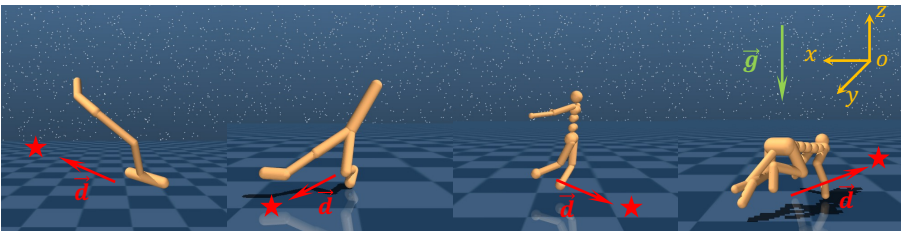(a) 2D Planar Locomotion Environments

(b) 3D Subequivariant Locomotion Environments