

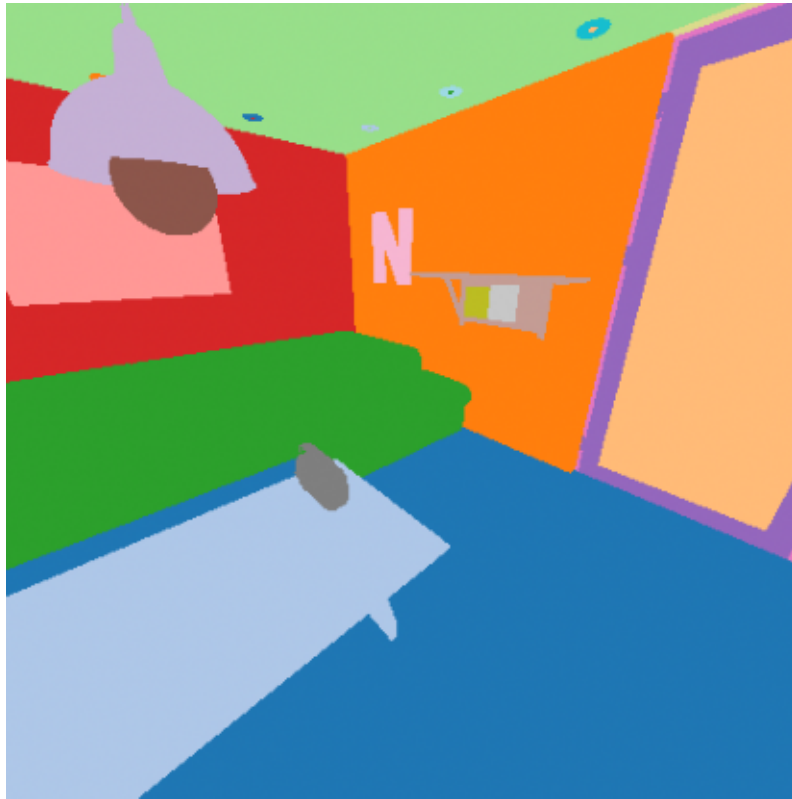
BEHAVIOR robot-camera instance masks (new Replicator workaround)

robot zed camera RGB | instance_id segmentation (color = one object) | color->object legend

step 120 RGB



instance masks (22 objects)



color -> object

- floors (49751px)
- coffee_table (26327px)
- walls (24574px)
- door (21796px)
- sofa (19873px)
- ceilings (19843px)
- walls (13341px)
- picture (6998px)
- door (5973px)
- room_light (5533px)
- shelf (1191px)
- door (867px)
- decorative_sign (766px)
- radio_89 (745px)

step 376 RGB



instance masks (25 objects)



color -> object

- coffee_table (39623px)
- floors (32629px)
- walls (32075px)
- sofa (26471px)
- walls (25160px)
- ceilings (15393px)
- room_light (8001px)
- picture (5212px)
- walls (4039px)
- shelf (2168px)
- decorative_sign (1394px)
- picture (1190px)
- radio_89 (1134px)
- floors (950px)

step 633 RGB



instance masks (38 objects)



color -> object

- coffee_table (38623px)
- floors (30971px)
- sofa (28647px)
- walls (22015px)
- walls (20765px)
- ceilings (20320px)
- room_light (8482px)
- picture (5130px)
- walls (4448px)
- floors (2484px)
- floors (2464px)
- decorative_sign (2194px)
- hall_tree (1788px)
- walls (1769px)

step 890 RGB



instance masks (31 objects)



color -> object

- coffee_table (44282px)
- floors (38927px)
- sofa (30086px)
- walls (28124px)
- walls (18539px)
- room_light (8526px)
- picture (6928px)
- walls (4694px)
- decorative_sign (3370px)
- floors (2925px)
- floors (2620px)
- door (2260px)
- walls (1172px)
- radio_89 (1147px)

step 1146 RGB



instance masks (19 objects)



color -> object

- floors (58121px)
- coffee_table (41756px)
- sofa (37689px)
- walls (27029px)
- walls (13568px)
- picture (8019px)
- walls (4384px)
- floors (2719px)
- floors (1996px)
- decorative_sign (1804px)
- radio_89 (1208px)
- door (1076px)
- walls (234px)
- floors (156px)

step 1403 RGB



instance masks (13 objects)



color -> object

- sofa (53507px)
- coffee_table (53010px)
- floors (49183px)
- walls (27818px)
- walls (7840px)
- walls (3048px)
- picture (2485px)
- radio_89 (1835px)
- floors (1363px)
- floors (587px)
- controllable_r1pro_robot_r1 (21px)
- radio_89 (4px)
- floors (3px)

step 1660 RGB



instance masks (25 objects)



color -> object

- sofa (65217px)
- coffee_table (49041px)
- floors (42805px)
- walls (16668px)
- controllable_r1pro_robot_r1 (4520px)
- controllable_r1pro_robot_r1 (4496px)
- walls (3721px)
- controllable_r1pro_robot_r1 (2870px)
- controllable_r1pro_robot_r1 (2096px)
- radio_89 (1933px)
- walls (1701px)
- controllable_r1pro_robot_r1 (925px)
- controllable_r1pro_robot_r1 (854px)
- controllable_r1pro_robot_r1 (783px)

step 1917 RGB



instance masks (26 objects)



color -> object

- sofa (60192px)
- coffee_table (51415px)
- floors (37676px)
- walls (16020px)
- controllable_r1pro_robot_r1 (7888px)
- controllable_r1pro_robot_r1 (4895px)
- floors (3732px)
- controllable_r1pro_robot_r1 (3537px)
- floors (2967px)
- walls (2389px)
- controllable_r1pro_robot_r1 (2327px)
- controllable_r1pro_robot_r1 (2091px)
- radio_89 (1454px)
- controllable_r1pro_robot_r1 (732px)