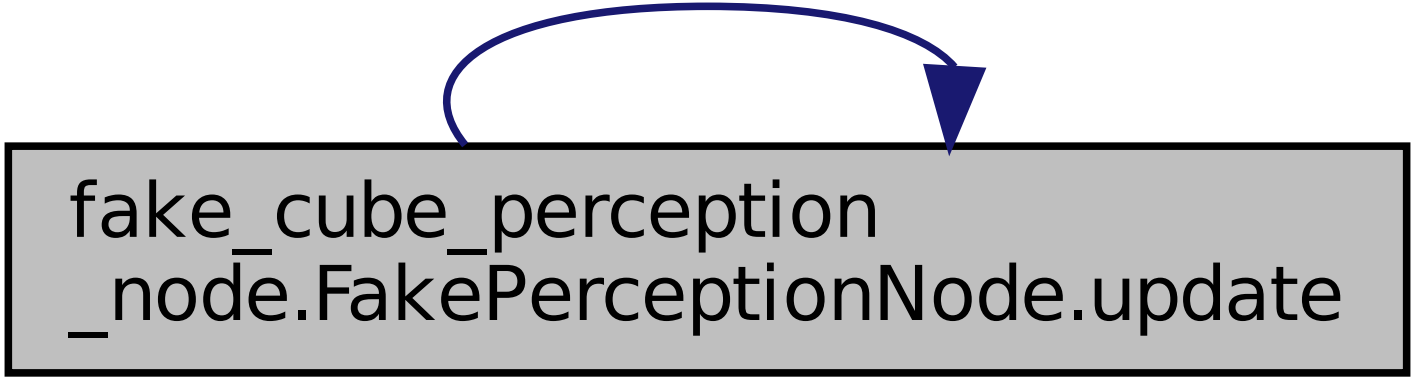
fake_cube_perception
_node.FakePerceptionNode.update