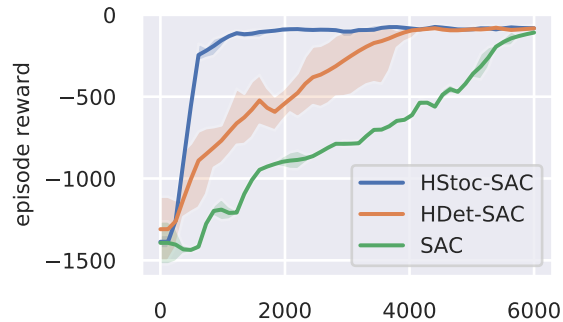
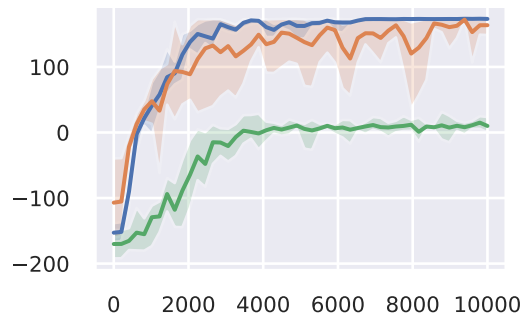


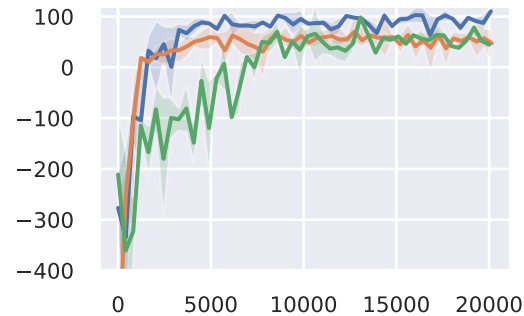
PendulumEnv



InvertedPendulumSwingupBulletEnv



LunarLanderContinuousEnv



HopperBulletEnv

