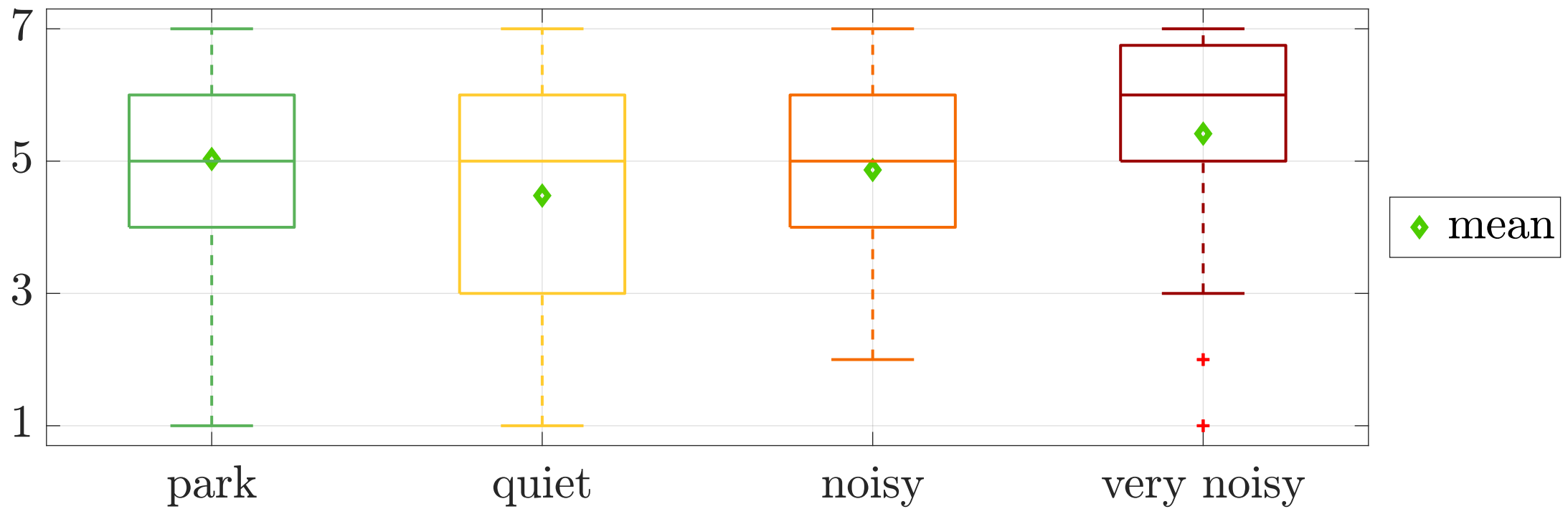


Real scenes



Simulated scenes

