Egocentric video capture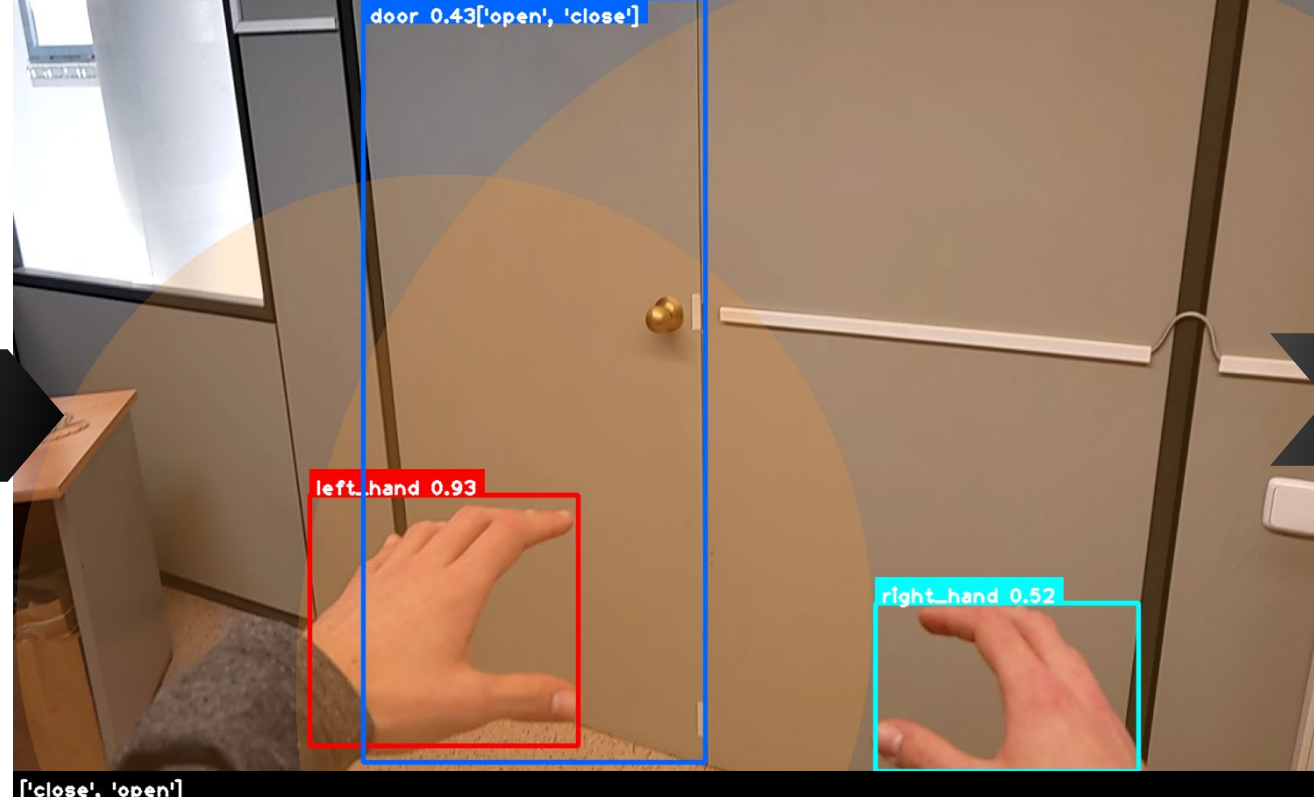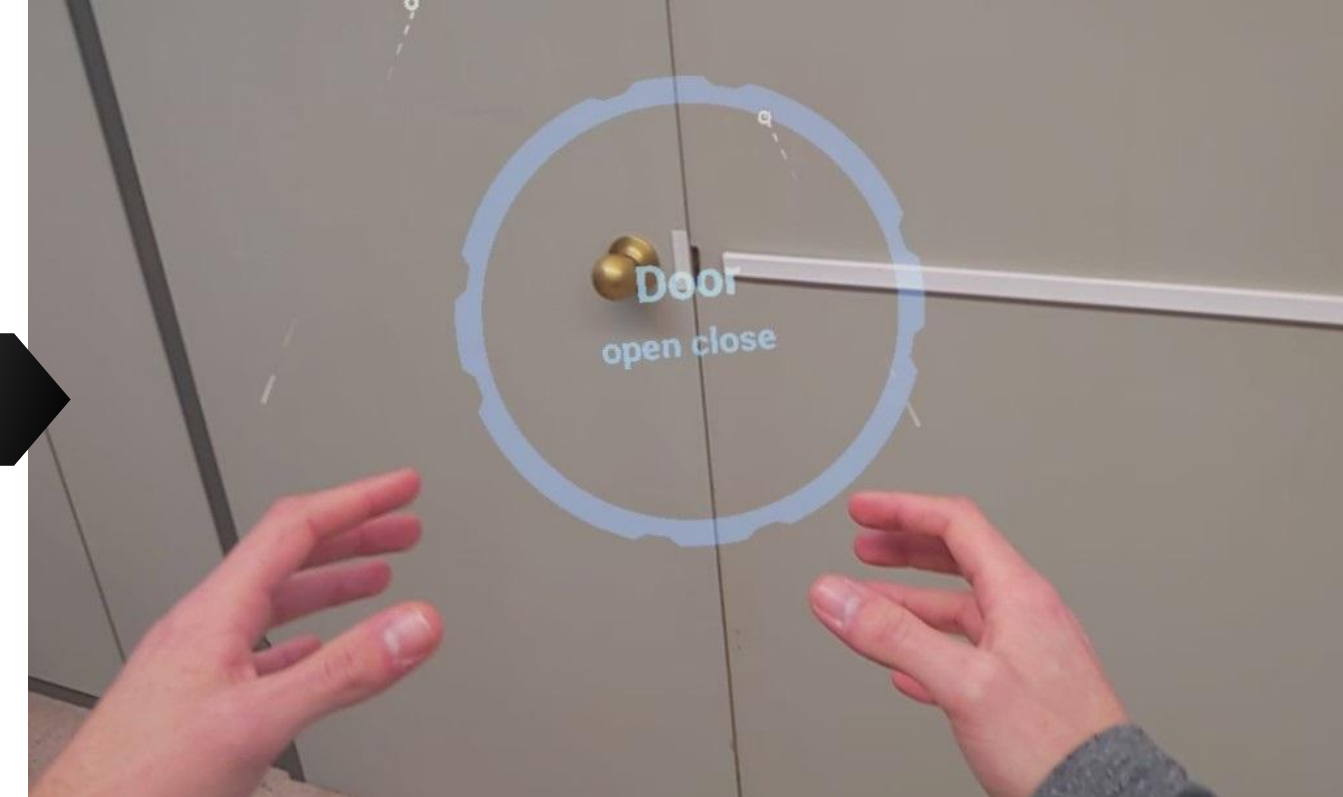   **Object and action prediction**   **Visualization and interaction with objects**