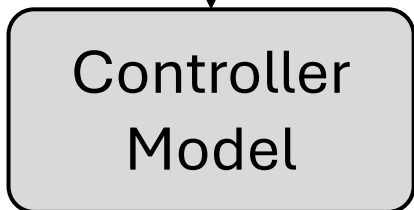


frame(t)



camera\_pose(t+1)



Simulation Environment



crash(t+1)

frame(t+1)