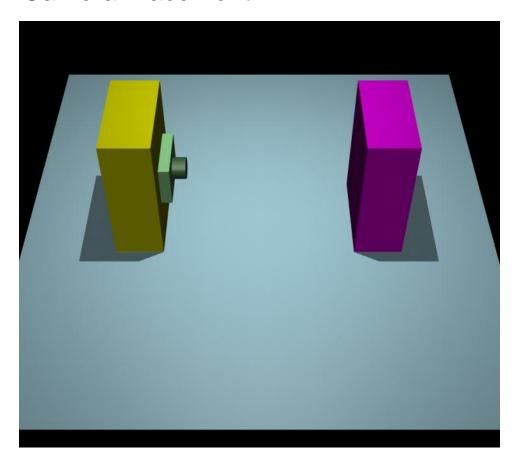
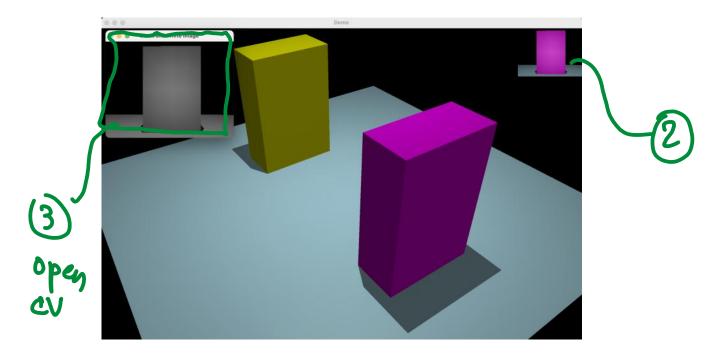
Camera Placement

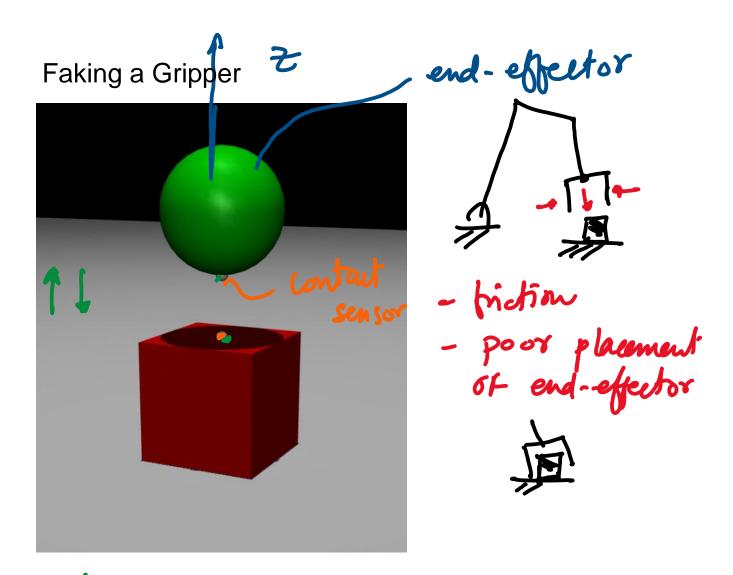


1) setting up camera using mujoco viewer

Camera

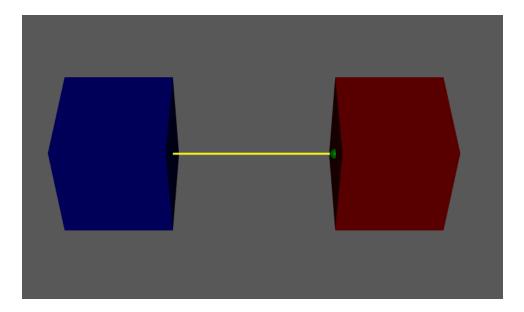


- 2) add inset view
- 3) using open cv for image manipulation



- finite state machine for end-effector and gripper control
- touch sensor to sense contact between gripper and object.
- 3) equality to fake a gripper

Range Sensor



- 1) range sensor to detect proximity
- 2) adding noise
- 3) adding cut-off
- 4) filtering noise