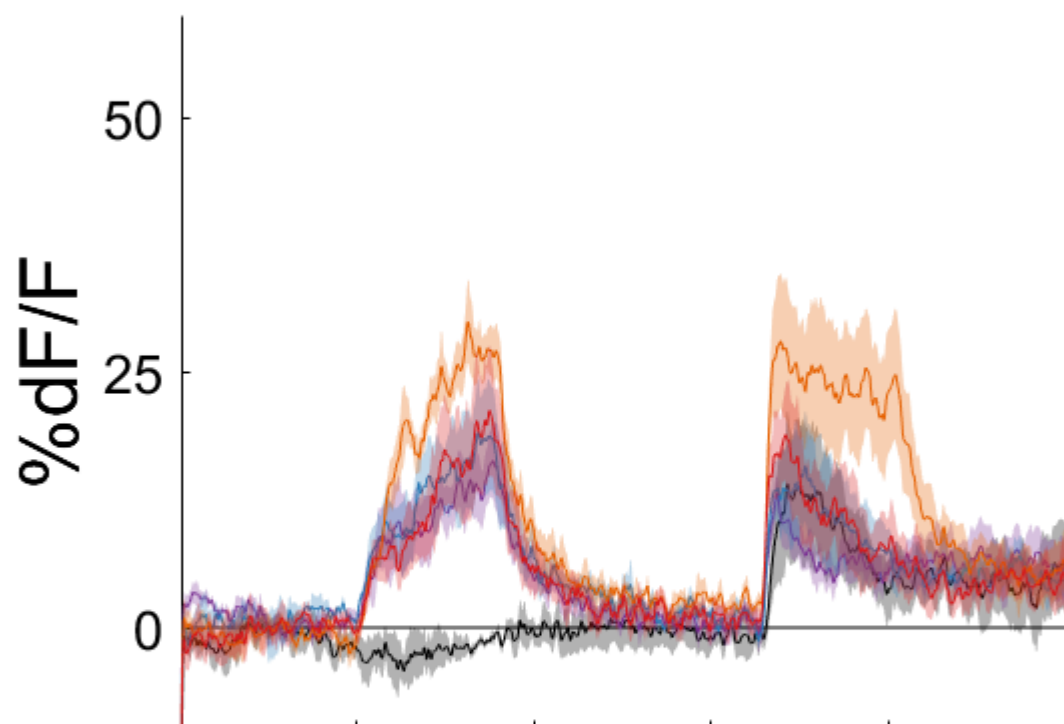


environment: closed-loop motion
environment: open-loop motion
environment: static
light
dark



heat
visual

