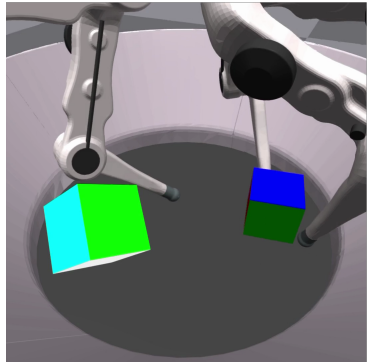
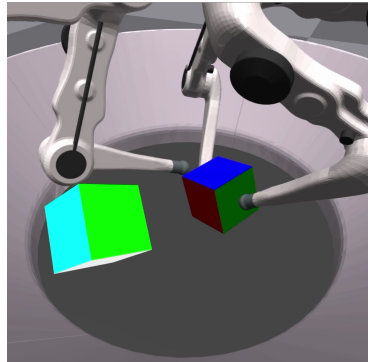


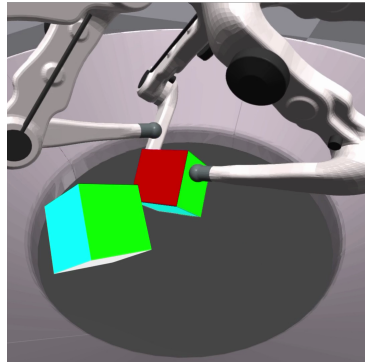
Simulation



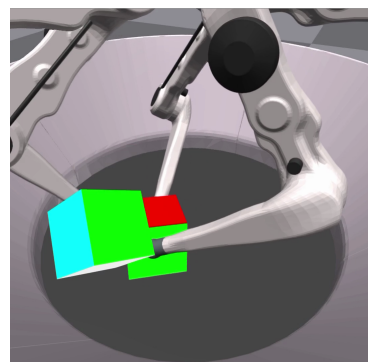
Initial Grasp



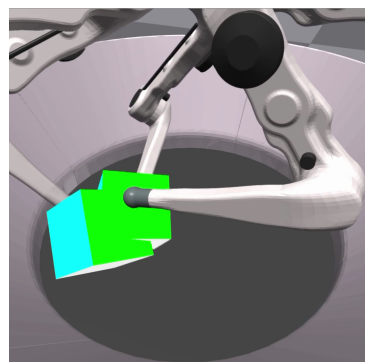
Flick to reorient



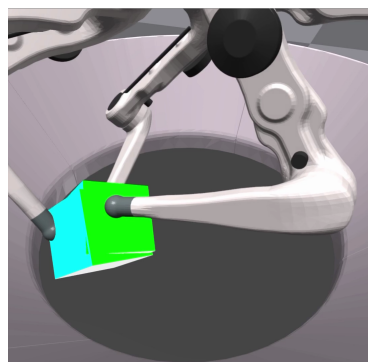
2nd reorientation



Drop & Regrasp

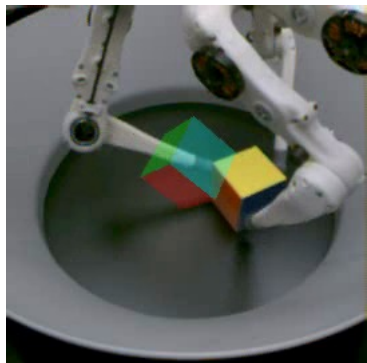


Lift + in-hand
reorientation

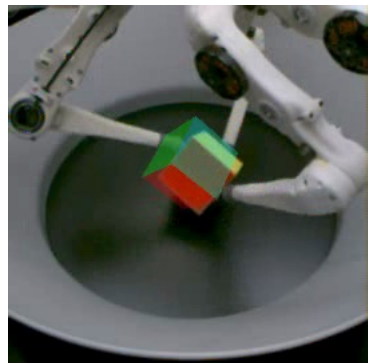


Fine correction

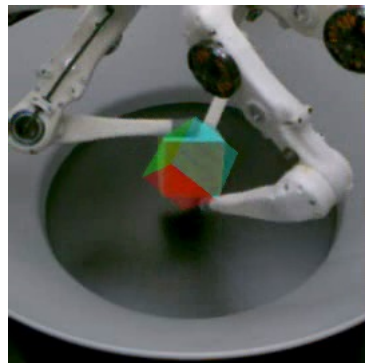
Reality



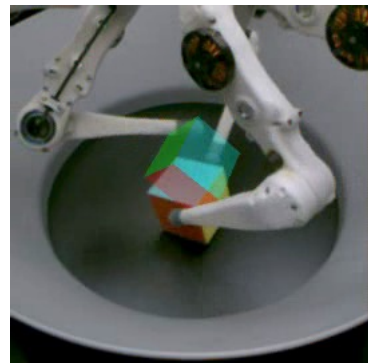
Initial Grasp



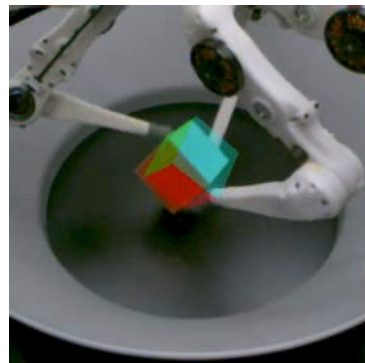
Initial Lifting



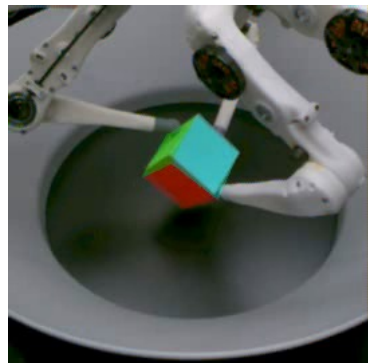
Reorientation



Drop & Regrasp



Lift



Fine correction