

## CORRIGENDUM

### 3D-point-cloud registration and real-world dynamic modelling-based virtual environment building method for teleoperation- CORRIGENDUM

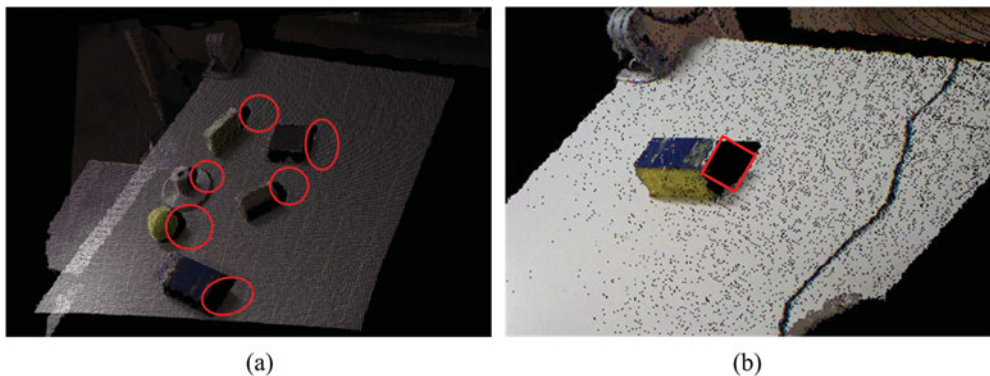
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The Figure 4 in the original version has a stylistic error.

It ought to use the figure as follows:



The authors apologise for this error.

#### Reference

1. Ni, D., Song, A., Xu, X., Li, H., Zhu, C. and Zeng, H. (2016). 3D-point-cloud registration and real-world dynamic modelling-based virtual environment building method for teleoperation. *Robotica*, 1–17. doi:10.1017/S0263574716000631.