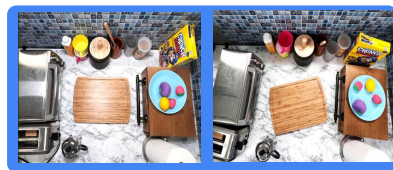


L1: Object Poses, Lighting



L2: Textures, New Distractors



L3: New Tasks, New Object-Skills

