

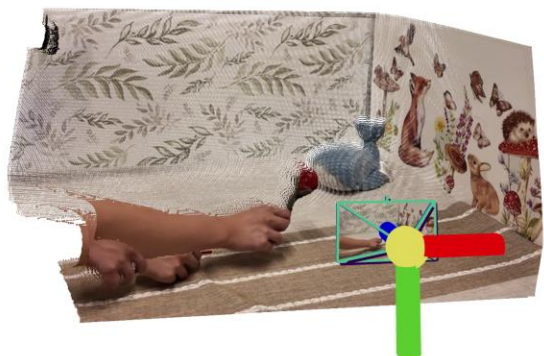
Video Frames



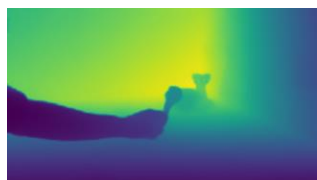
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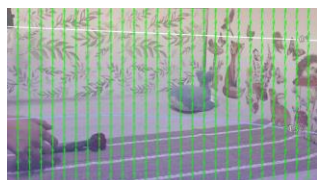
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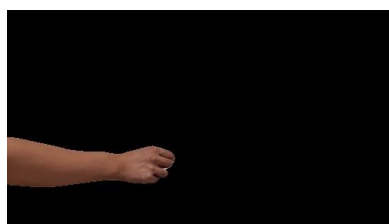
Dynamic Reconstruction



Metric Scale Align



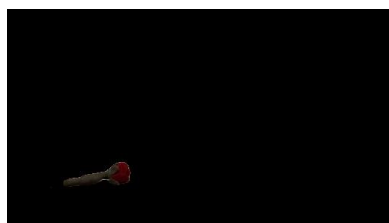
Gravity Align



Mask (Interactor)



Static Scene



Mask (Target)



Mesh (Target)



Scene Mesh



Object Mesh

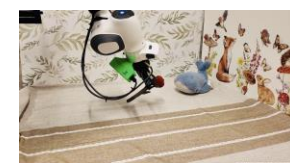


Trajectory

Simulation Training



...



Real-world
Deployment