

Simulation

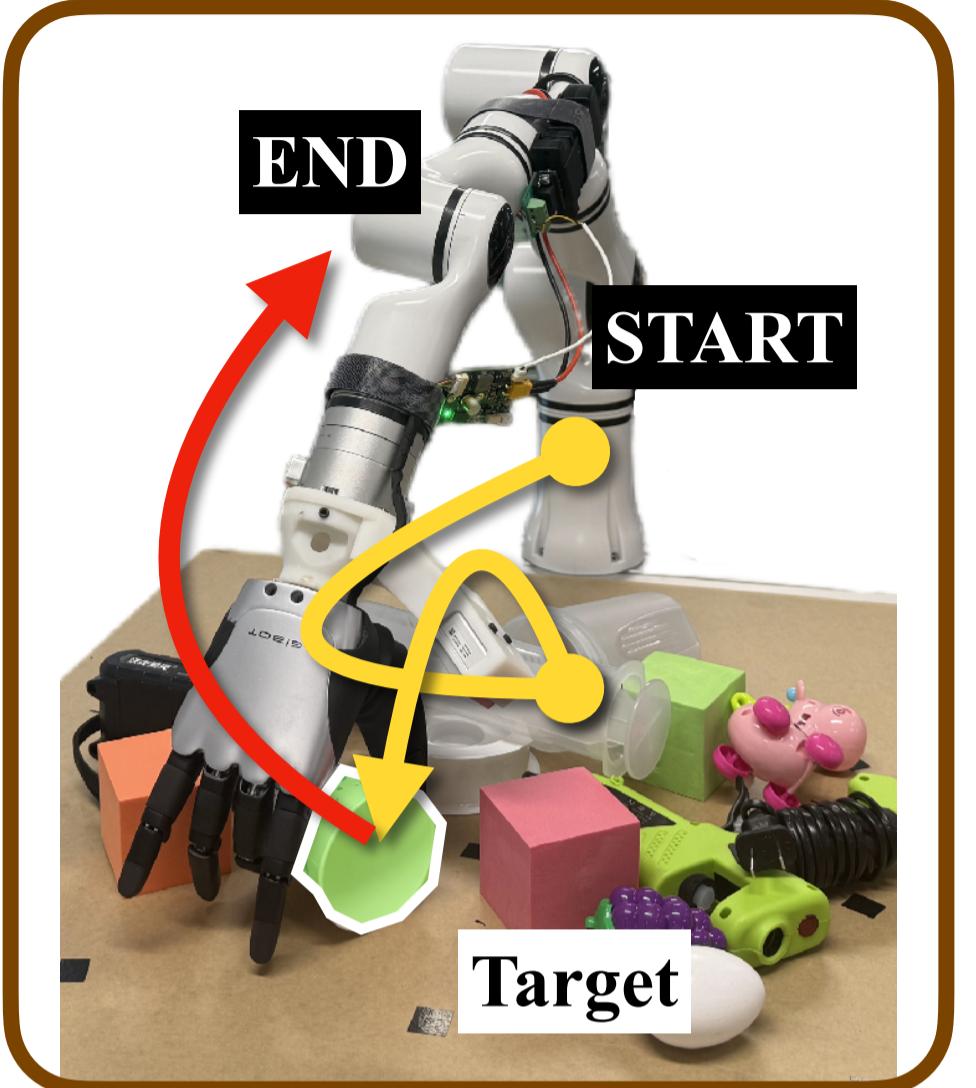
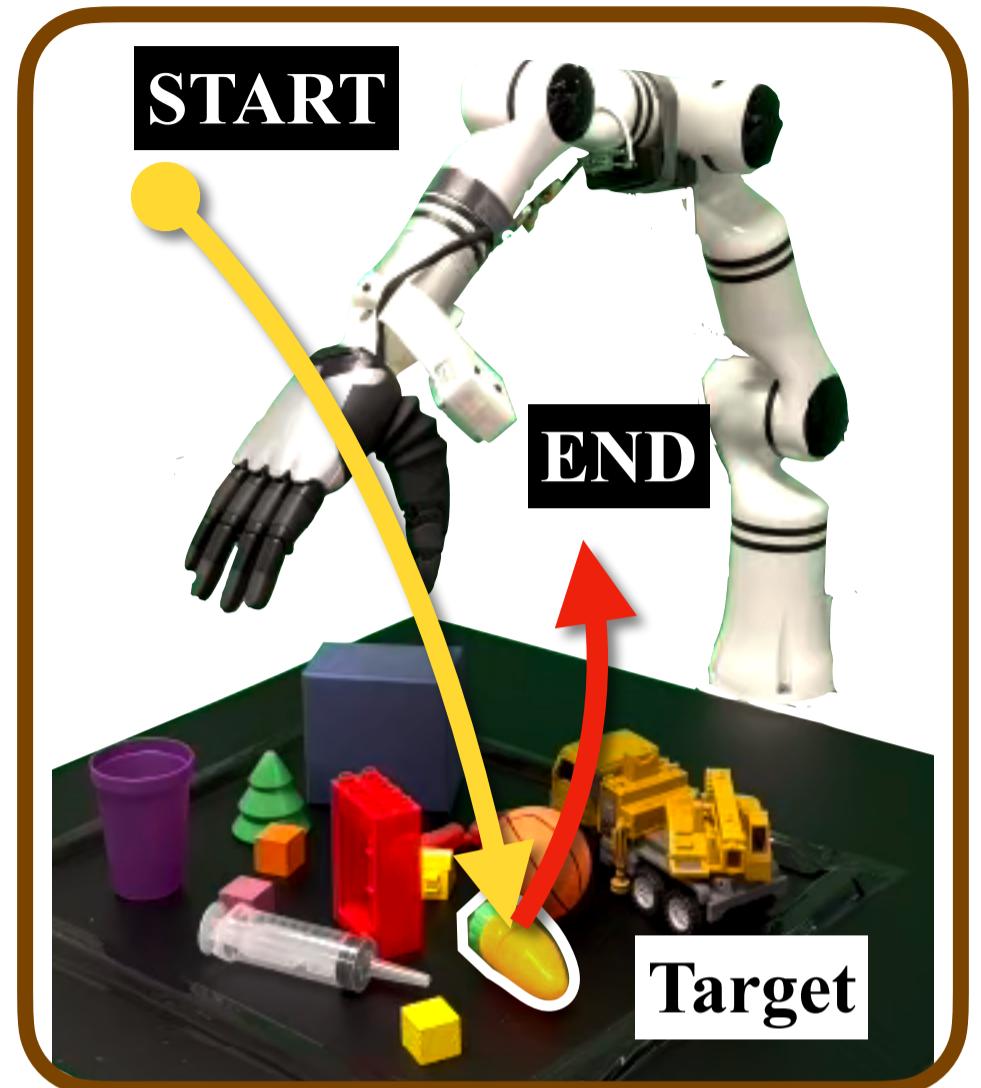
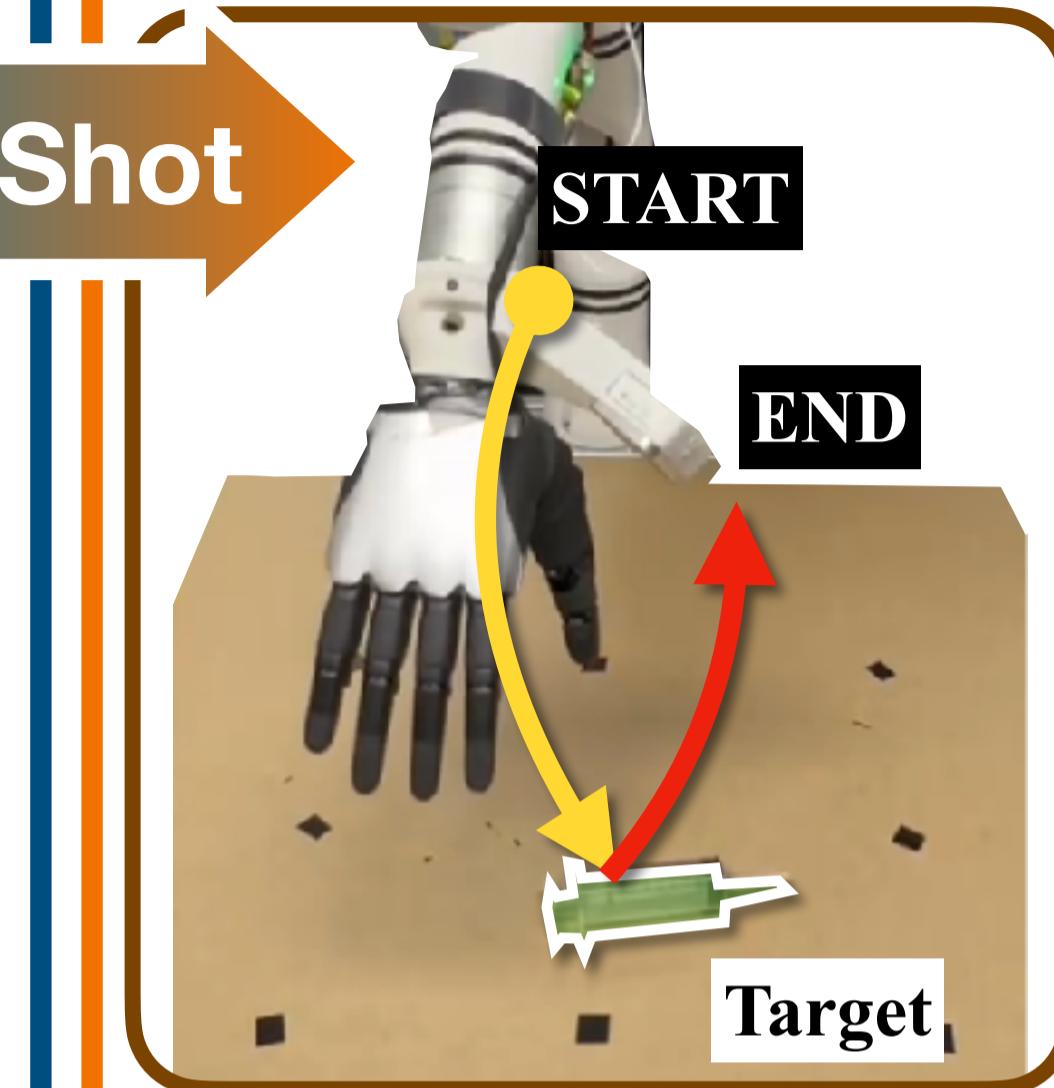
Real World

Target

Reach

Grasp&Lift

Zero-Shot

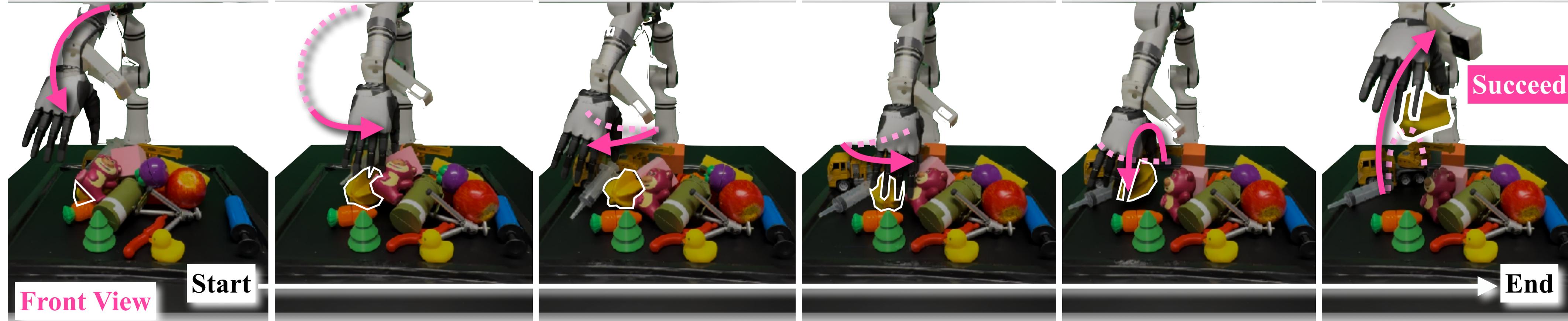
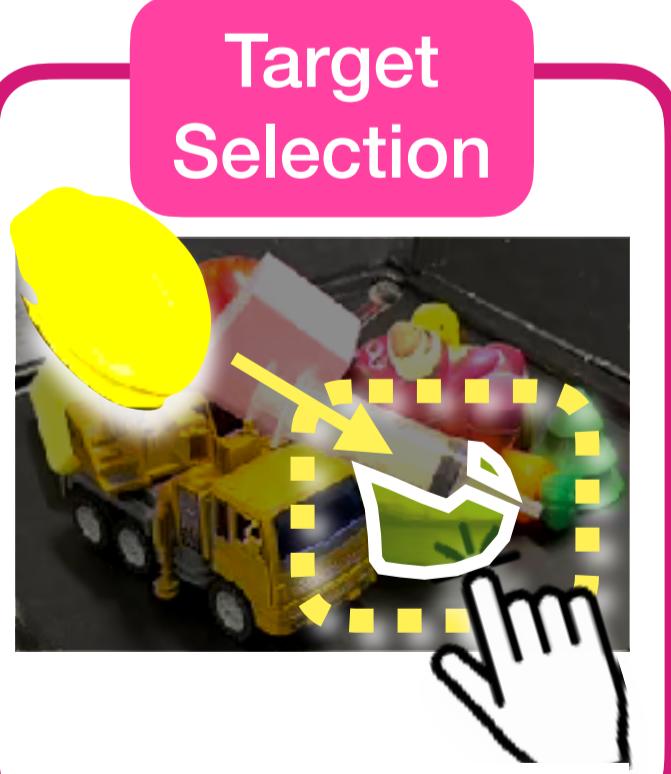


Single E2E Policy

Any Single Object

Any Clutter Density

Any Dense Clutter Scene



Trajectory Visualization