start

t = 1s

t = 2s

Online Updates @ 30Hz

Object-Aware Gaussian Splatting

Green Bowl
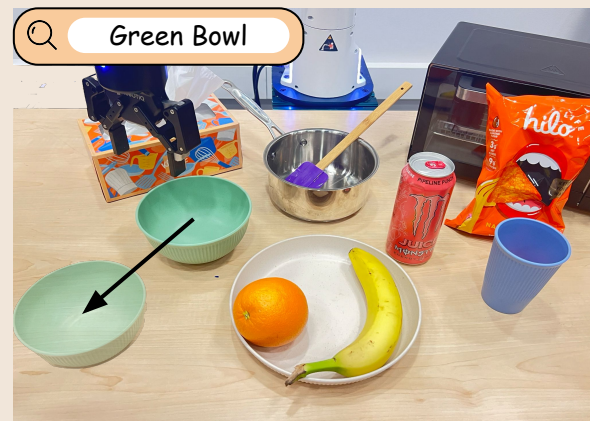
Language-Conditioned Dynamic Grasping

Cup Stacking
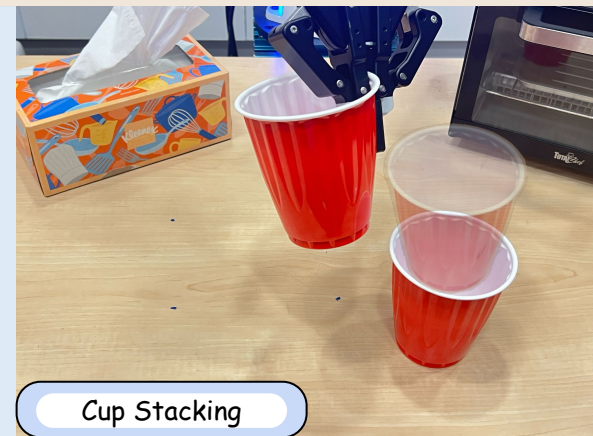
Visuomotor Policies via Behavior Cloning