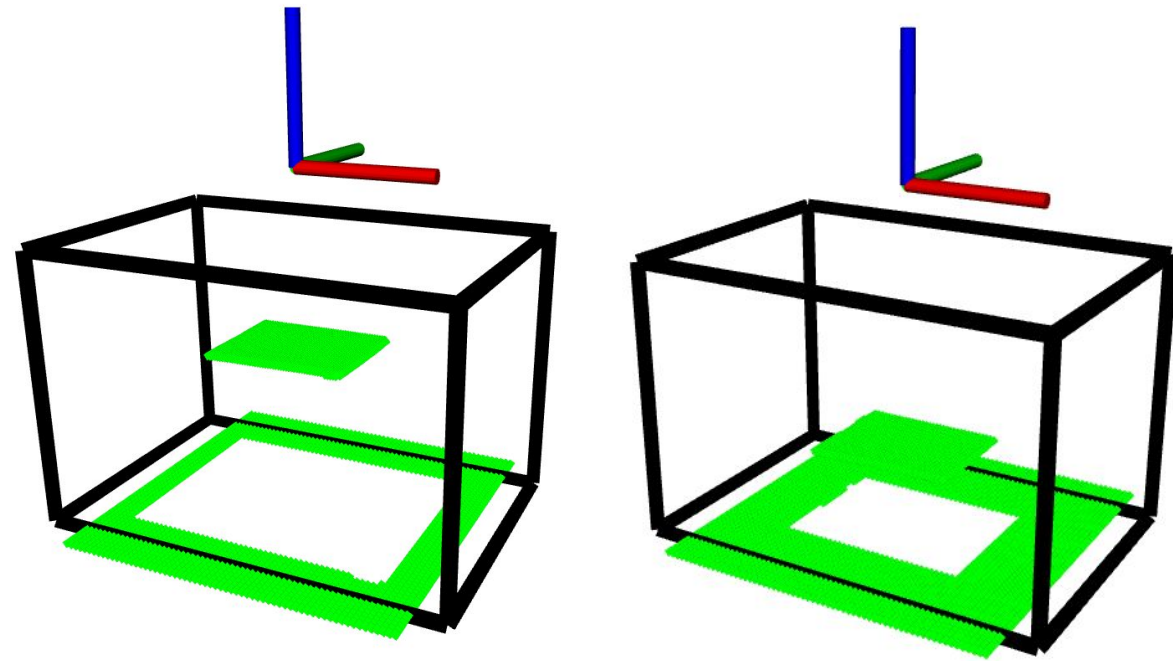
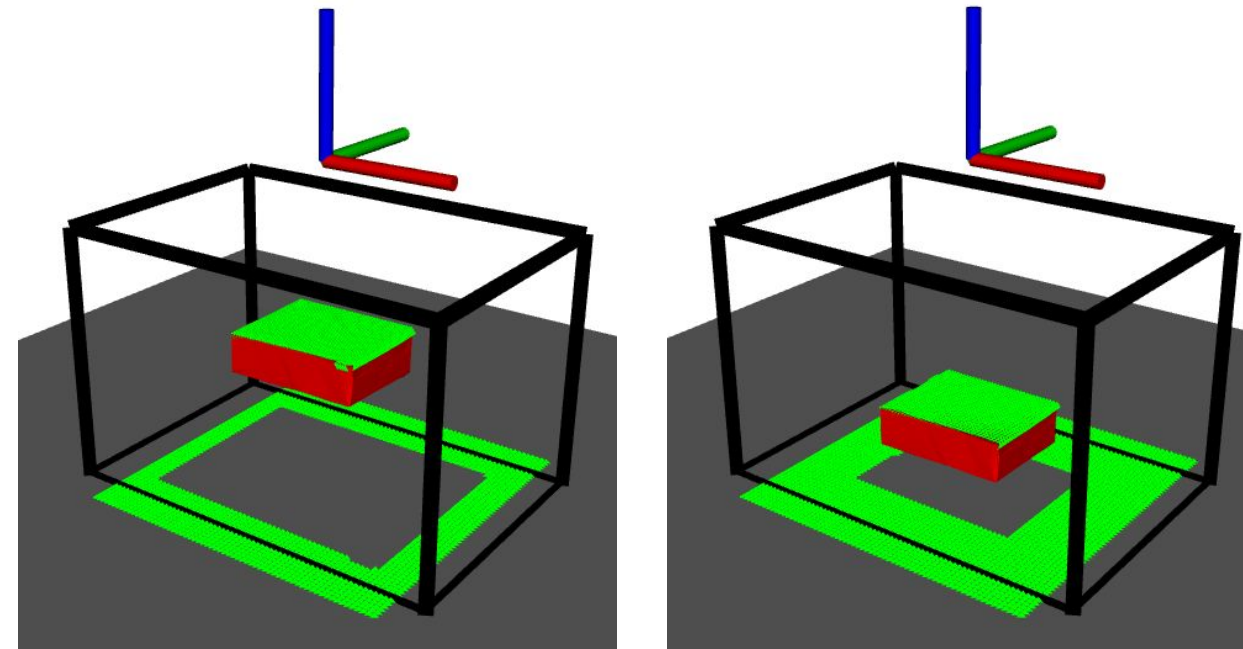


```
world => box at pose=uniform
world => plane at pose=uniform
```

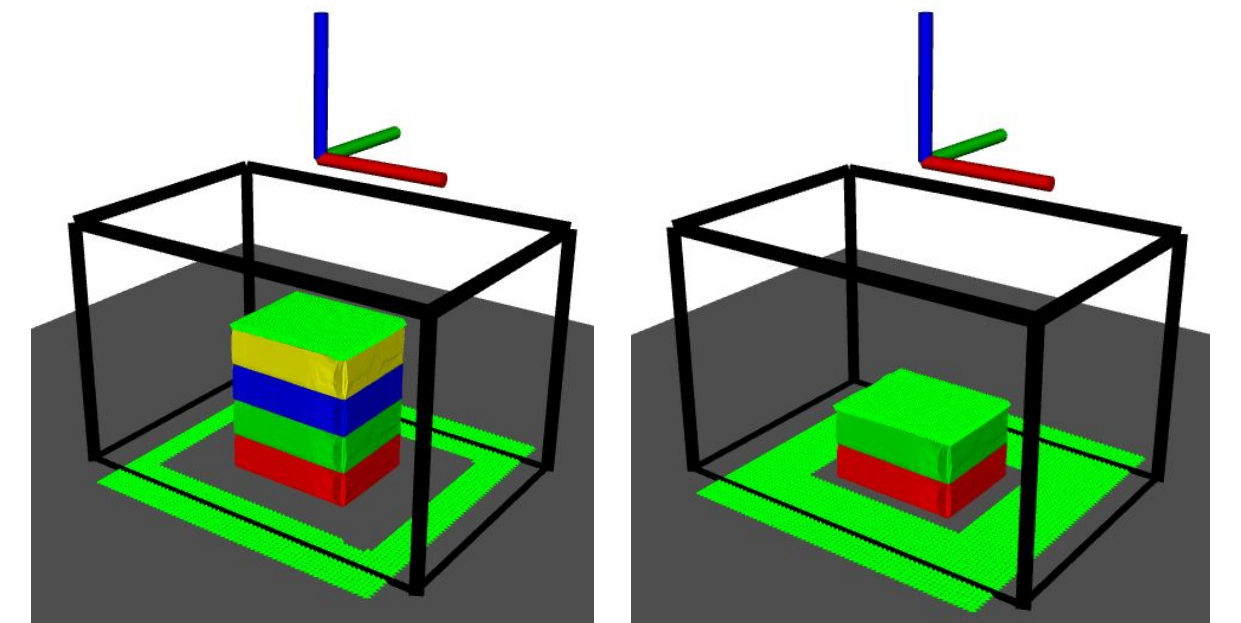
```
world => plane at pose=uniform
plane => stack on top at xy=uniform
0.5 stack => stack at xyz=(box.width, 0, 0)
stack => box
```



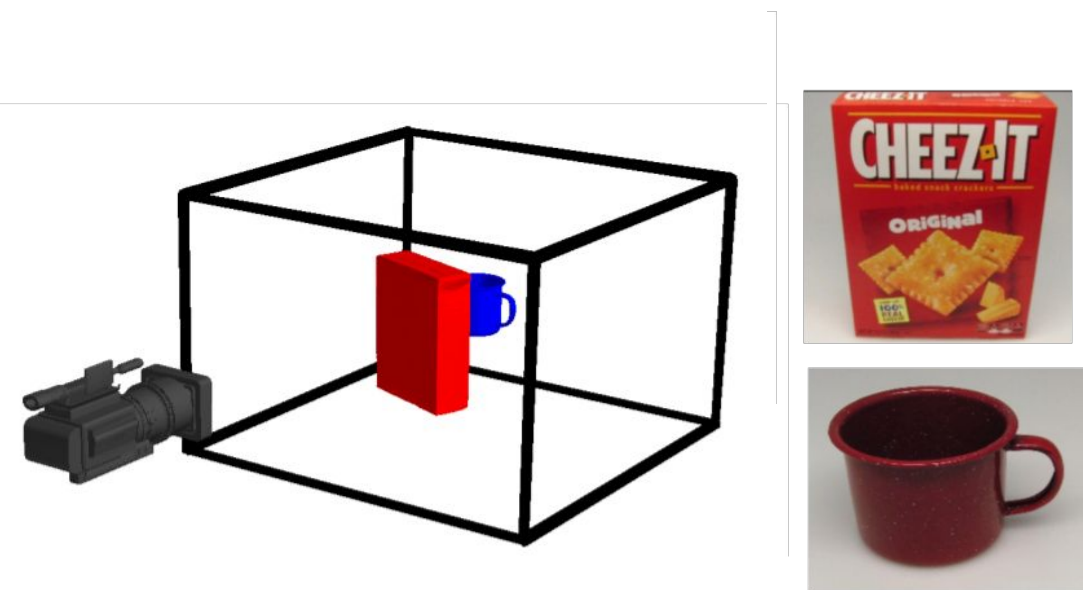
(a)



(b)

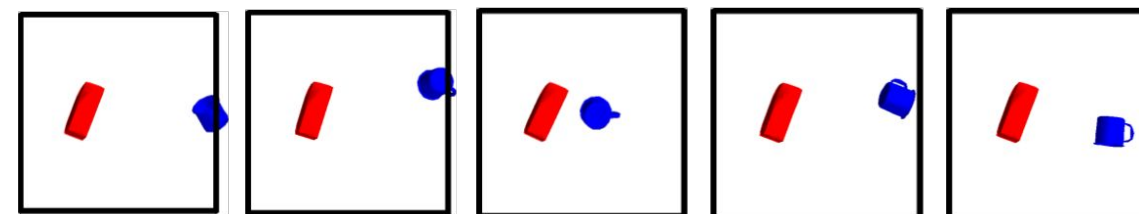


(c)



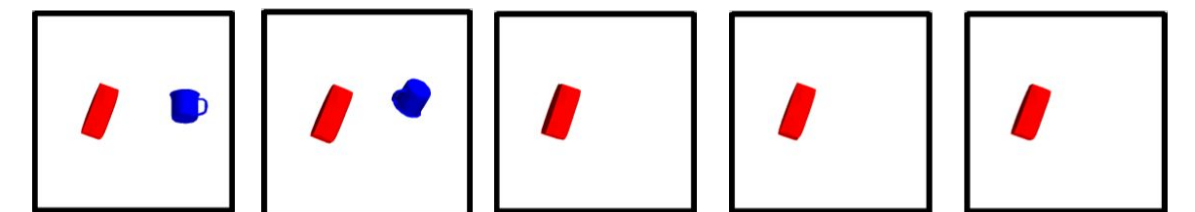
(d)

```
world => box at pose=uniform
world => mug at pose=uniform
```



(e)

```
0.5 world => box at pose=uniform
0.5 world => mug at pose=uniform
```



(f)