

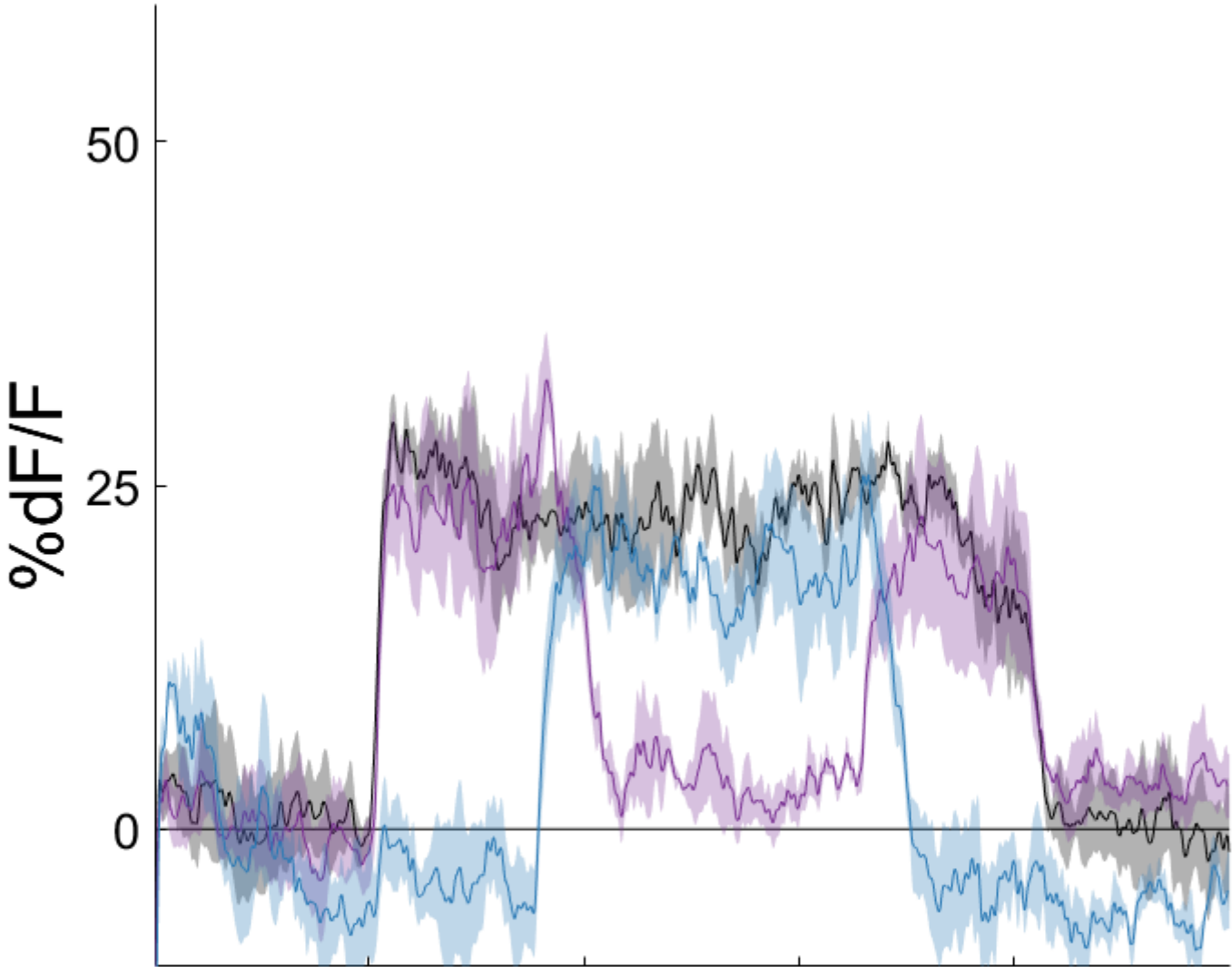
environment: closed-loop motion

environment: open-loop motion

environment: static

light

dark



heat

visual

