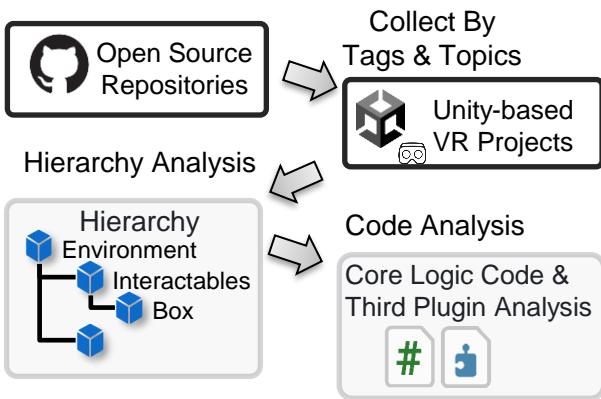
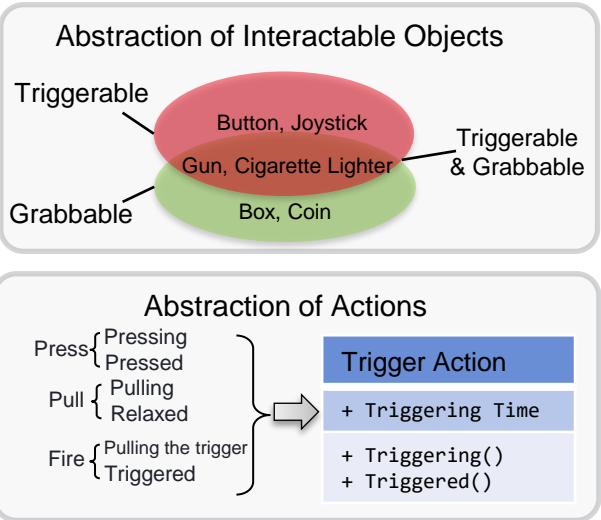


A Project Collection & Analysis (§3.1)

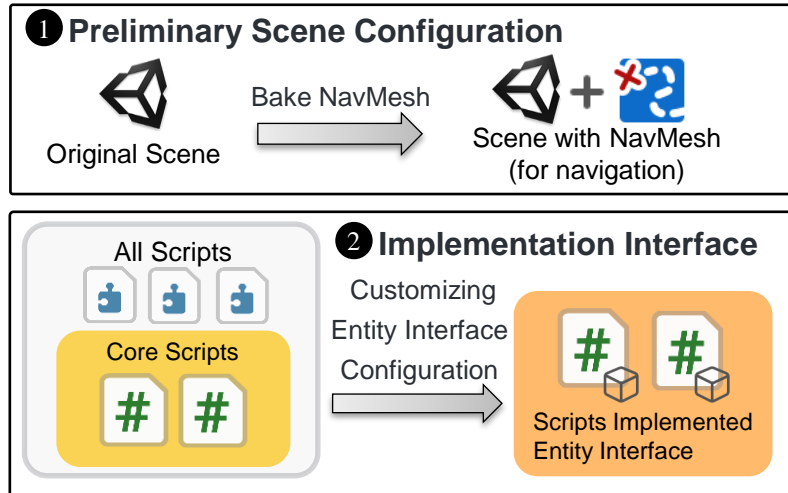


extract the abstraction model

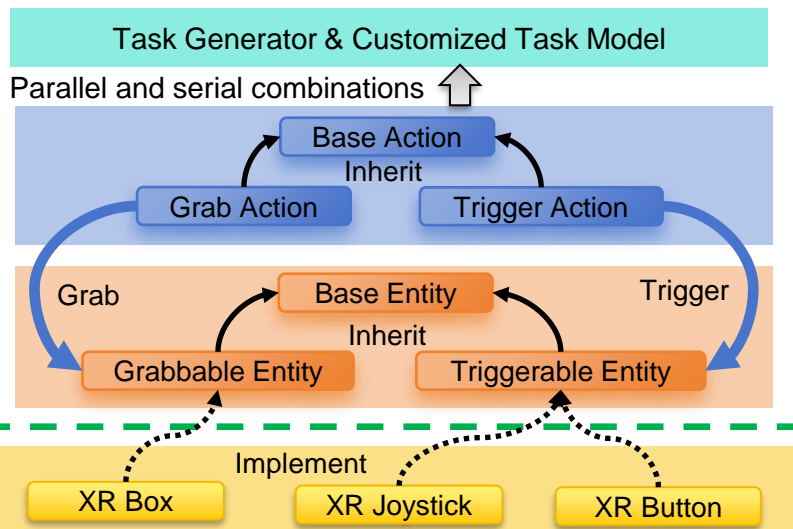
B Model Abstraction (§3.2)



D VRExplorer Test (§3.4)



C EAT Framework (§3.3)



3 Behavior Execution and Scene Exploration

