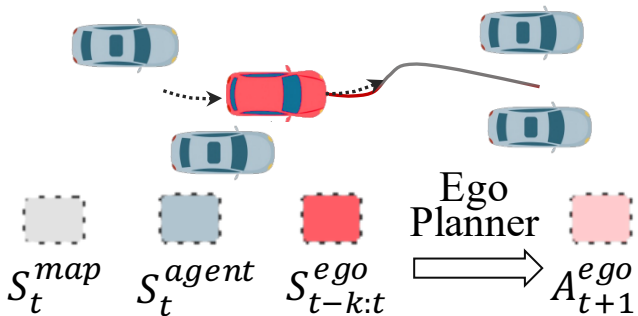
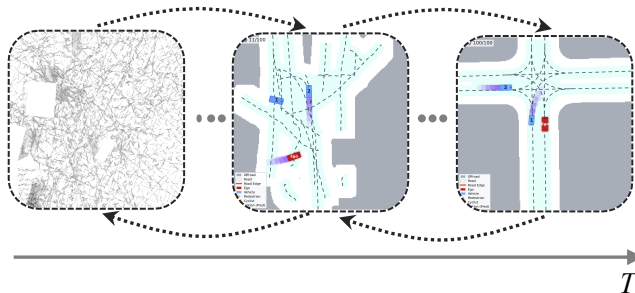


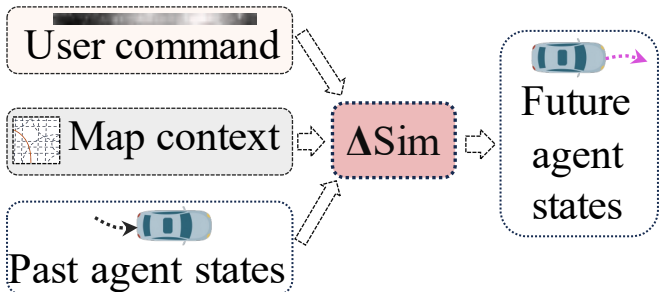
### ① Ego Planner



### ② Initial Scene Generation



### 3). NPC Behavior



### 2). Scene Outpainting

