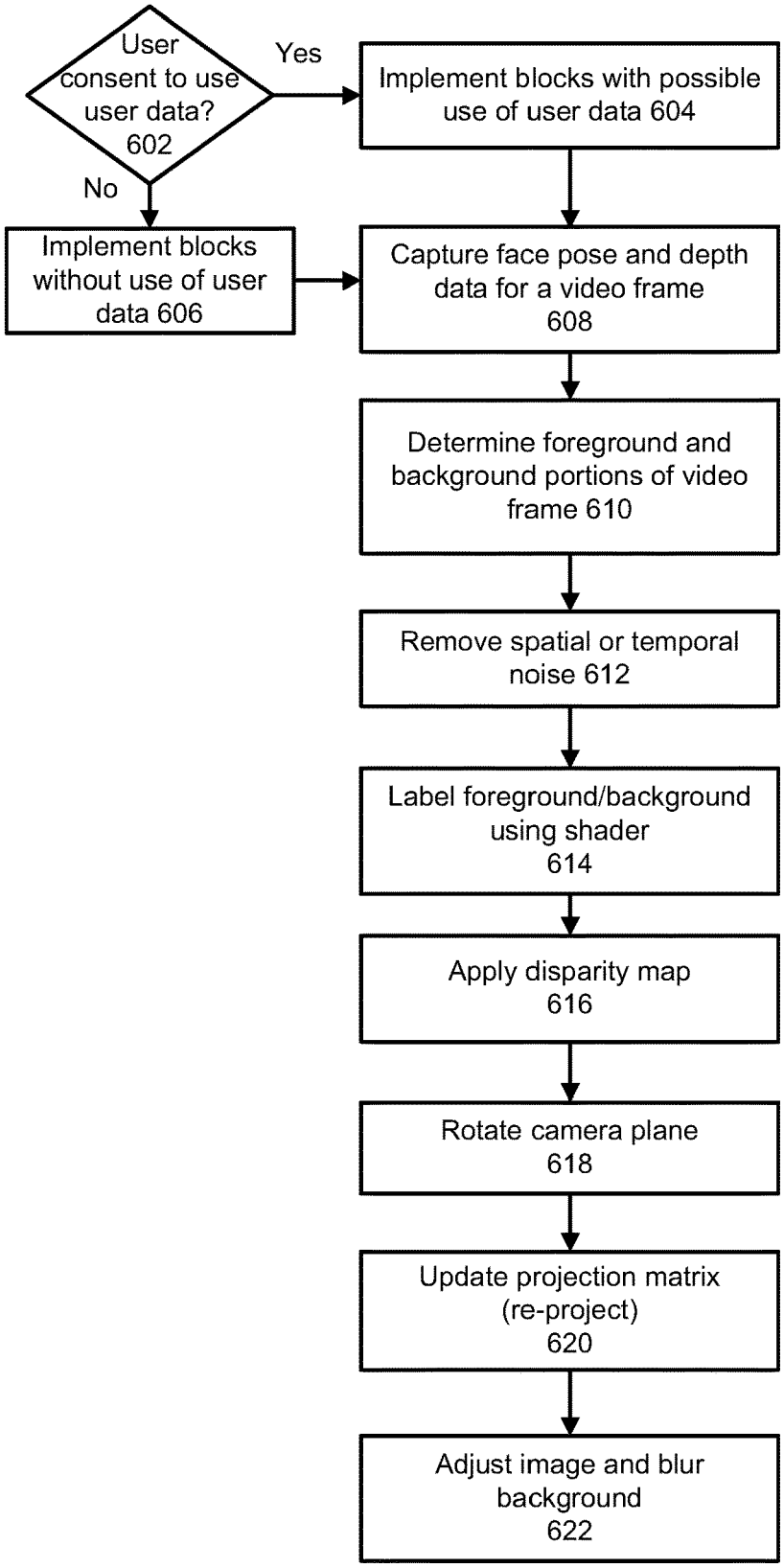
User consent to use user data? 602
Yes
No
Implement blocks with possible use of user data 604
Implement blocks without use of user data 606
Capture face pose and depth data for a video frame 608
Determine foreground and background portions of video frame 610
Remove spatial or temporal noise 612
Label foreground/background using shader 614
Apply disparity map 616
Rotate camera plane 618
Update projection matrix (re-project) 620
Adjust image and blur background 622

FIG. 6