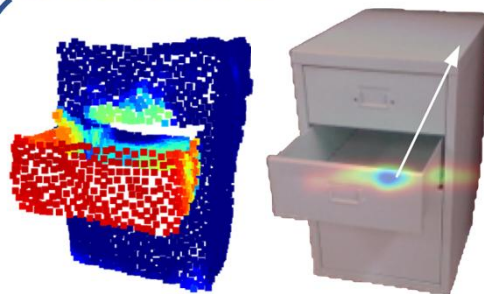


**Articulated Object  
(Unseen)**



**First Look**



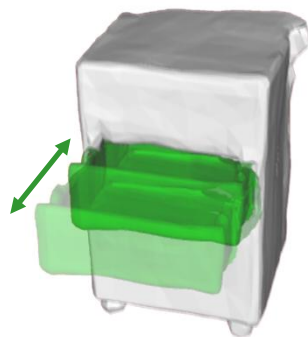
**Affordance  
Evaluation**

*Sim2Real*  
Where to interact?



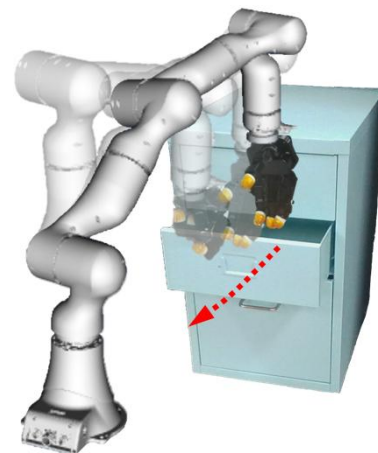
**One-step  
Interaction**

*Real2Sim*  
How does it move?



**Mental Model**

*Sim2Real*  
How to reach the goal?



**Precise Manipulation Trajectory Generation**