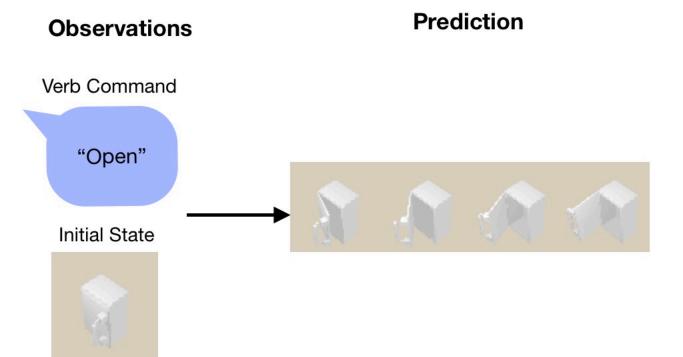
Object Trajectory Generation Phase



Manipulation Phase

