

01

Skill call

Select command and phase

02

Tactile runtime

Feedback → student → finger targets

03

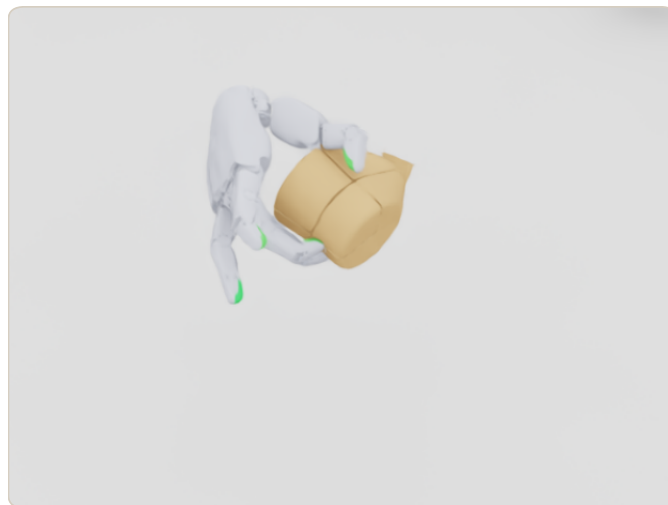
Execution feedback

Contact status + object verification

C0 / Banana



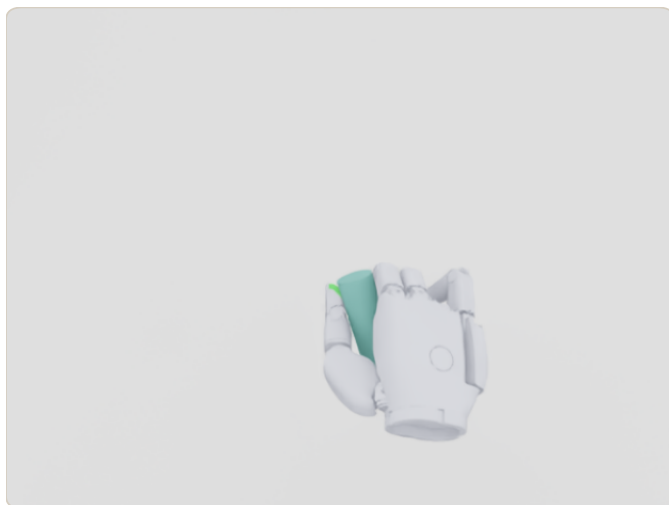
C1 / Mug



C2 / Toothbrush holder



C3 / Cylinder



C4 / OakInk object A16013



C5 / Whiteboard marker

