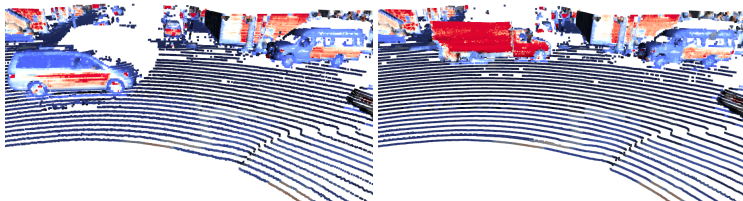


Trajectory manipulation



Object removal & insertion