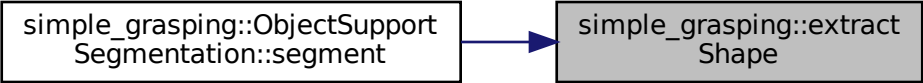


simple\_grasping::ObjectSupport  
Segmentation::segment



```
graph LR; A[simple_grasping::ObjectSupport Segmentation::segment] --> B[simple_grasping::extract UnorientedBoundingBox];
```

simple\_grasping::extract  
UnorientedBoundingBox