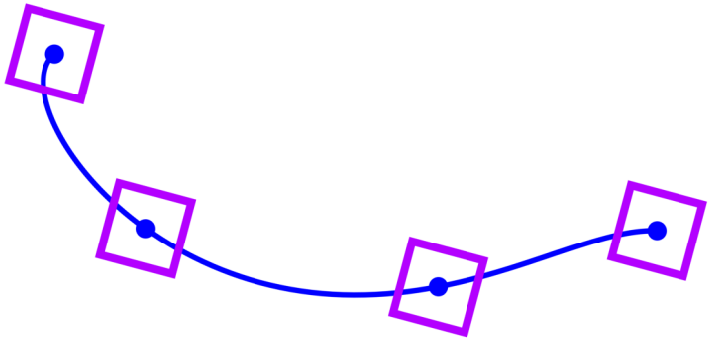


Angular Velocity = 0



Angular Velocity = 1

