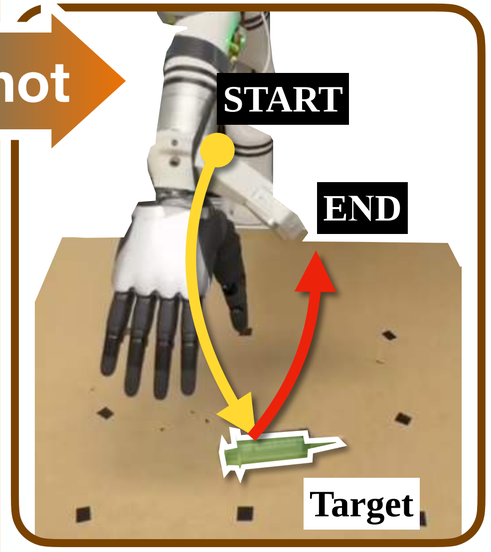
# Simulation

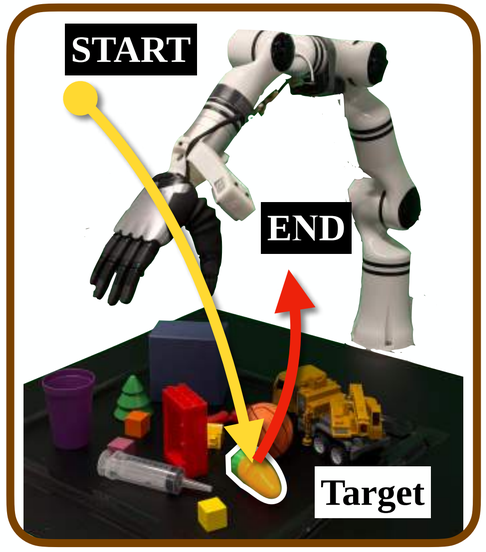
Zero-Shot

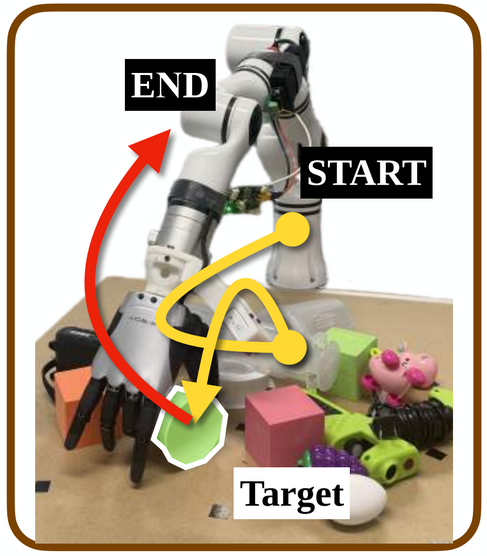
Single E2E Policy

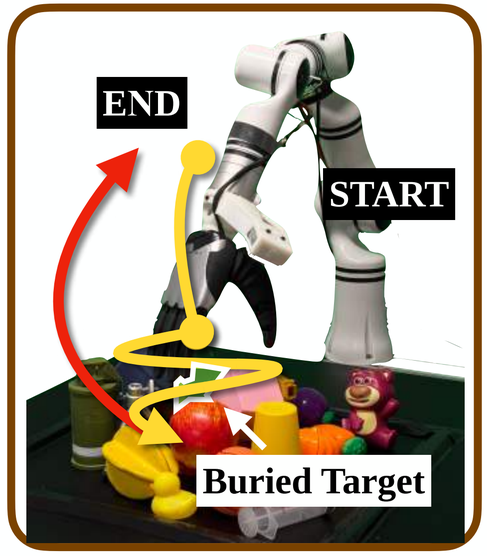
# Real World

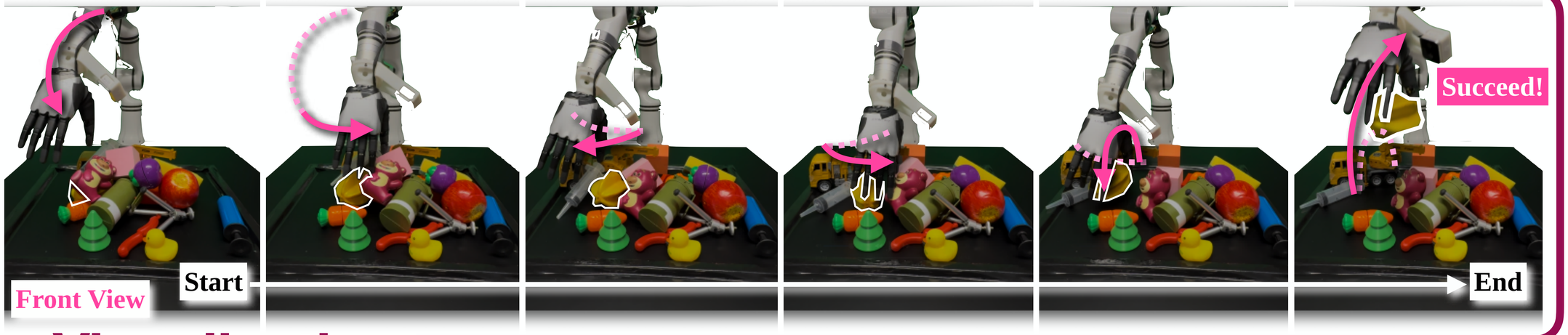
Target Reach Grasp&Lift




Any Single Object → Any Clutter Density → Any Dense Clutter Scene

# Trajectory Visualization