

## Scenario 2

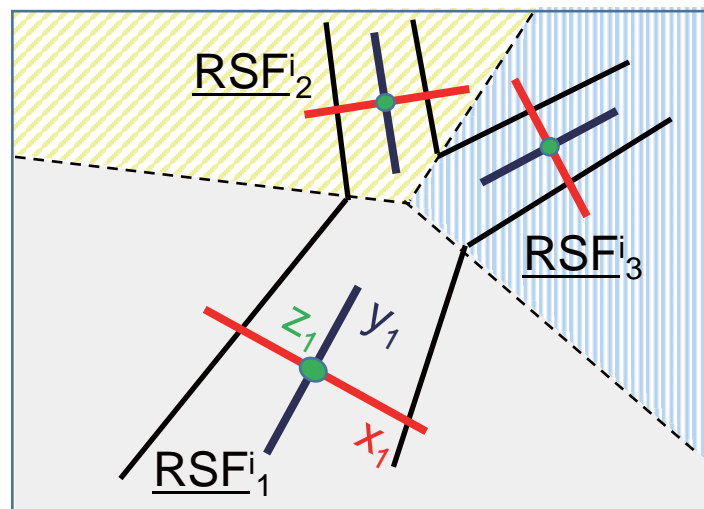
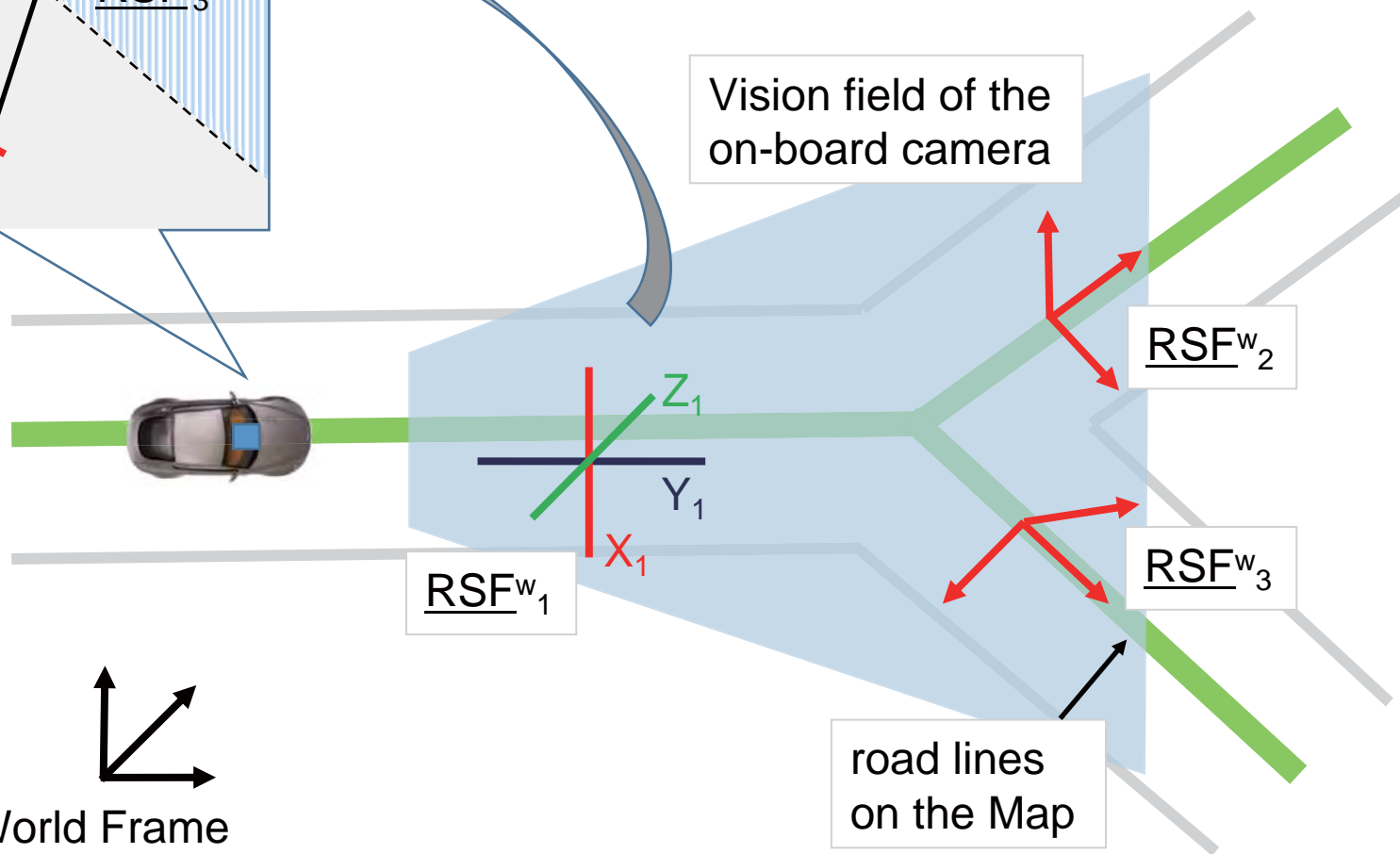


Image Frame



World Frame