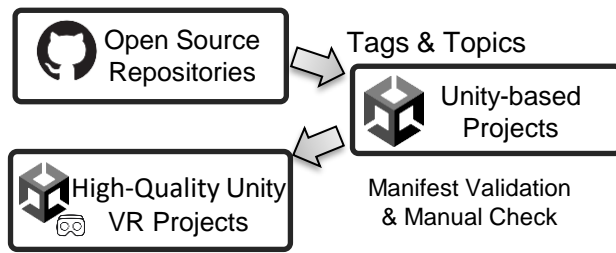
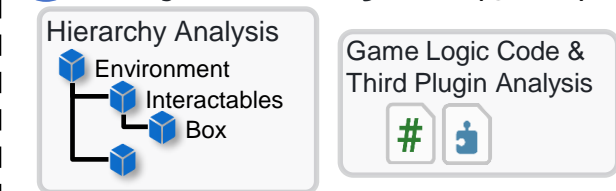


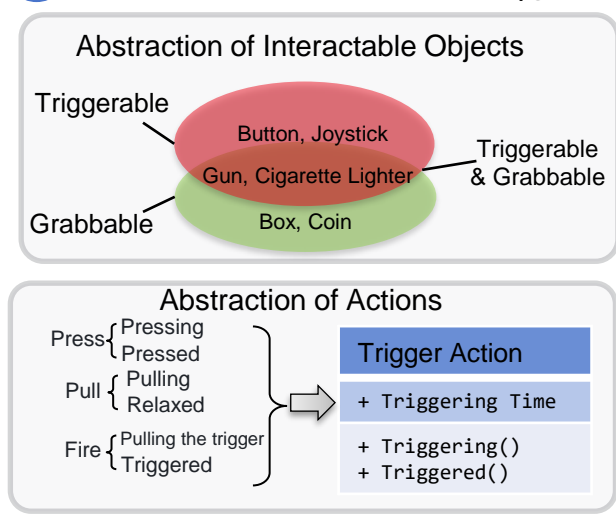
A Project Collection (§3.2)



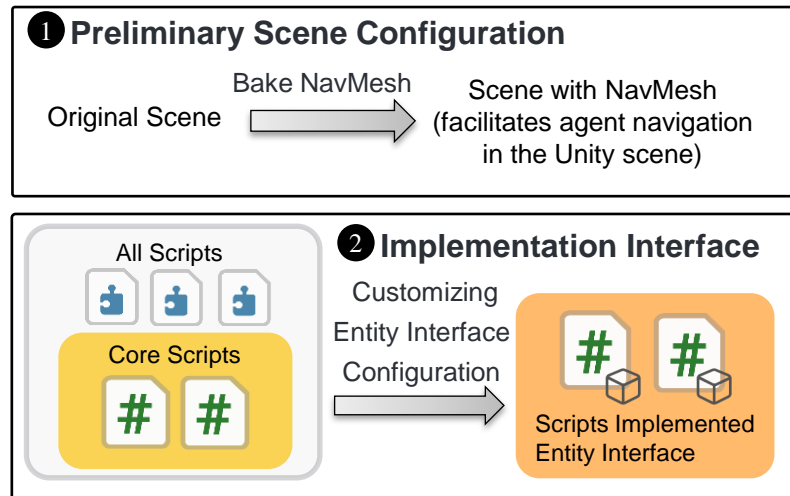
B Project Analysis (§3.2)



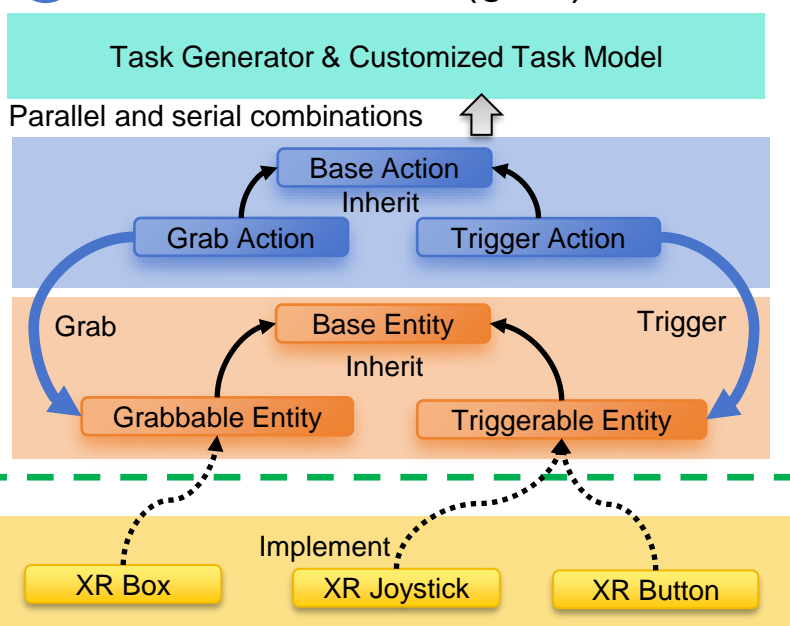
C Model Abstraction (§3.3)



E VRExplorer Test (§3.5)



D EAT Framework (§3.4)



3 Behavior Execution and Scene Exploration

