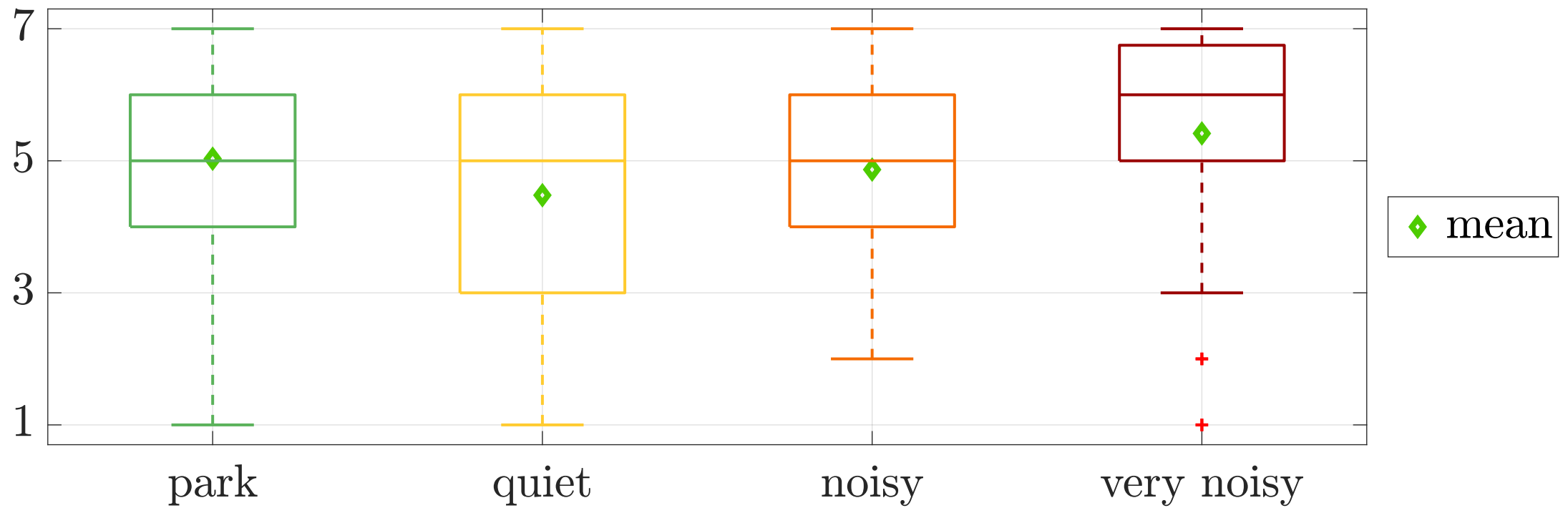


Real scenes



Simulated Scenes

