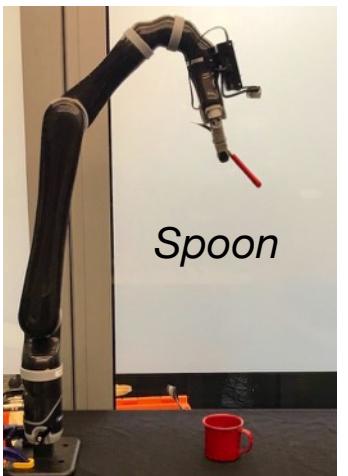


*Grasp*



*Post-Manipulation*

*RGB*



*Depth*



GT: IN/ON

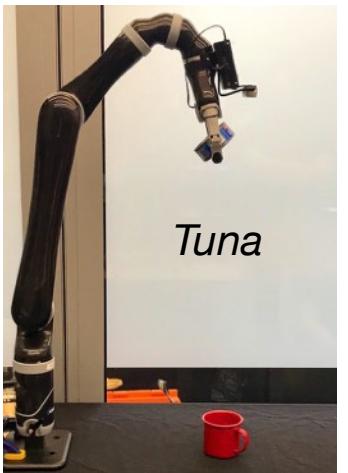
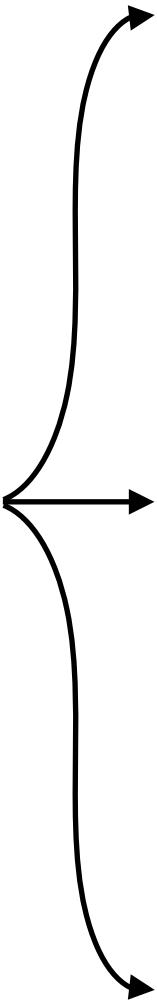
✓ / ✓

*Pre-Manipulation*

*RGB*



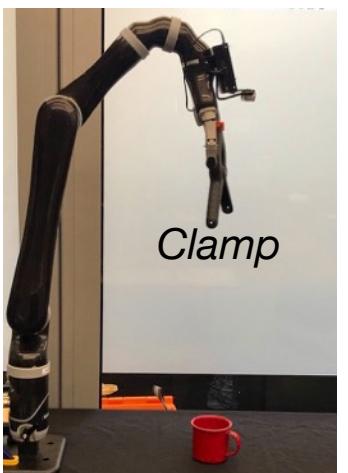
*Depth*



*Clamp*



✗ / ✓



✗ / ✗