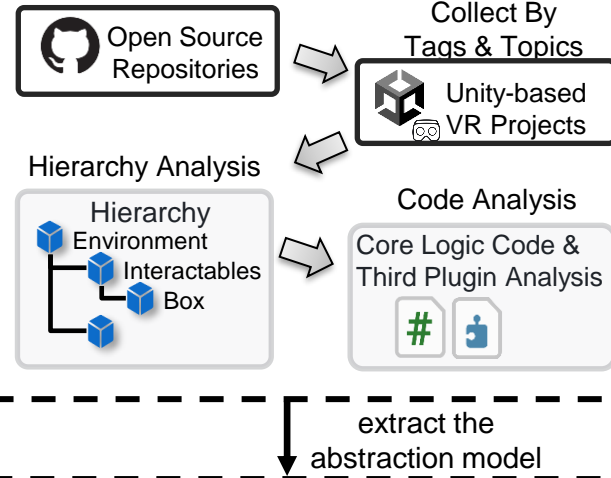
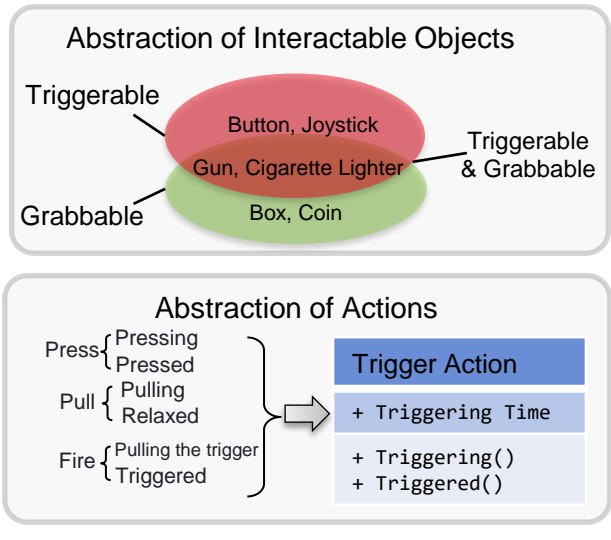


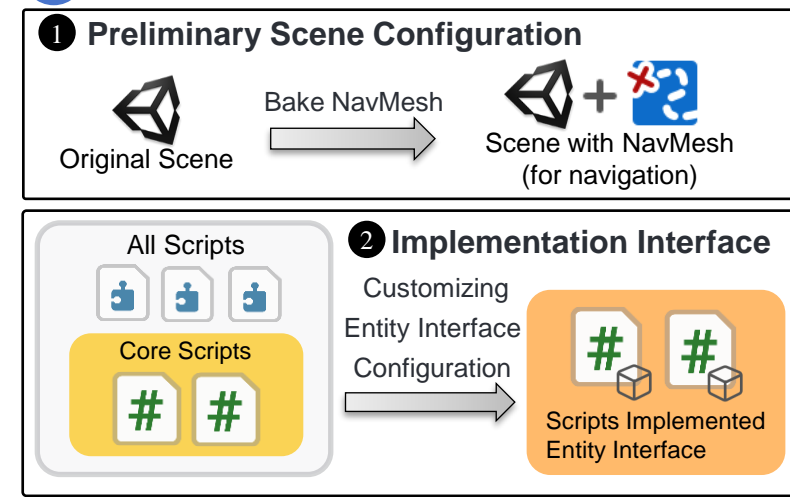
A Project Collection & Analysis (§ III-A)



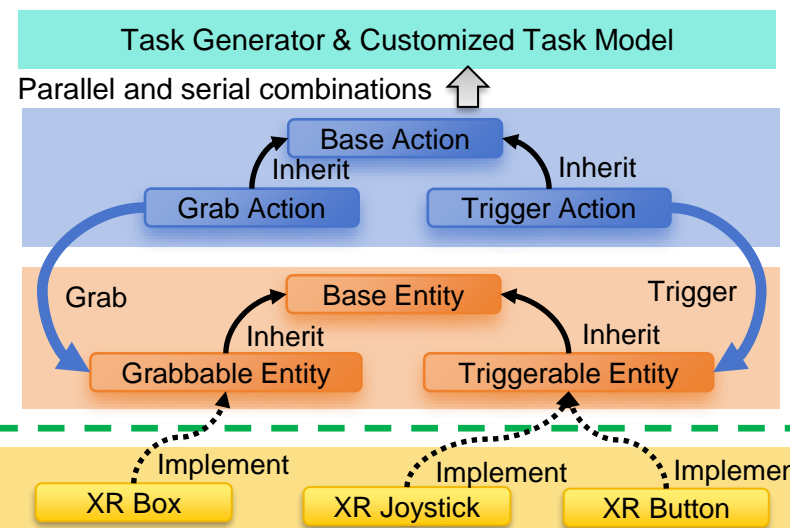
B Model Abstraction (§ III-B)



D VRExplorer Test (§ III-D)



C EAT Framework (§ III-C)



3 Behavior Execution and Scene Exploration

