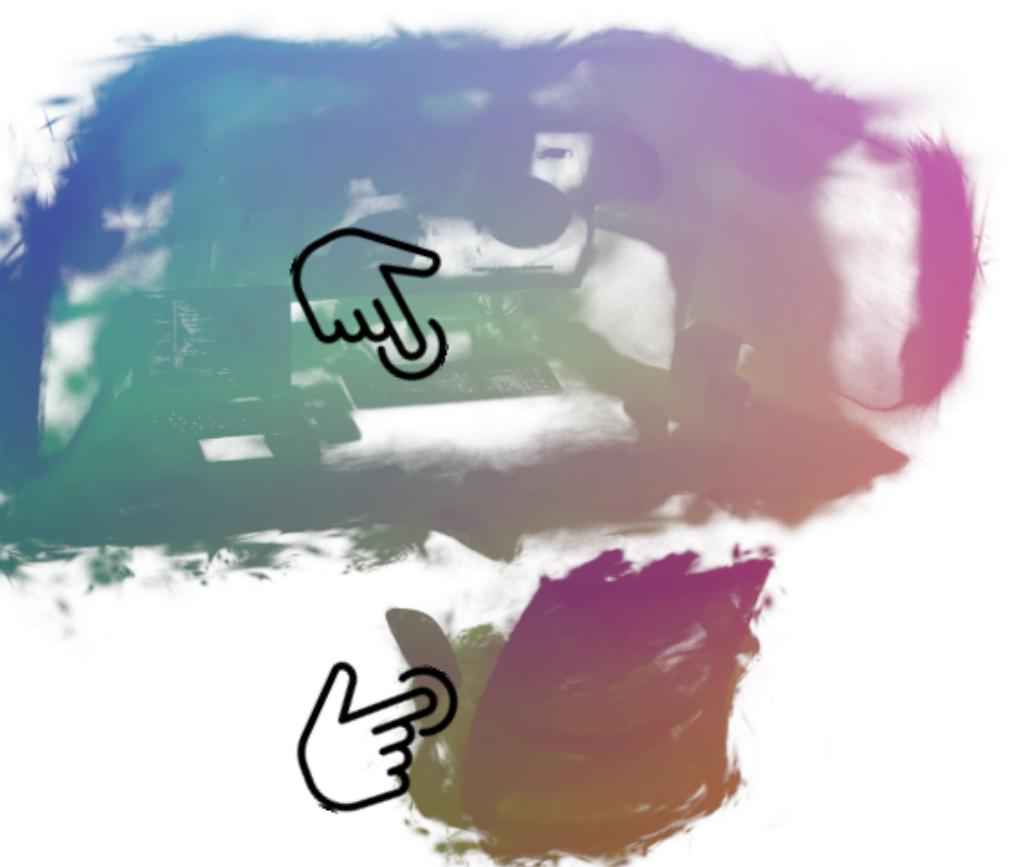
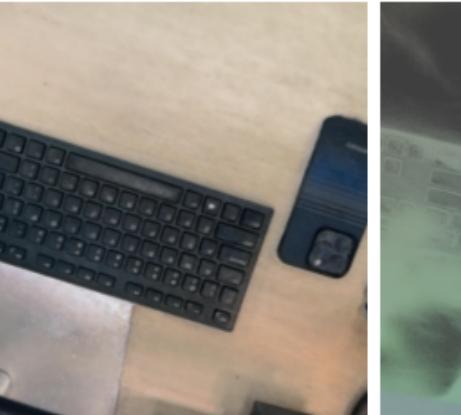




Implicit representation



Explicit 3D scene representation



Vision



NOCS map



Touch

