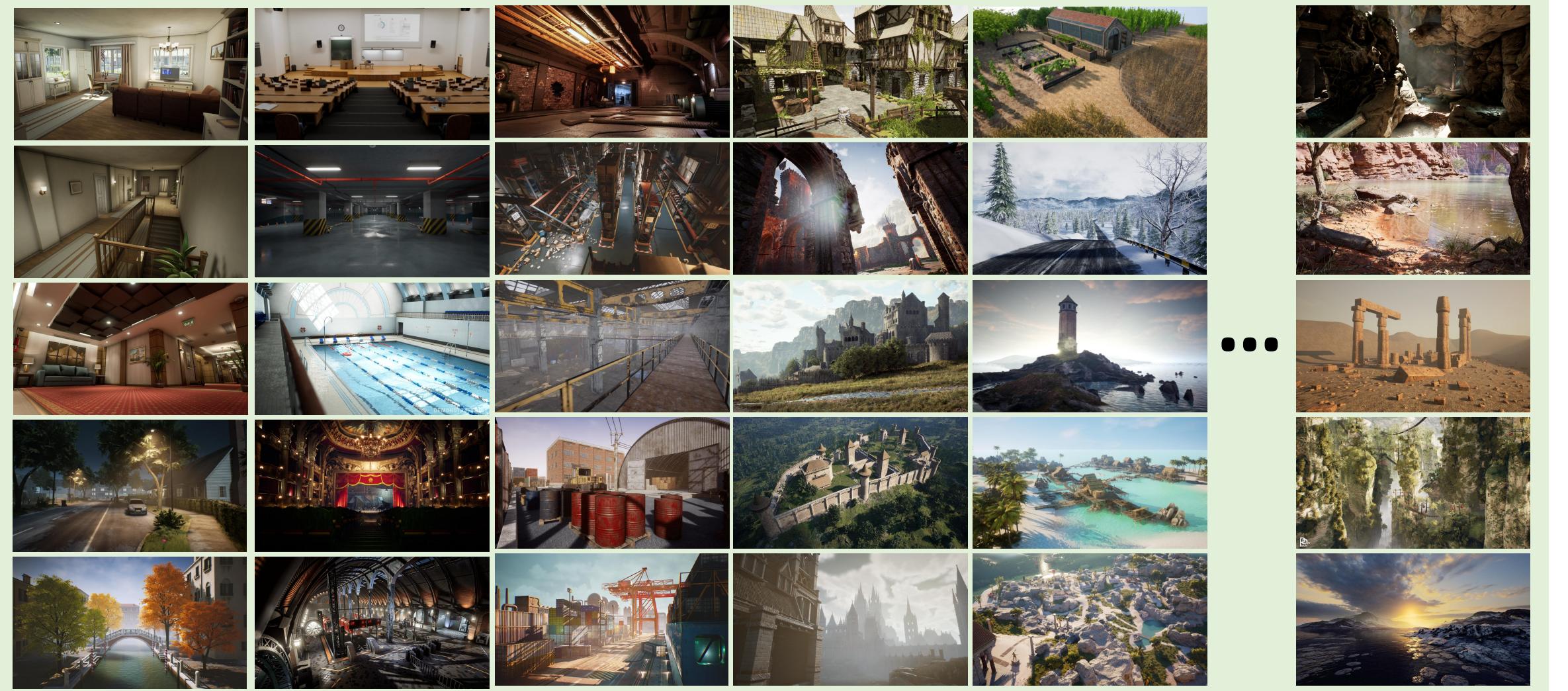


Collected Scenes



Playable Entities



Embodied AI Agents



Visual Navigation

Active Tracking

Social Tracking

Heterogeneous Cooperation