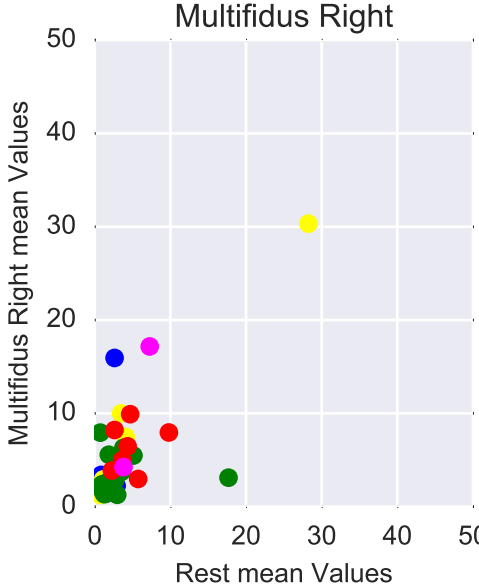
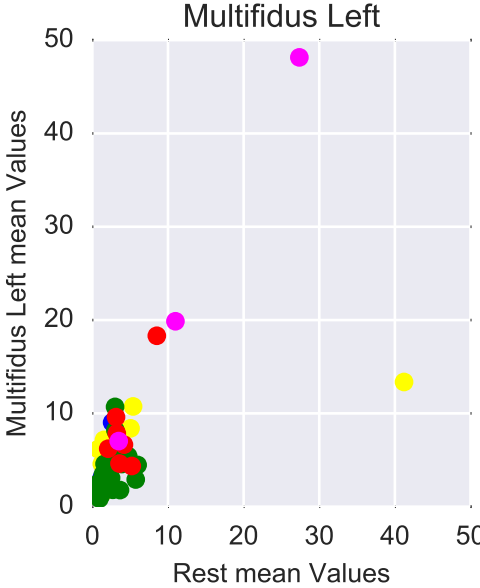
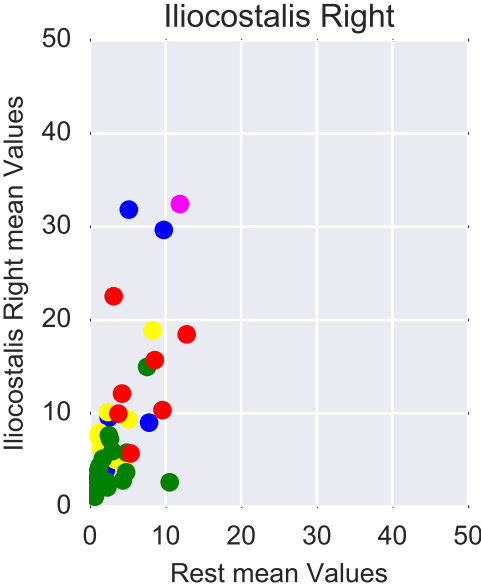
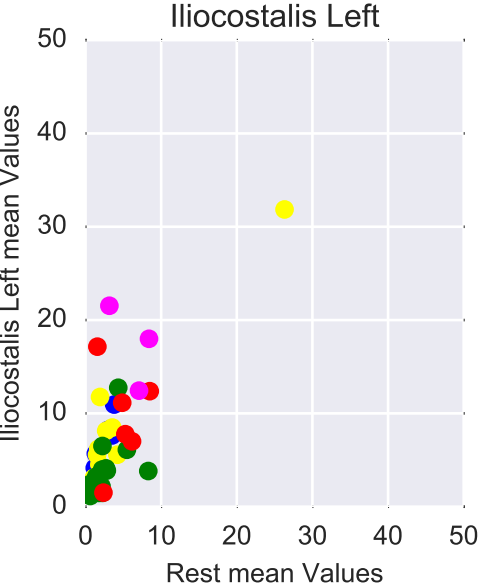
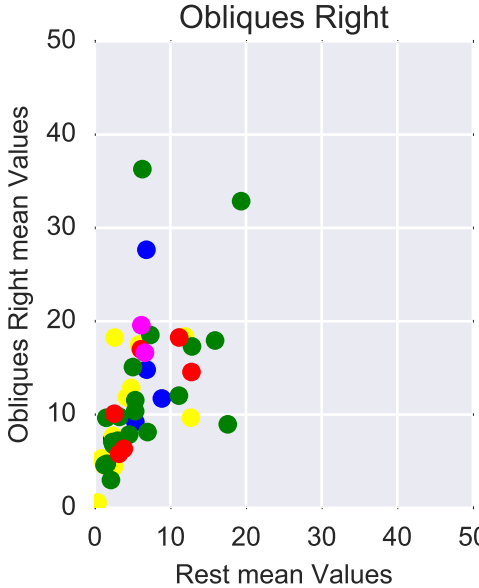
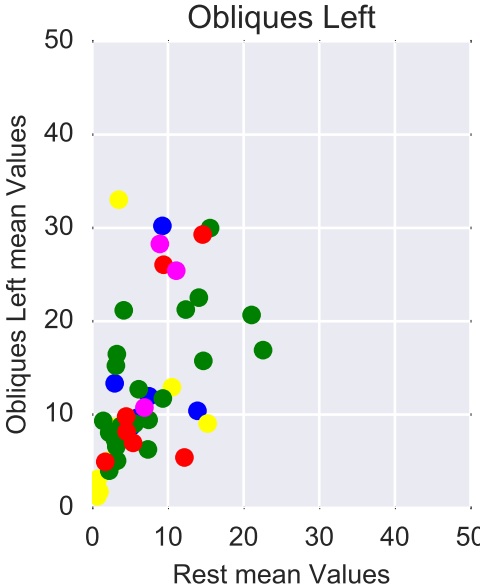
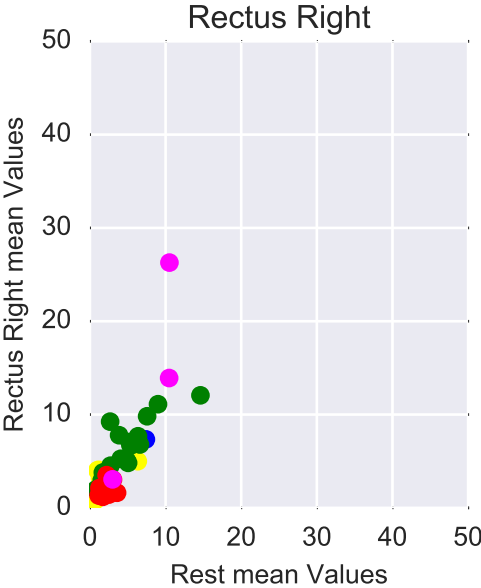
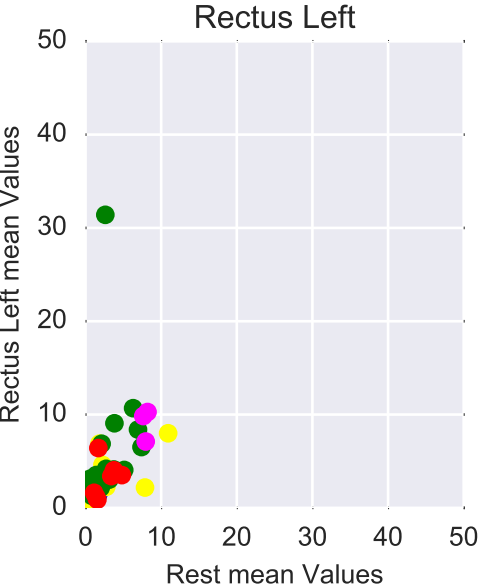
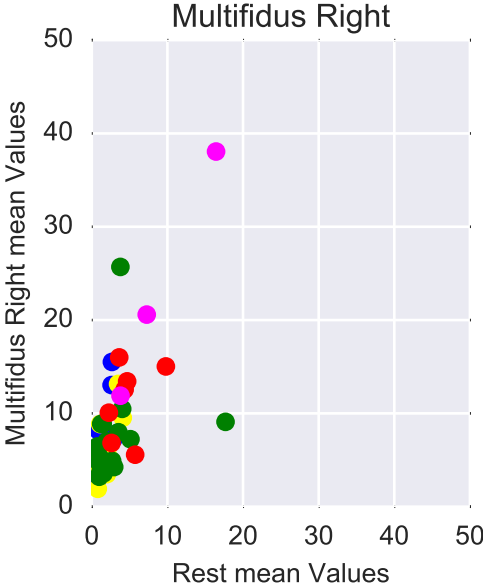
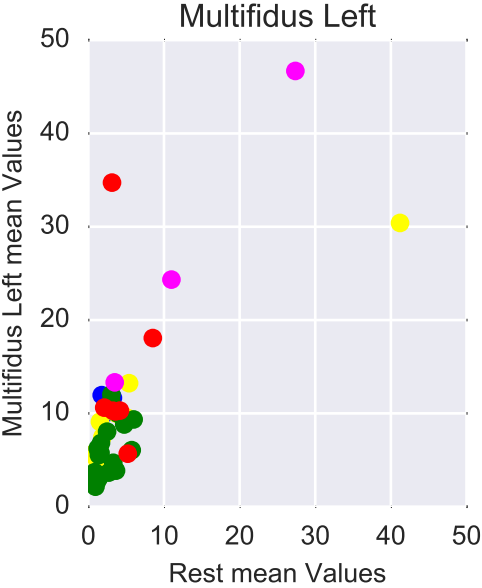
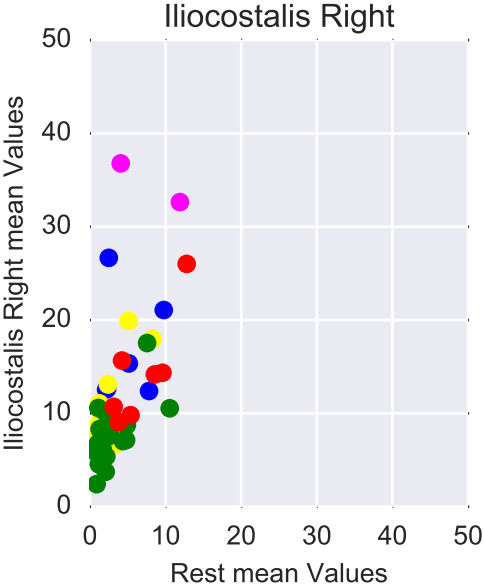
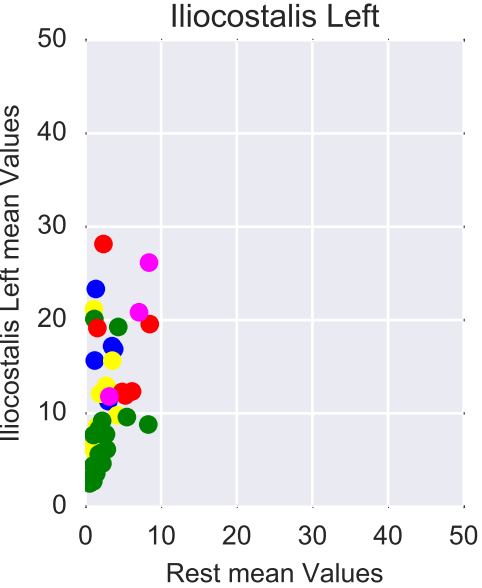
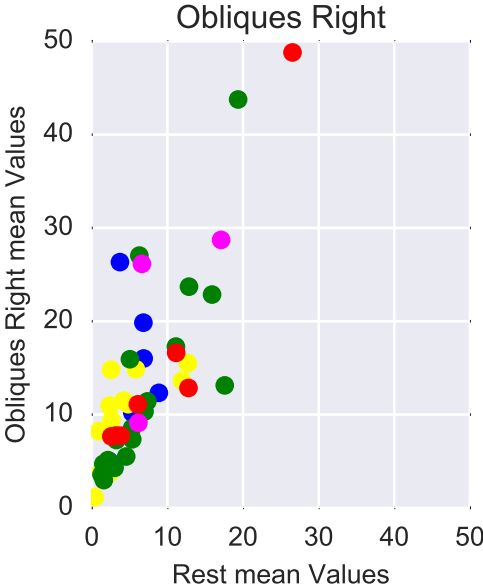
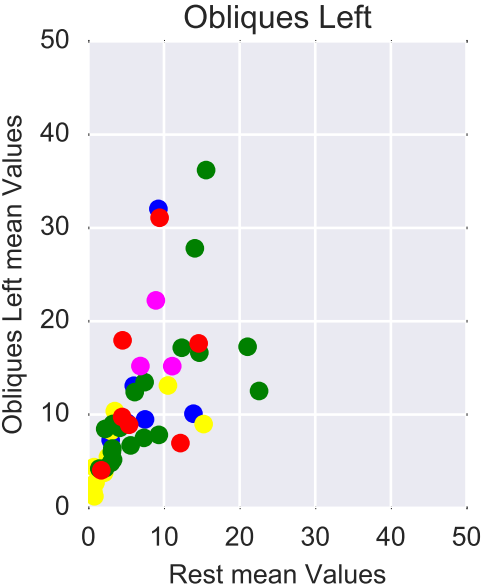
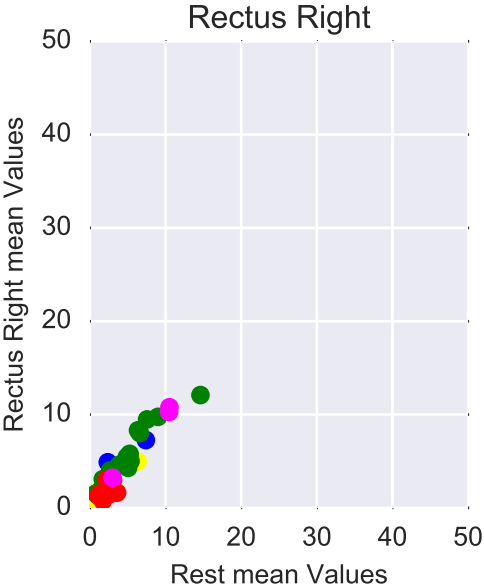
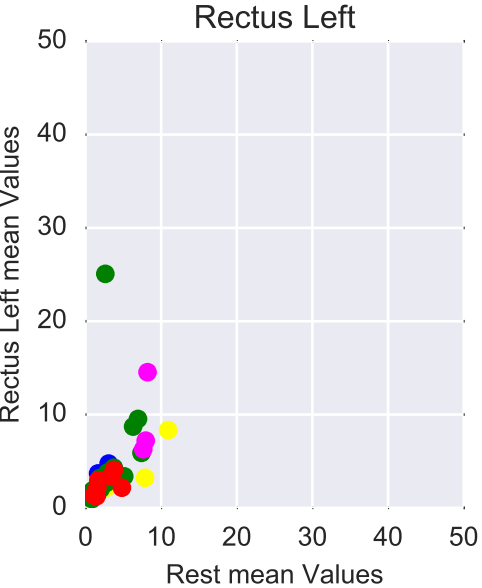


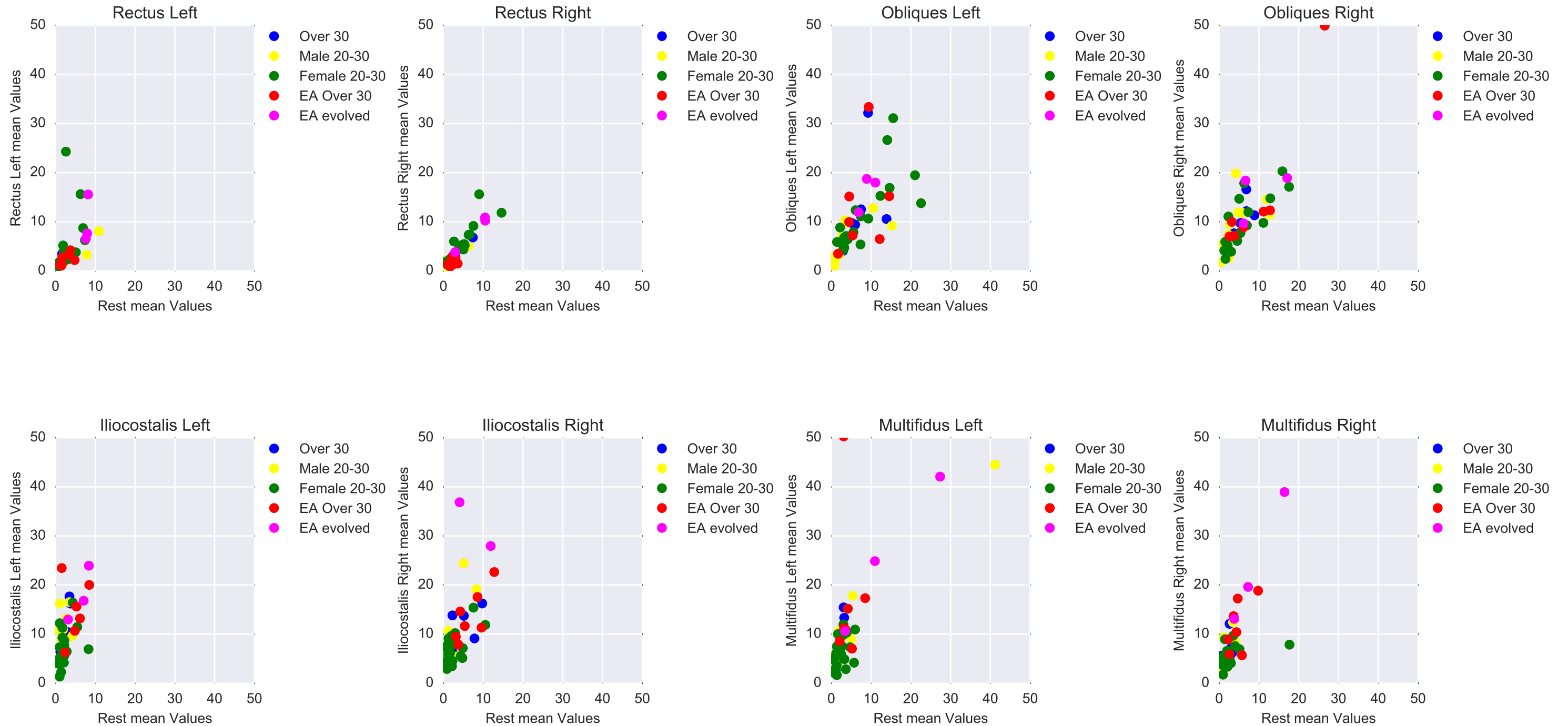
Relax VS Task (Mean Value) - OneFootStanding_R_EO



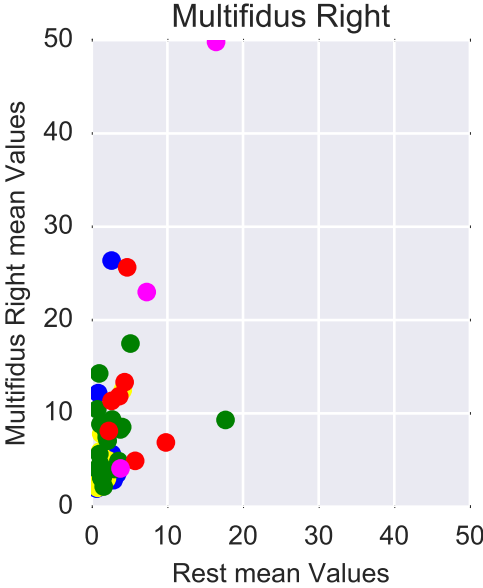
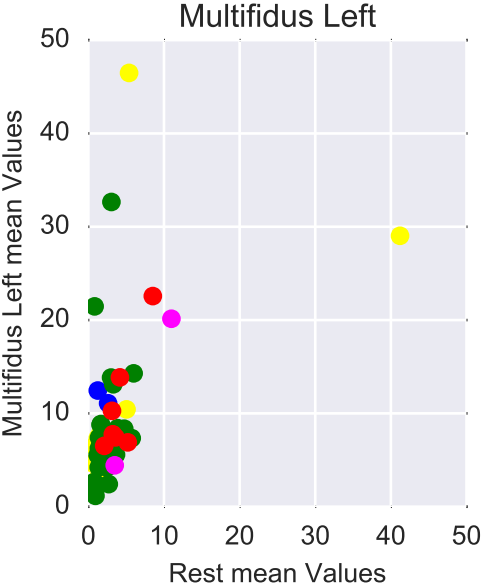
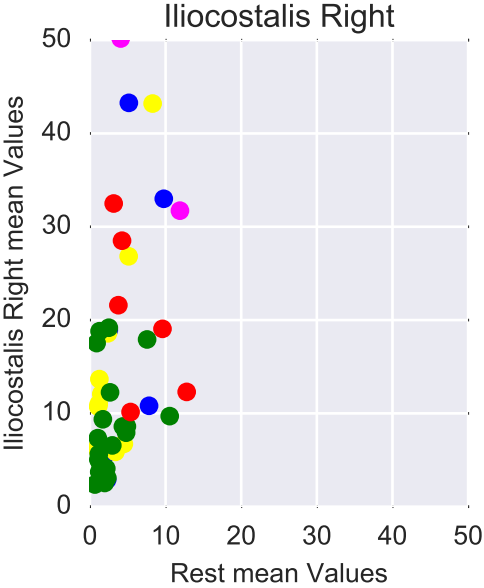
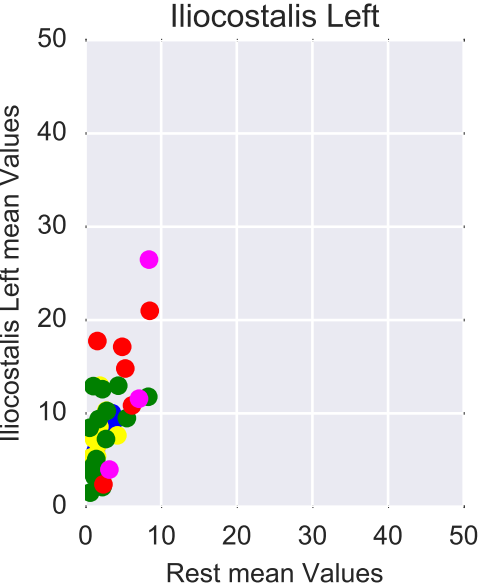
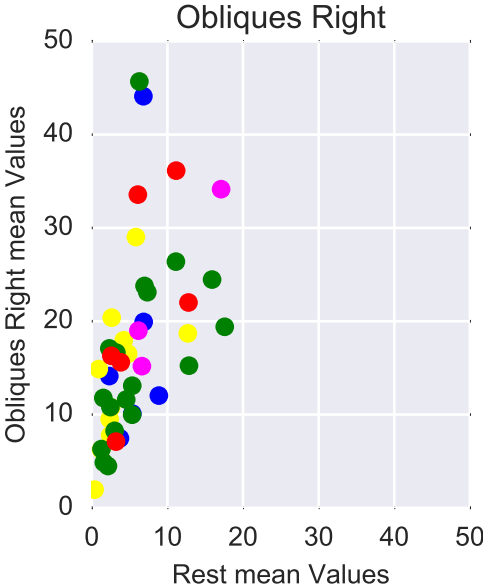
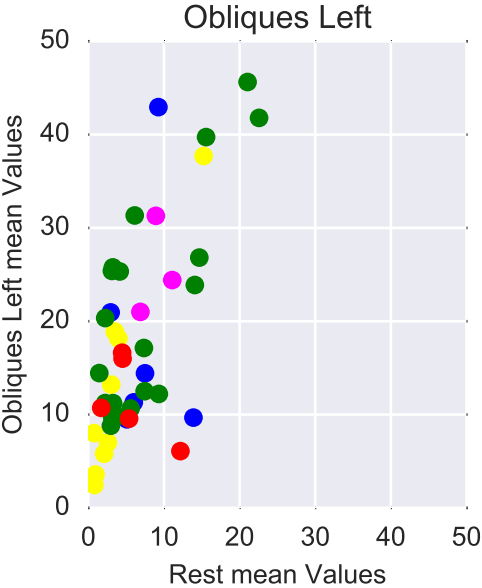
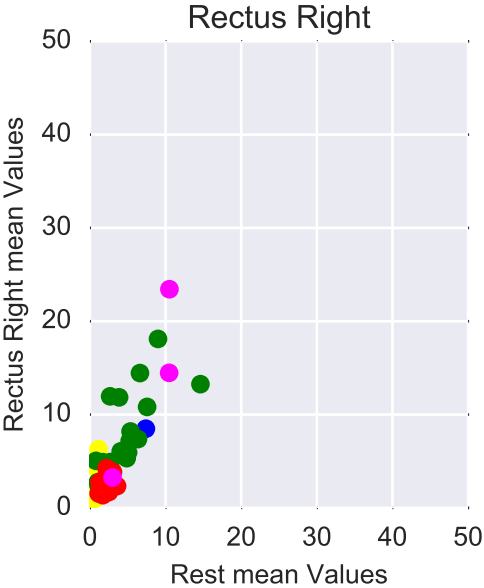
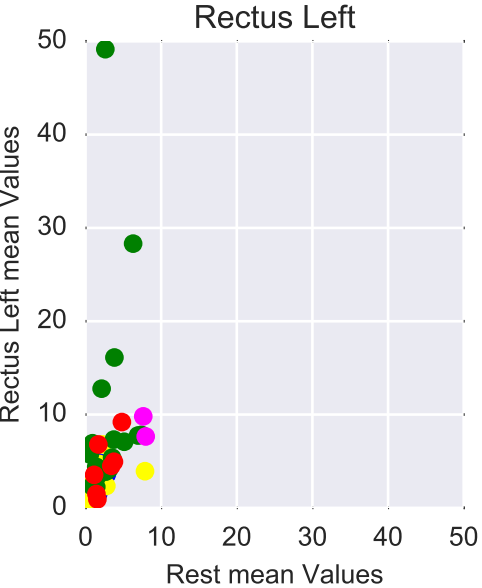
Relax VS Task (Mean Value) - Reach_L



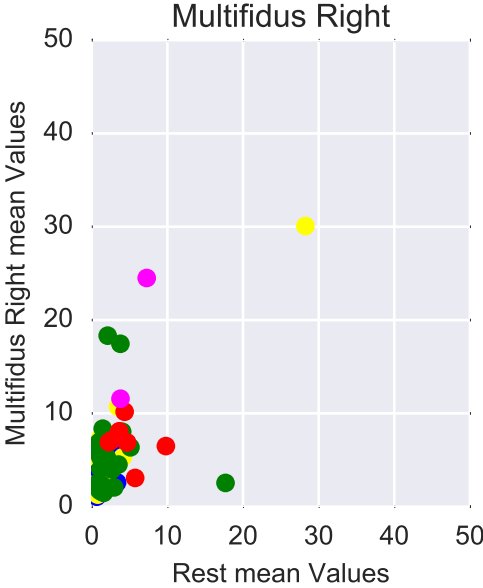
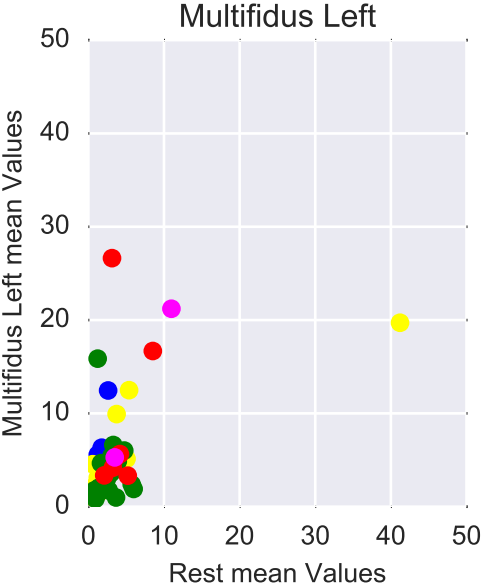
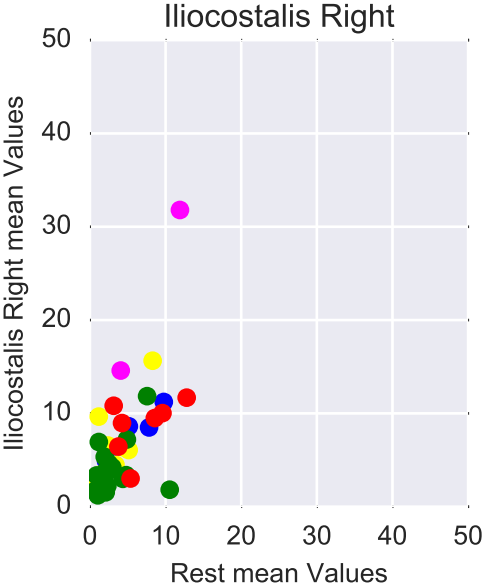
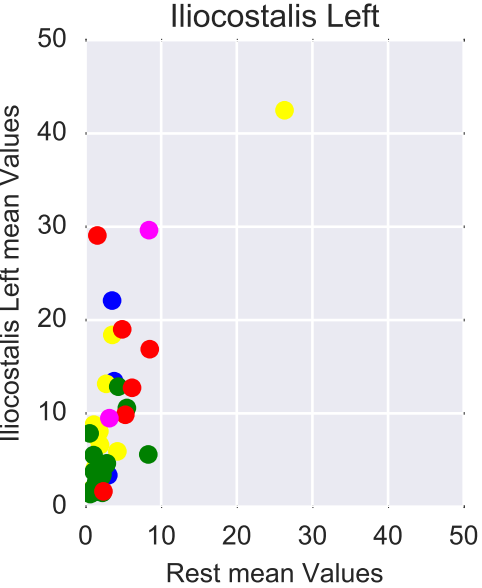
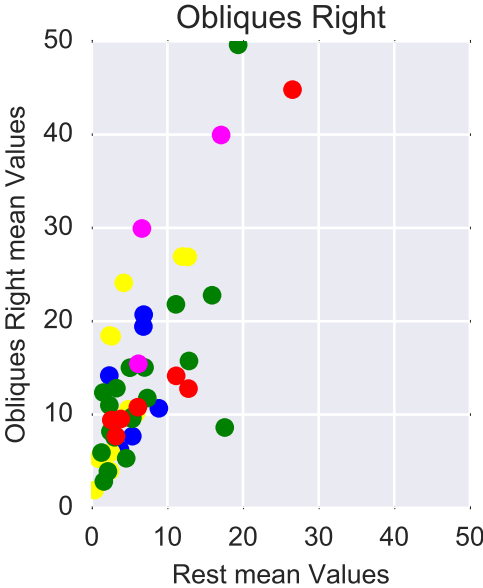
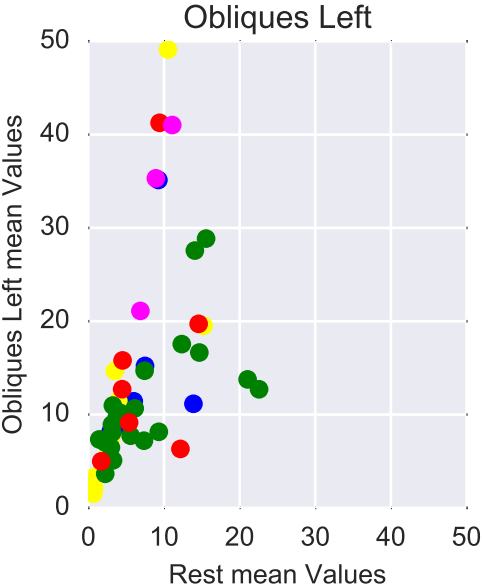
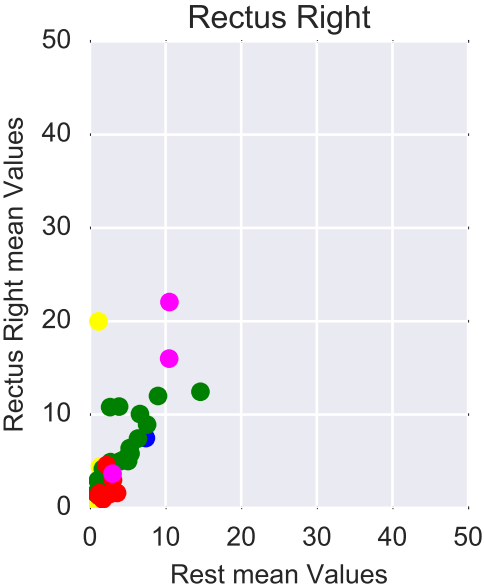
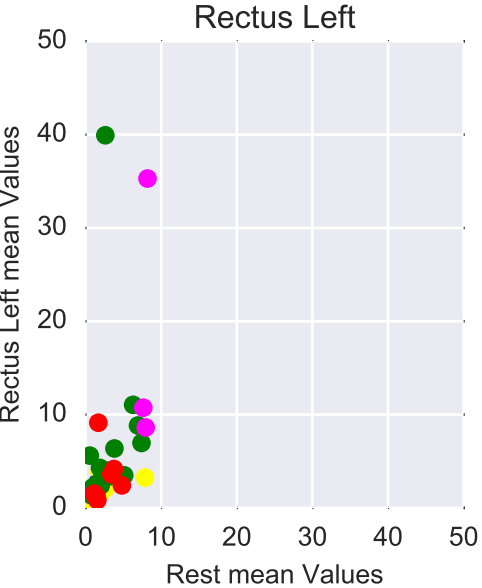
Relax VS Task (Mean Value) - Reach_C



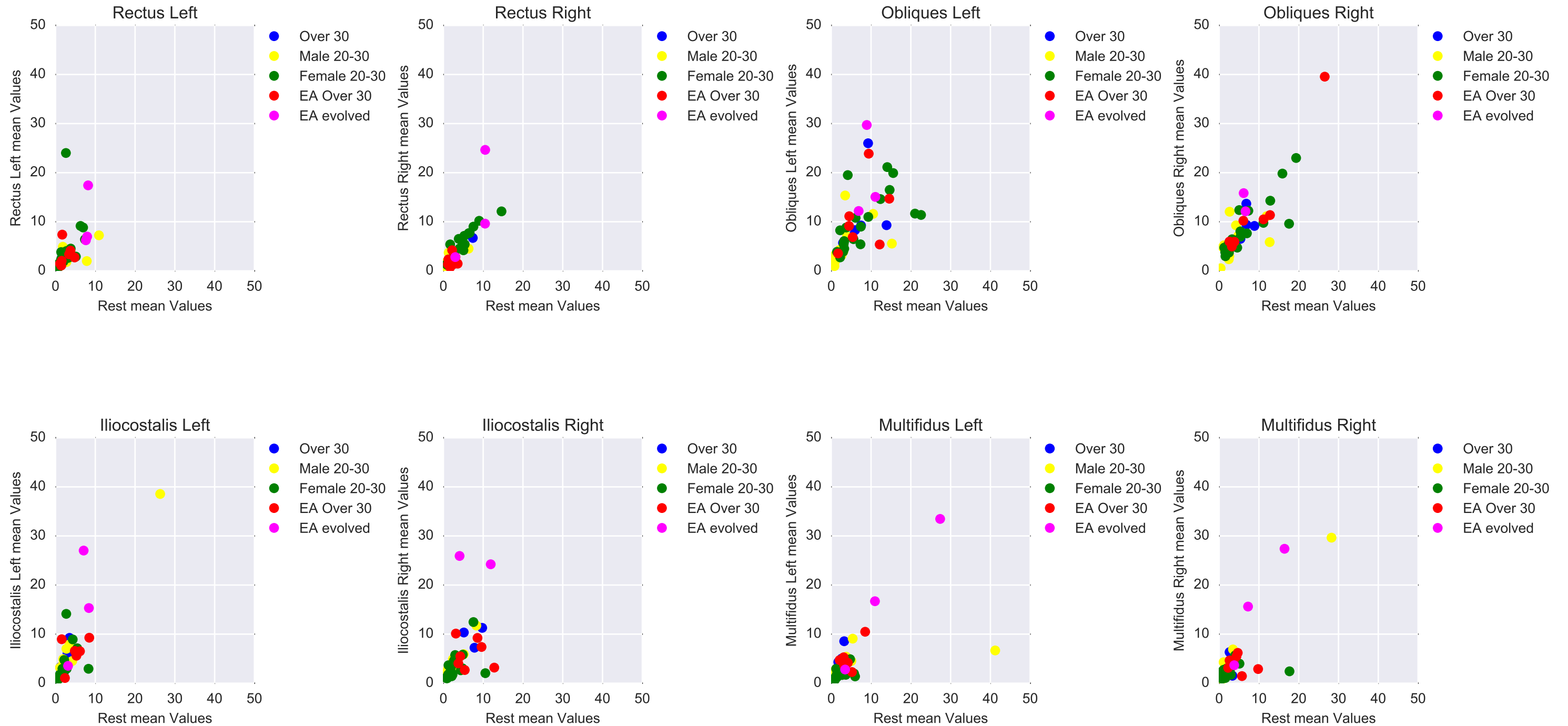
Relax VS Task (Mean Value) - OneFootStanding_R_EC



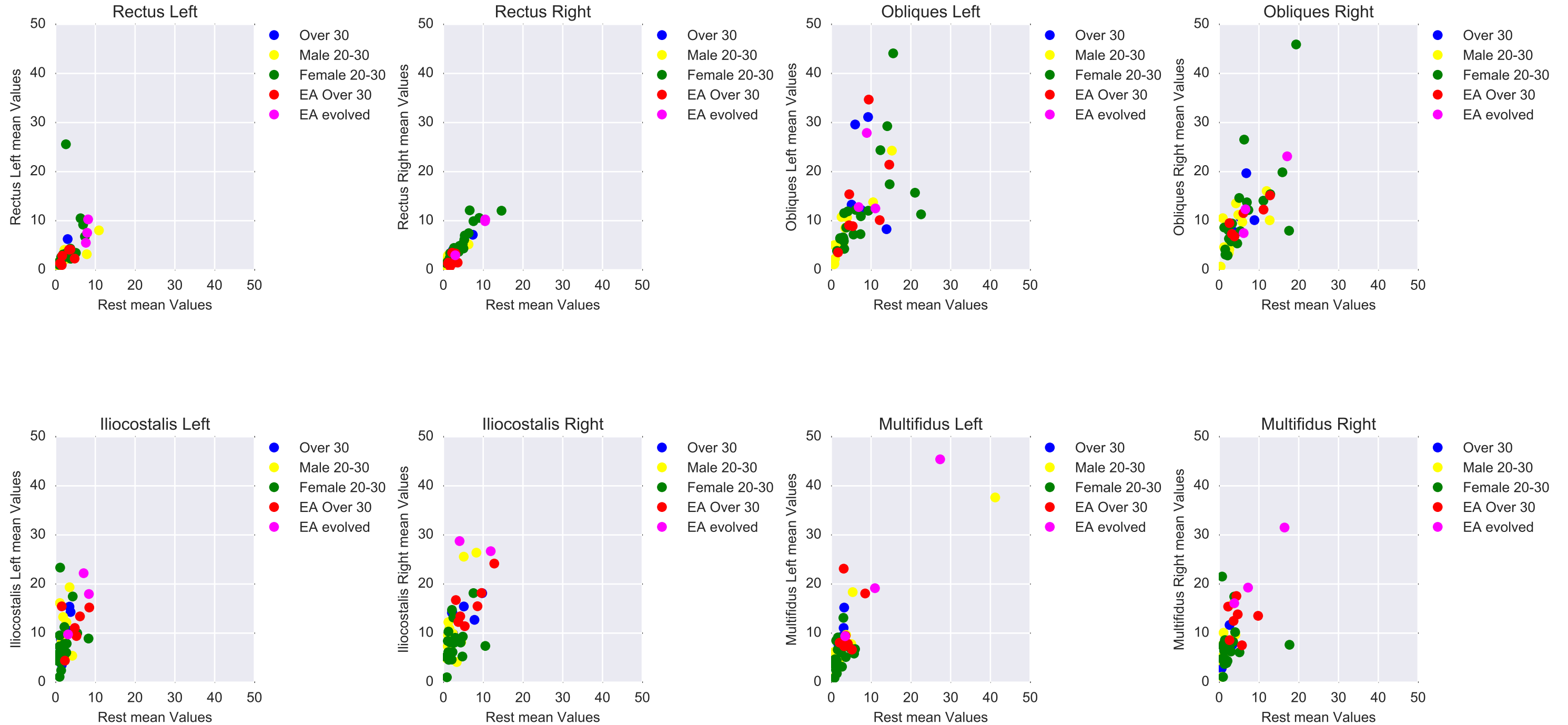
Relax VS Task (Mean Value) - OneFootStanding_L_EO



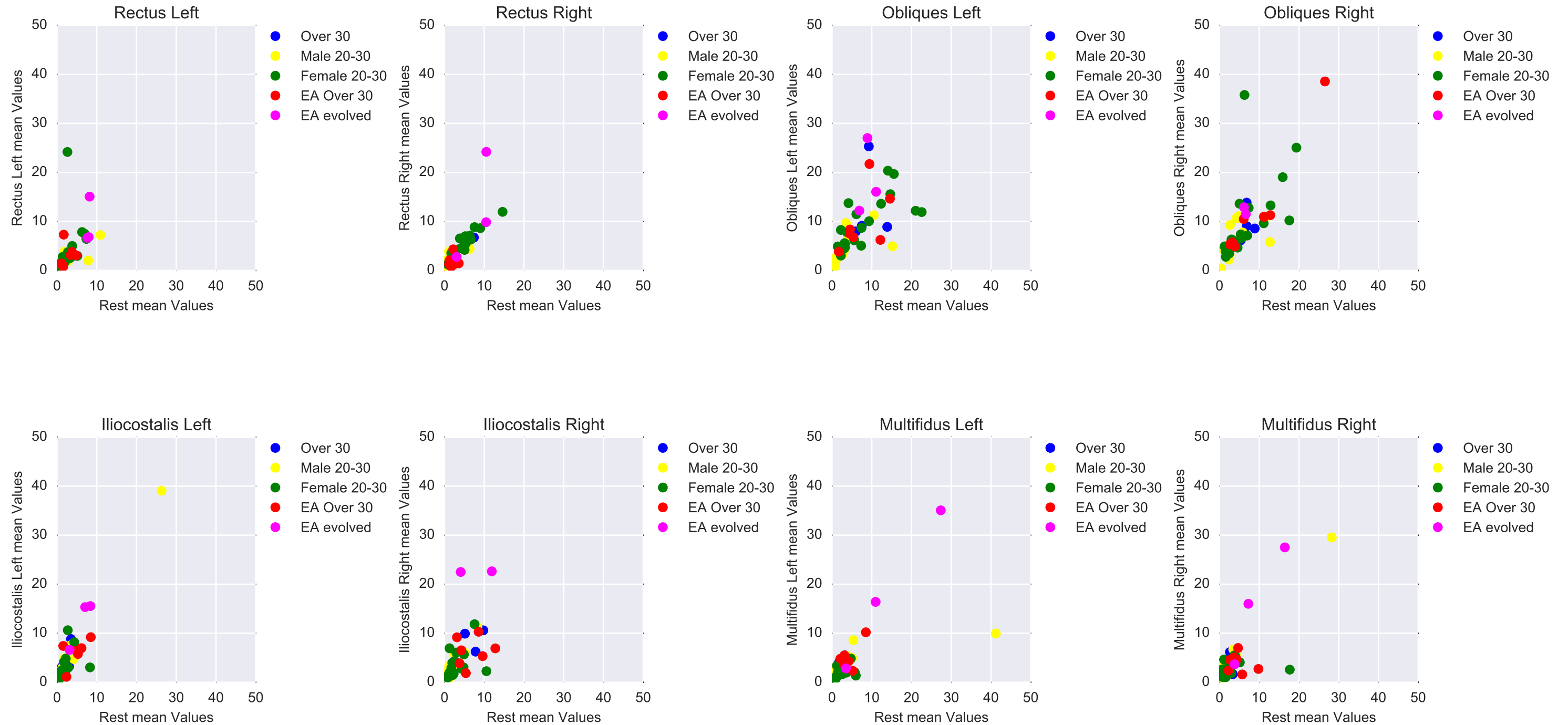
Relax VS Task (Mean Value) - Standing_EO



Relax VS Task (Mean Value) - Reach_R



Relax VS Task (Mean Value) - Standing_EC



Relax VS Task (Mean Value) - OneFootStanding_L_EC

