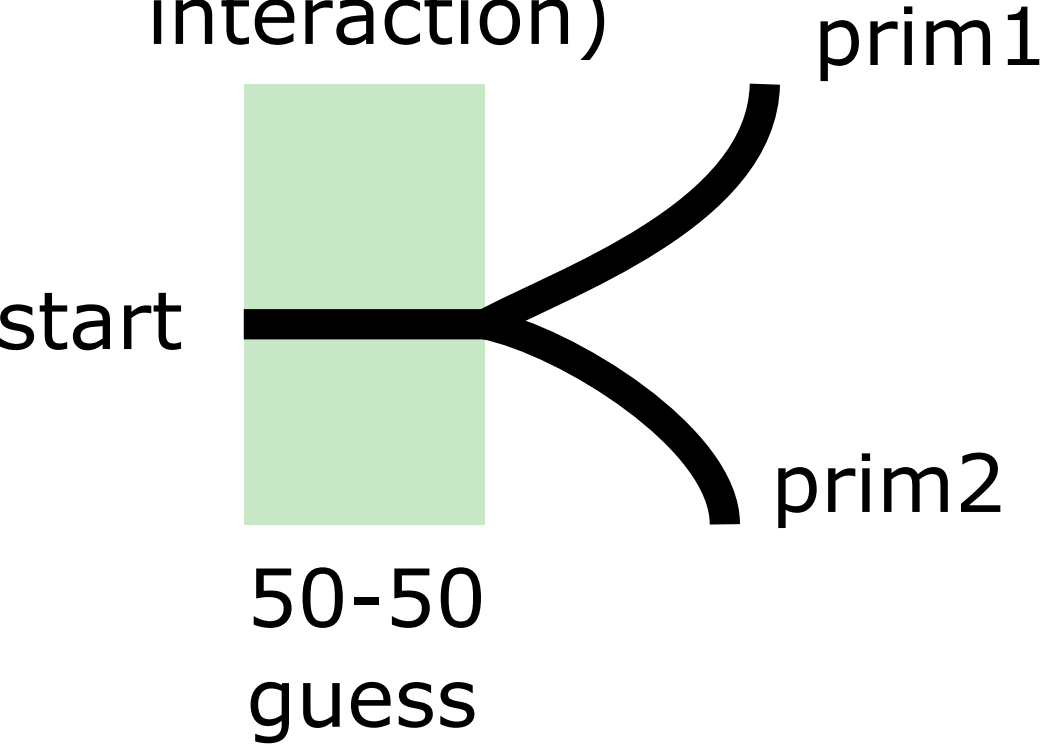


without vision
(only physical
interaction)



with vision
(gaze+physical
interaction)

