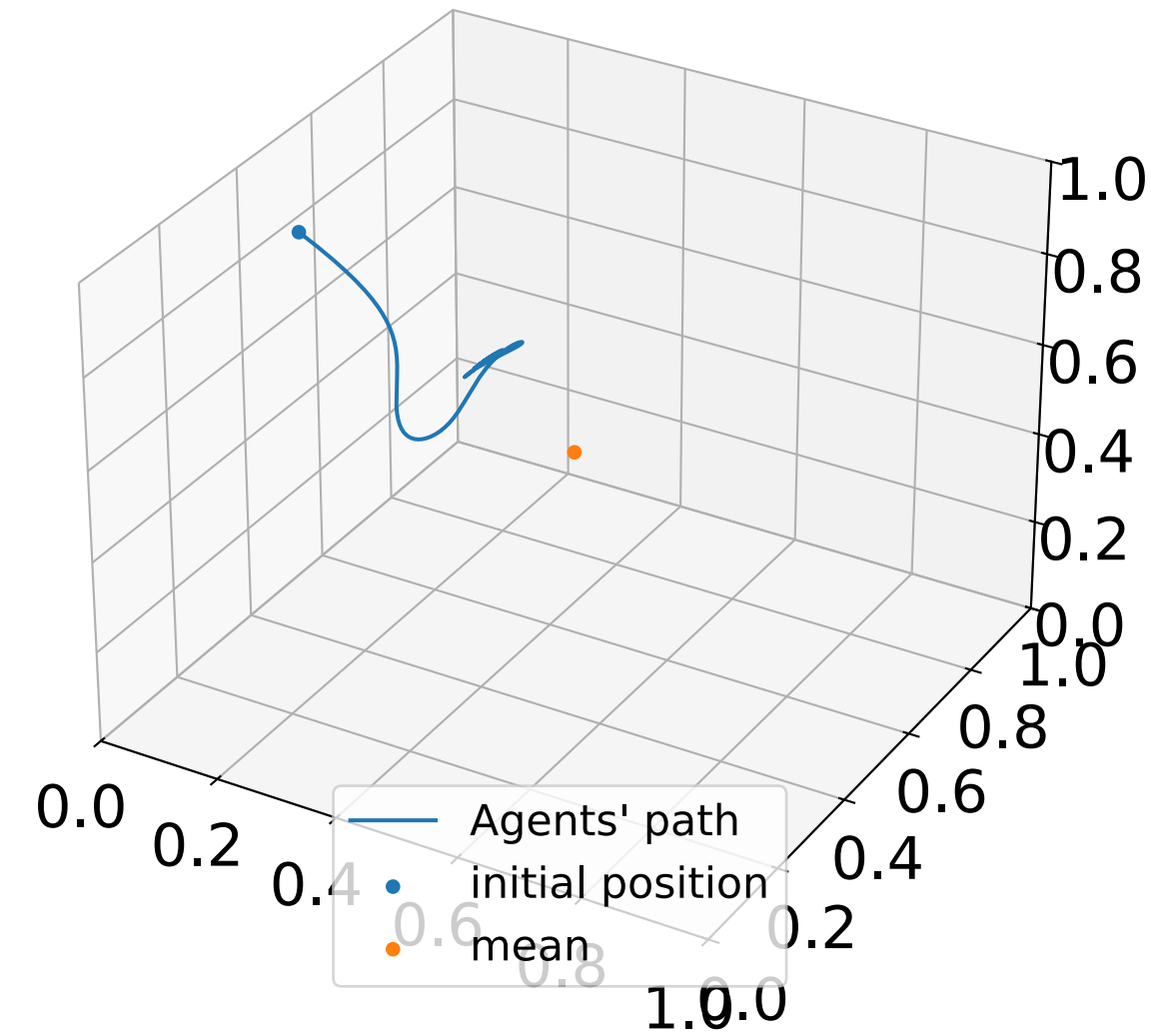


# Three Agent dynamics

## Agent 3d Positions



## Agent Positions

