

Description of Additional Supplementary Files

File Name: Supplementary Movie 1

Description: **NPMP reuse for Forage task.** Example of low-level controller from neural probabilistic motor primitives architecture being reused by training a high-level controller to perform a foraging task in a maze. This example maze is randomly sampled from a procedural maze generator. The high-level controller receives visual information, which is hidden from the low-level controller, and the visual information is required to solve the task.

File Name: Supplementary Movie 2

Description: **NPMP reuse for Gaps task.** Example of low-level controller from neural probabilistic motor primitives architecture being reused by training a high-level controller to run along a corridor with gaps. Note that the high-level controller was trained to perform run along corridors with varying gap size. Depicted here is a probe evaluation with gaps at roughly the limit of what the controller was able to manage. Examples of failures are included. The high-level controller receives visual information, which is hidden from the low-level controller, and the visual information is required to solve the task.