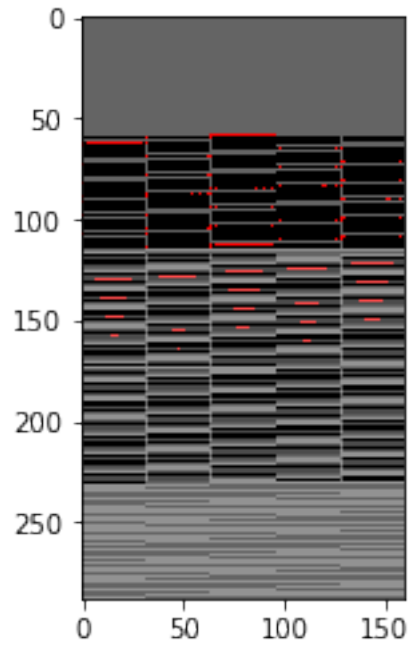# Debug Rendering

November 9, 2019

```python
[28]: import babyai
      import gym
      import gym_minigrid
      import matplotlib
      matplotlib.use('Agg')
      from matplotlib import pyplot as plt
      %matplotlib inline
```

```python
[29]: def debug_rendering(env_name):
          env = gym.make(env_name)
          state = env.reset()
          image = state['image']
          frame = env.render(mode='rgb_array')
          print(frame.shape)
          plt.imshow(frame)
```
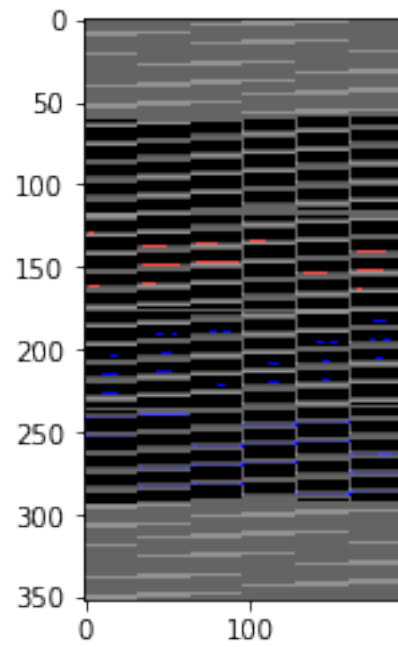
```python
[30]: debug_rendering('BabyAI-OpenRedDoor-v0')
```
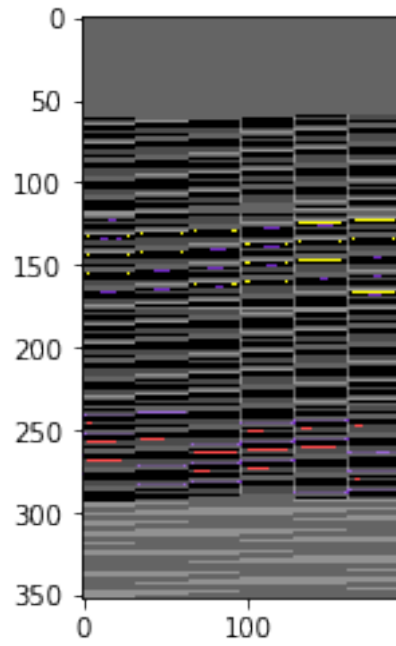
```
(288, 160, 3)
```

```
[31]: debug_rendering('MiniGrid-Unlock-v0')
```
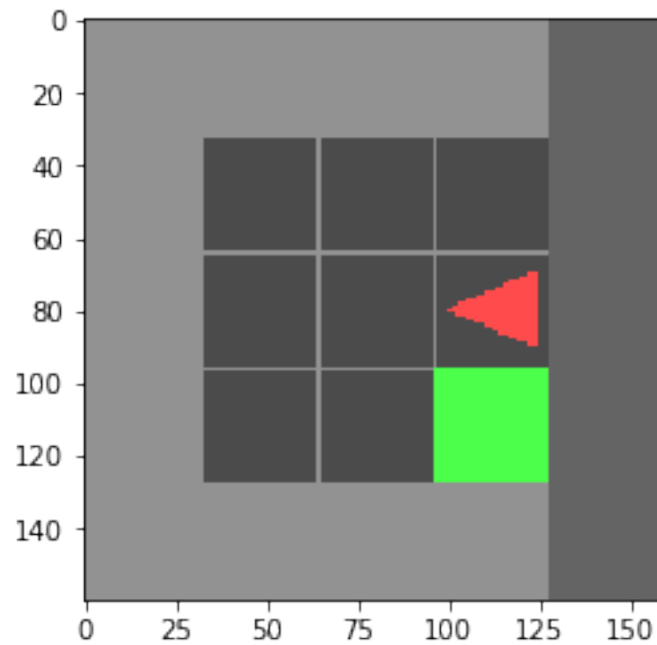
(352, 192, 3)

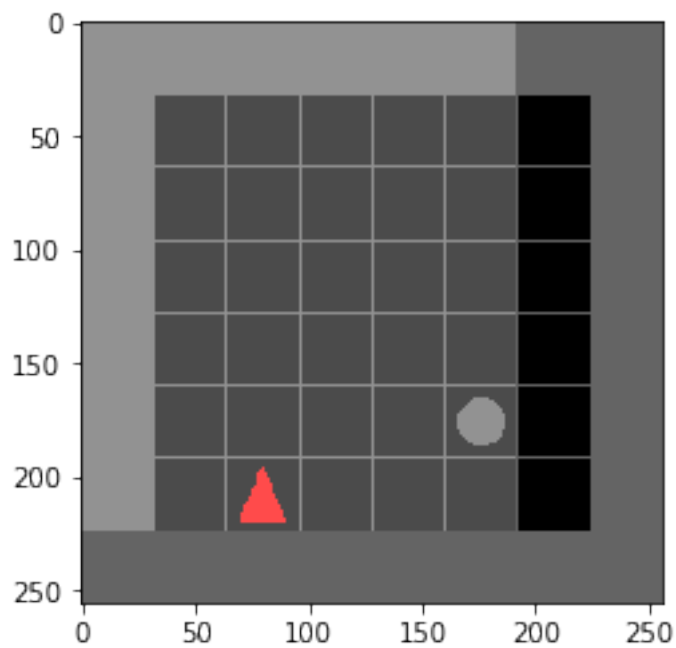[32]: `debug_rendering('MiniGrid-UnlockPickup-v0')`

(352, 192, 3)

[33]: `debug_rendering('MiniGrid-Empty-Random-5x5-v0')`

(160, 160, 3)

```
[34]: debug_rendering('BabyAI-1RoomS8-v0')
```

(256, 256, 3)


```
[ ]:
```