Instance Occlusion Segmentation
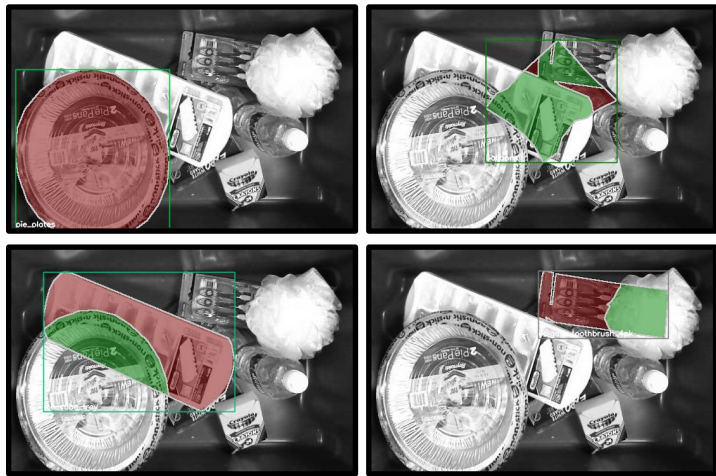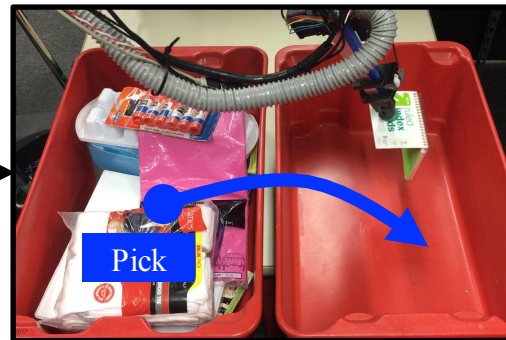
Instance Masks (visible : occluded)

Random Picking
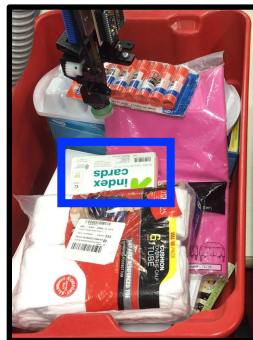
Non-occluded

Pick Non-occluded

Pick

Target Picking

Occluded Target
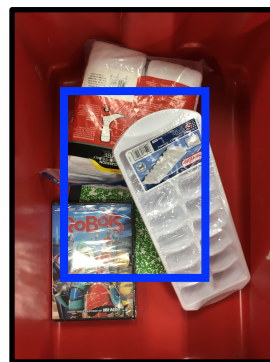
Remove Obstacles

Pick Target

Remove

Pick