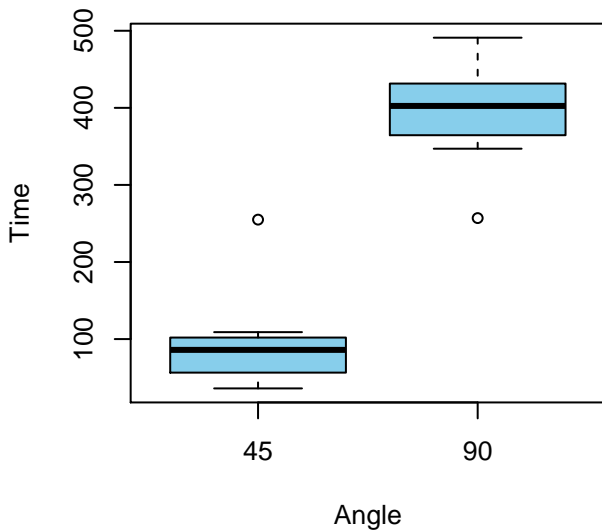
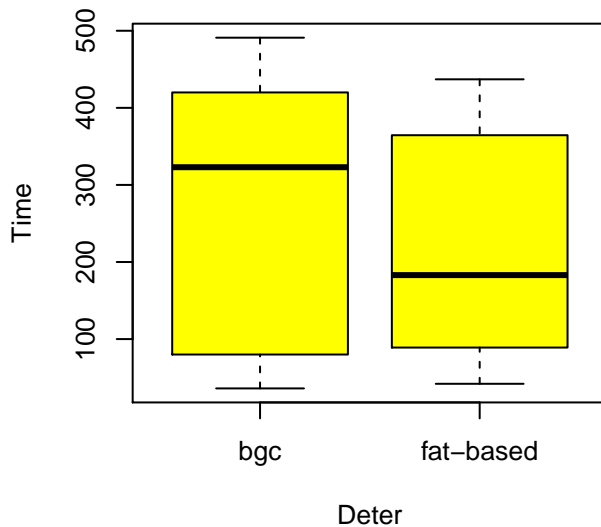


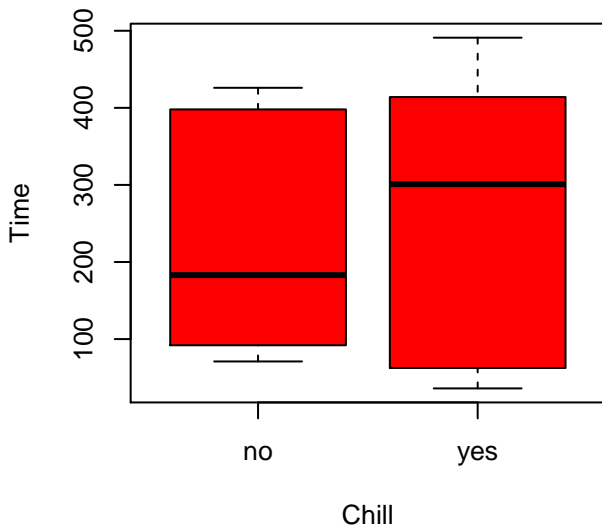
Angle vs Time



Deter vs Time



Chill vs Time



Bot/Can vs Time

