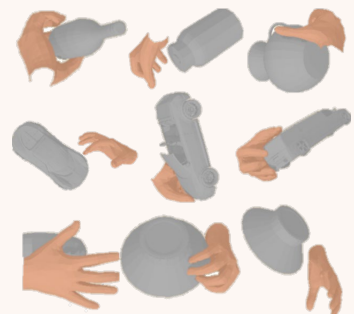


## SimGrasp



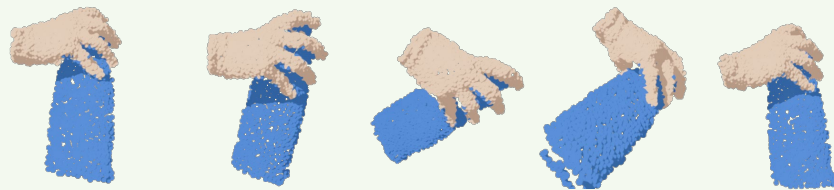
Diverse grasping poses



Simulated point cloud

(a) Simulated Training

## HO3D



Input: Point Cloud



Output: Reconstructed mesh



...

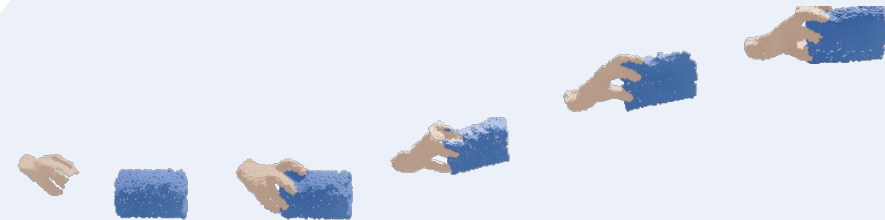


...

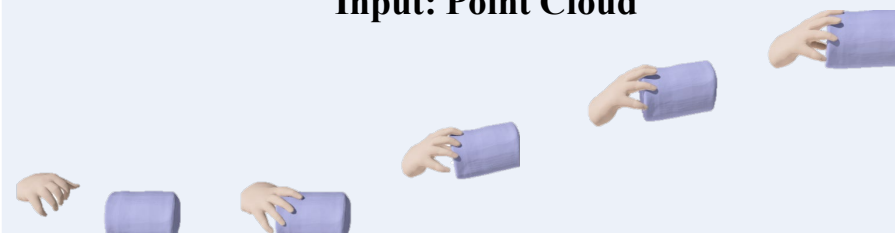


Overlay on RGB

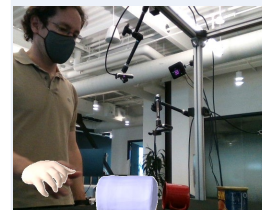
## DexYCB



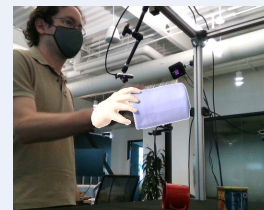
Input: Point Cloud



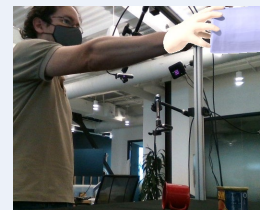
Output: Reconstructed mesh



...



...



Overlay on RGB

(b) Real World Testing