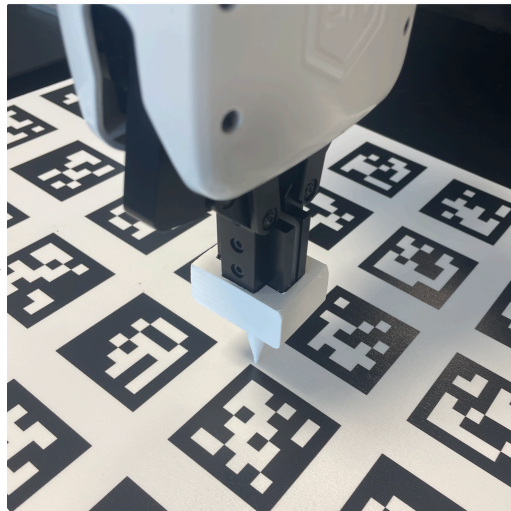


Hand-eye Calibration Problem



Differentiable
rendering
+
Space
Exploration

EasyHeC



High-precision targeting