

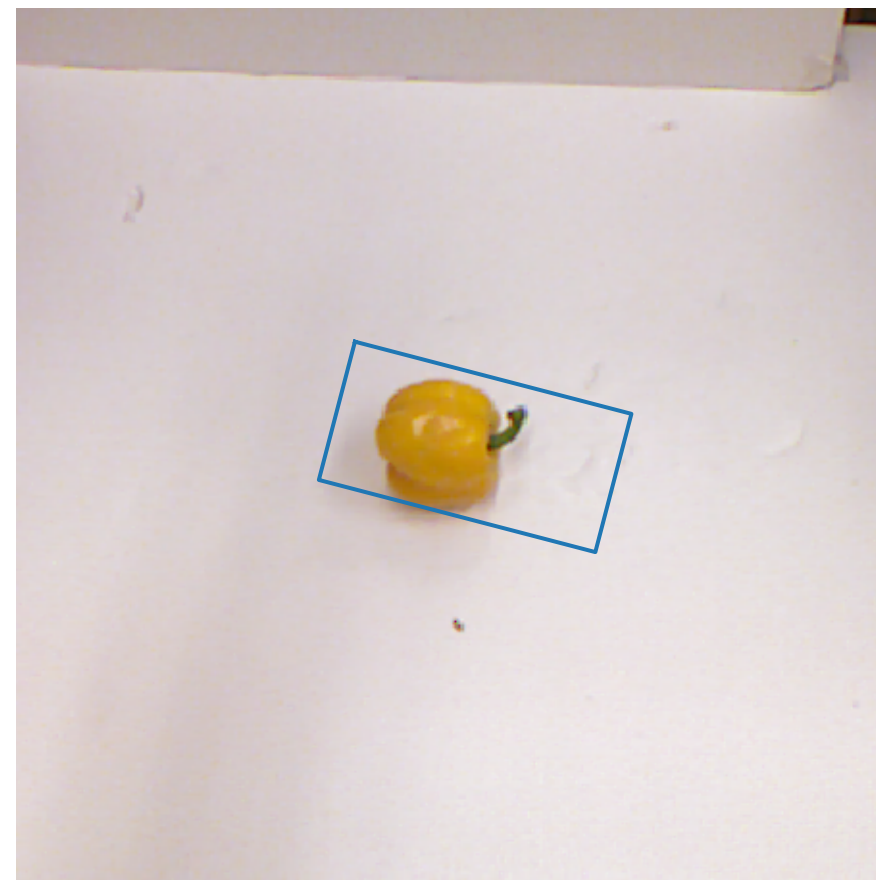
RGB



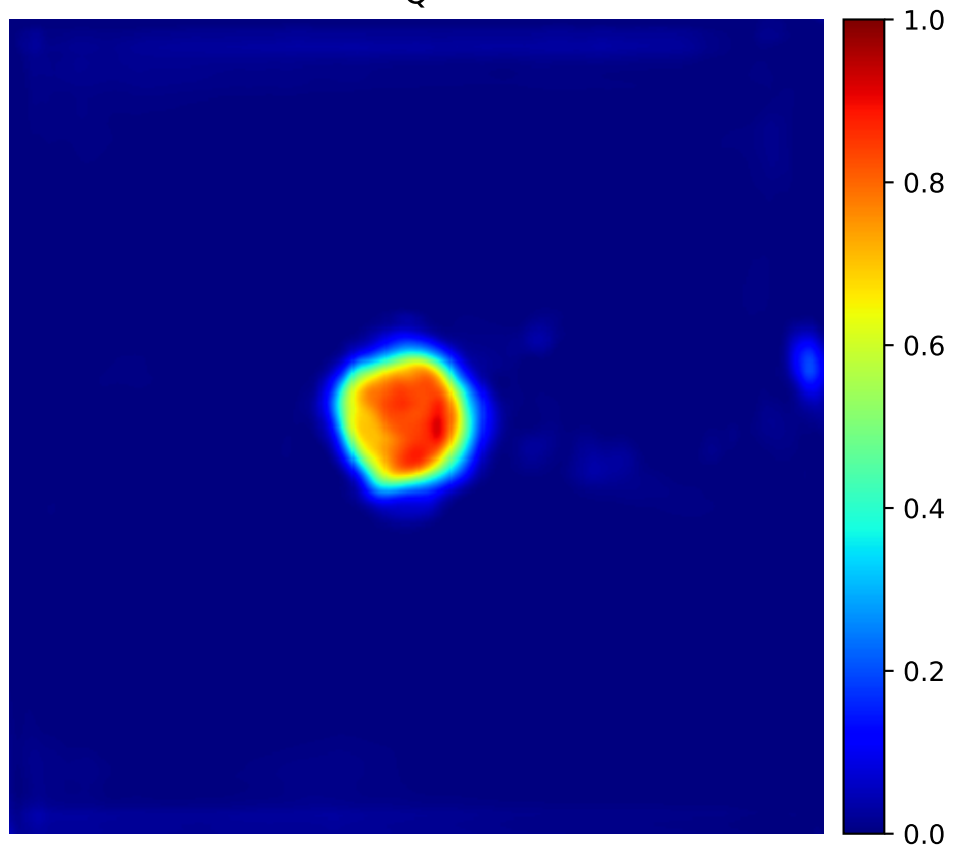
Depth



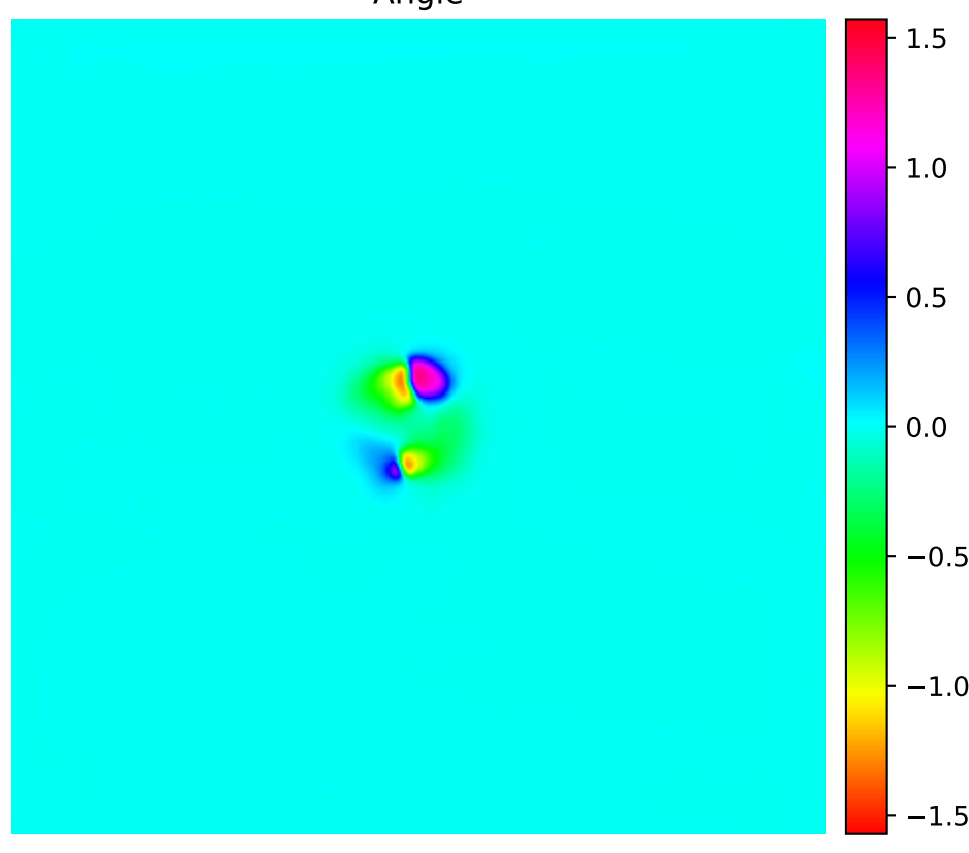
Grasp



Q



Angle



Width

