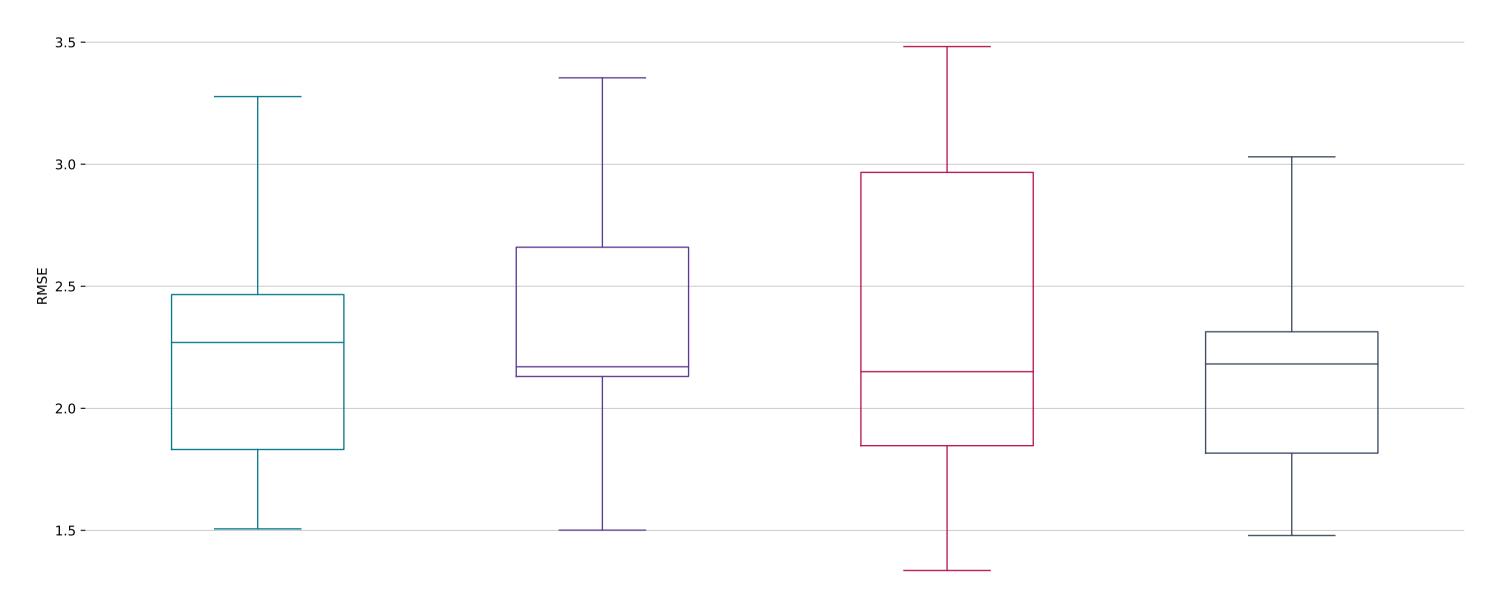
0



1.0 — AR with obstacle AR with haptics and obstacle AR without obstacle AR without obstacle AR with haptics without obstacle