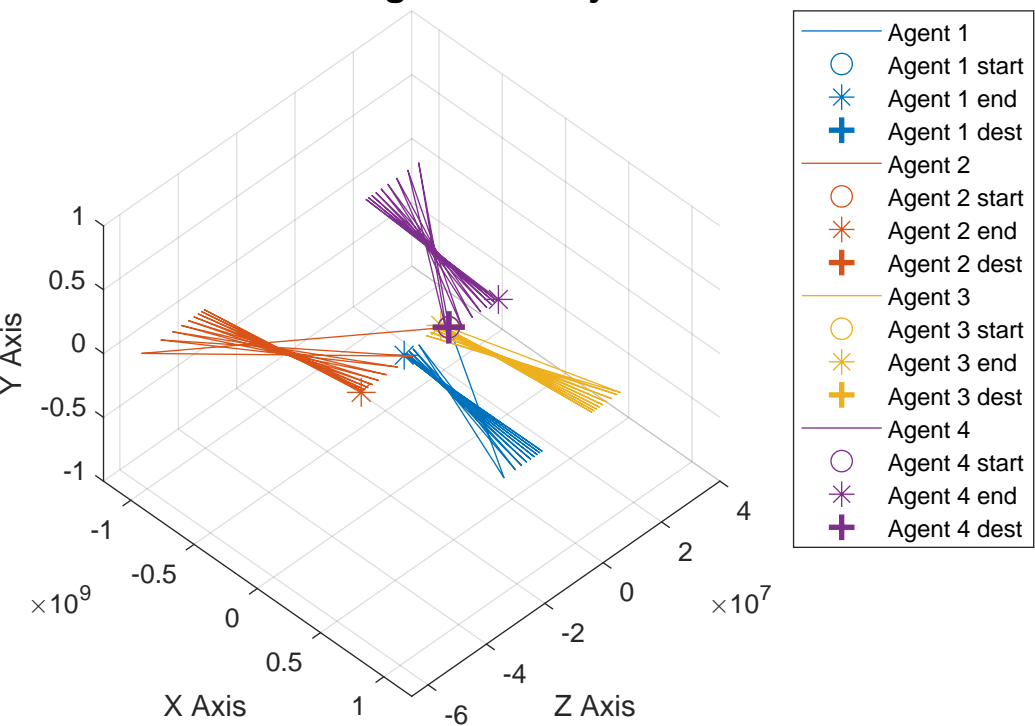
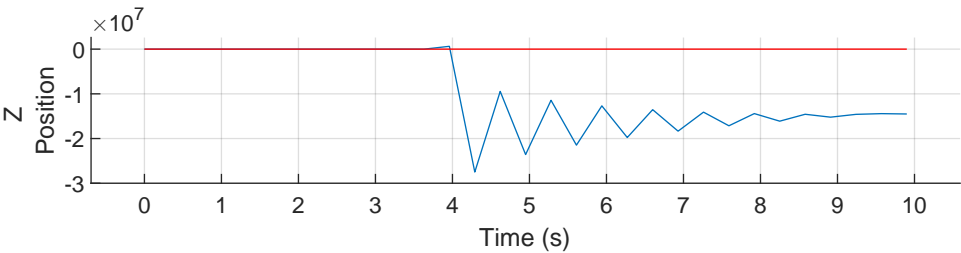
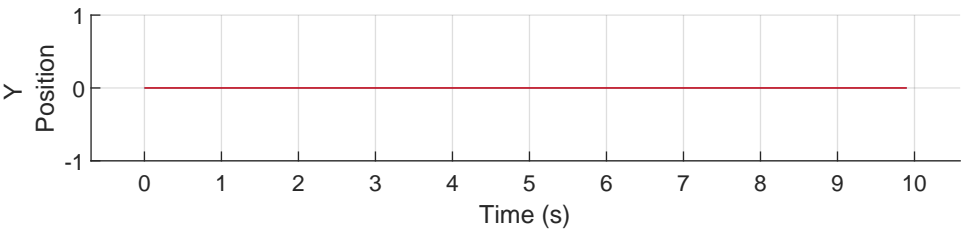
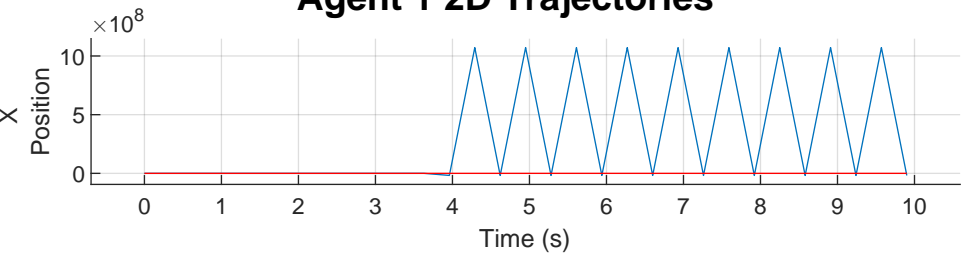


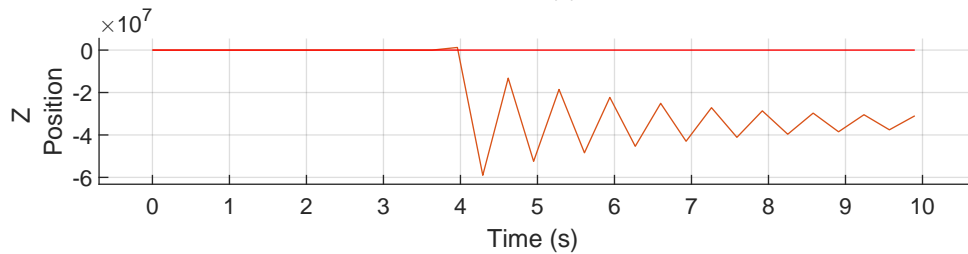
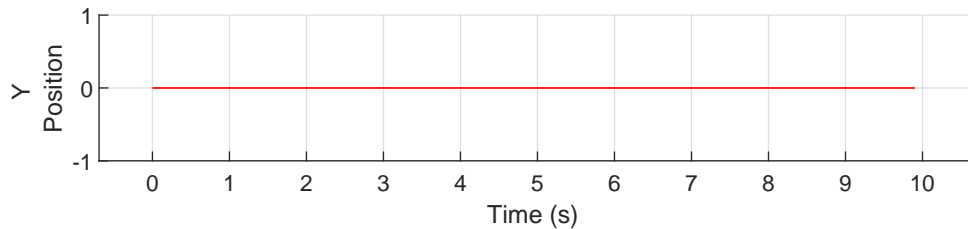
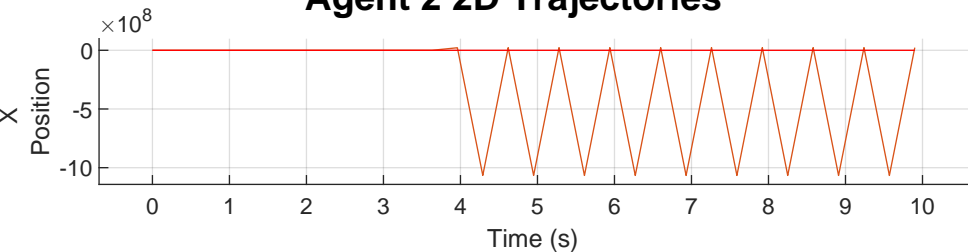
Agent 3D Trajectories



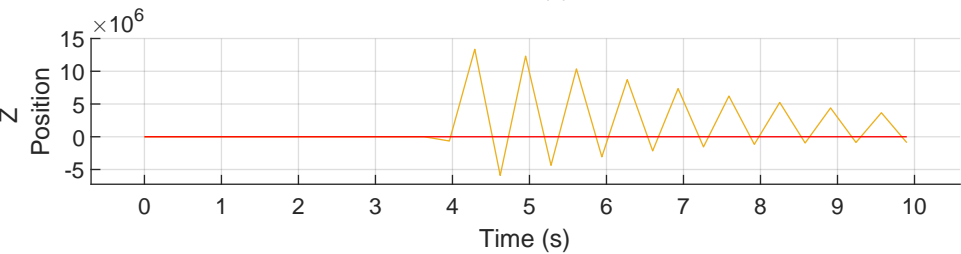
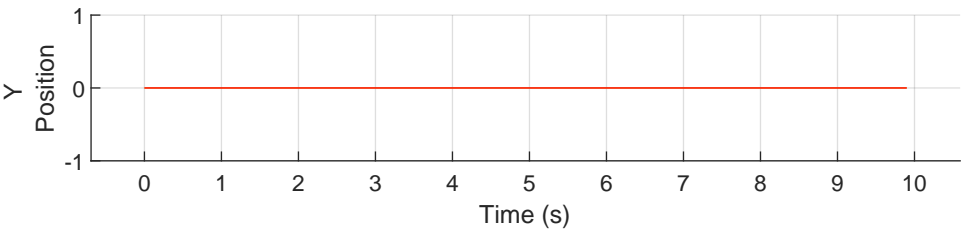
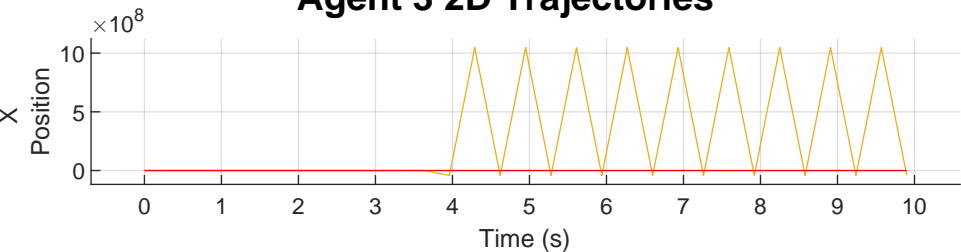
Agent 1 2D Trajectories



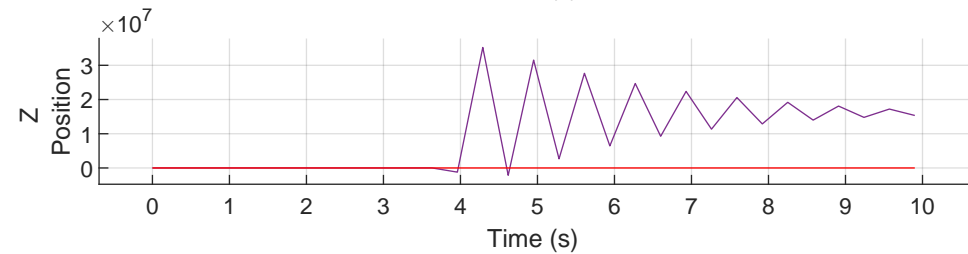
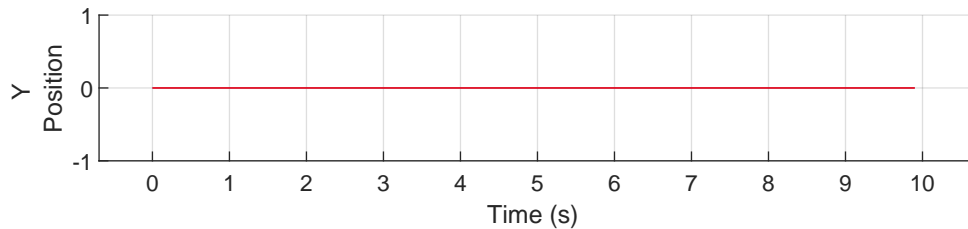
Agent 2 2D Trajectories



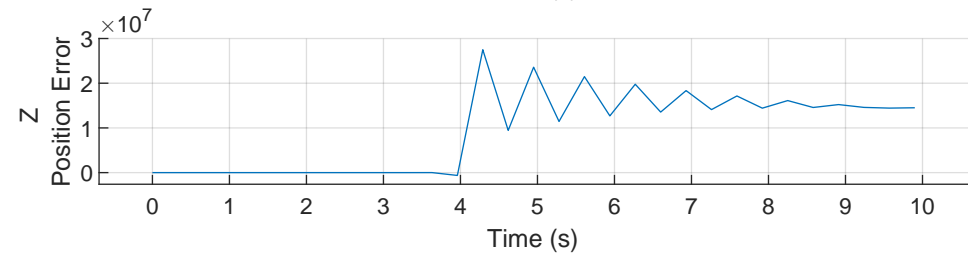
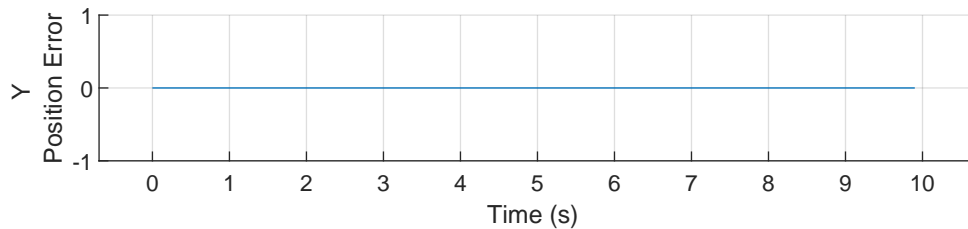
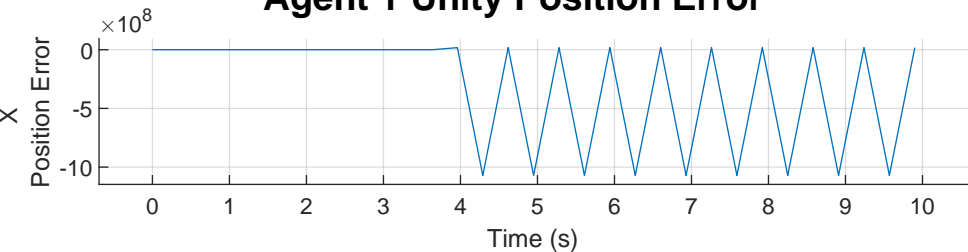
Agent 3 2D Trajectories



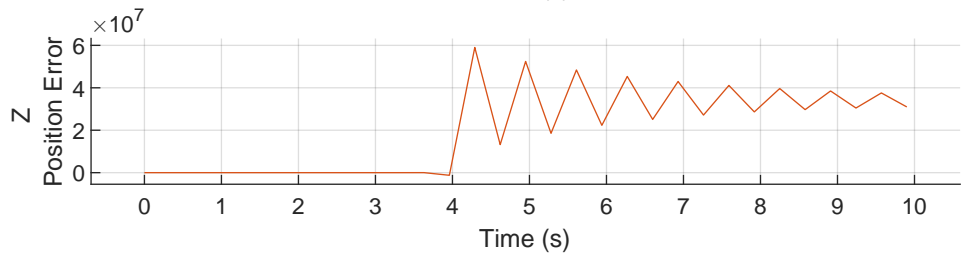
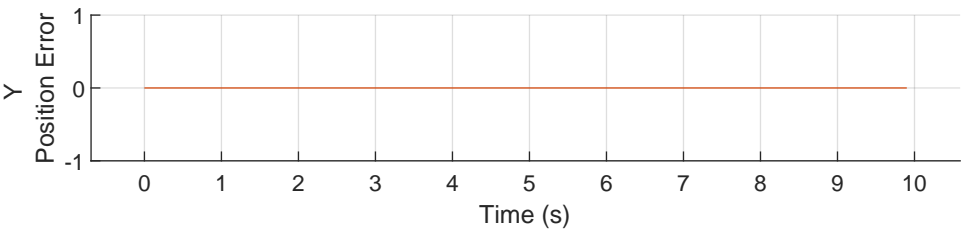
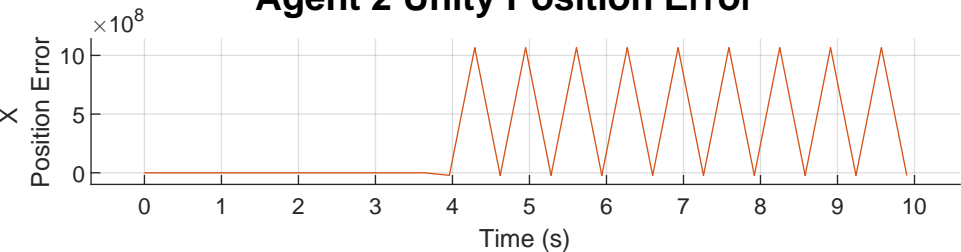
Agent 4 2D Trajectories



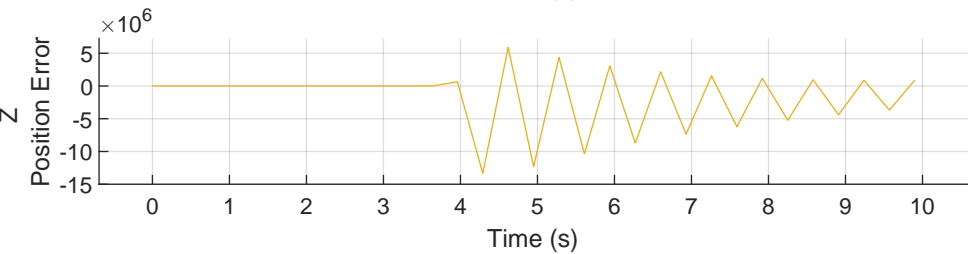
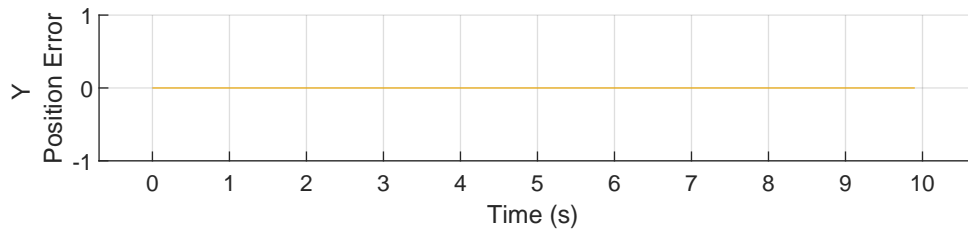
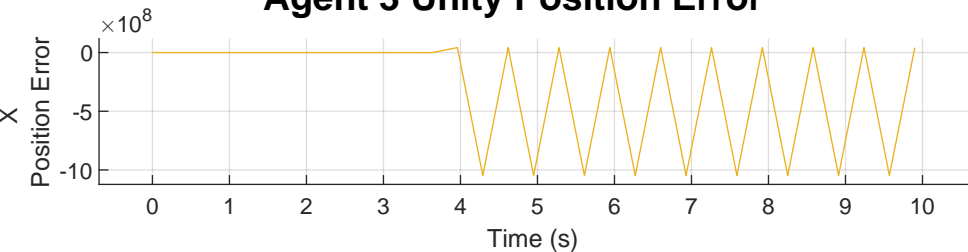
Agent 1 Unity Position Error



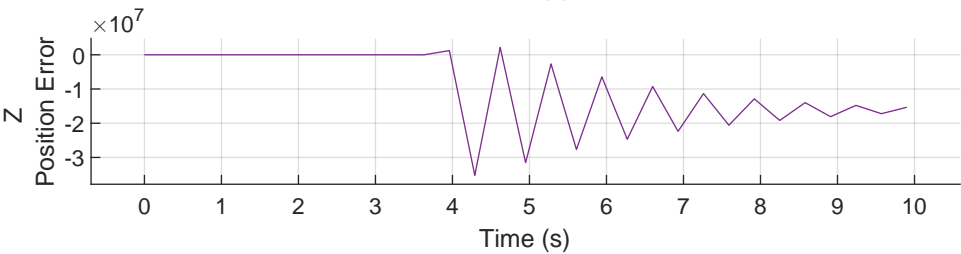
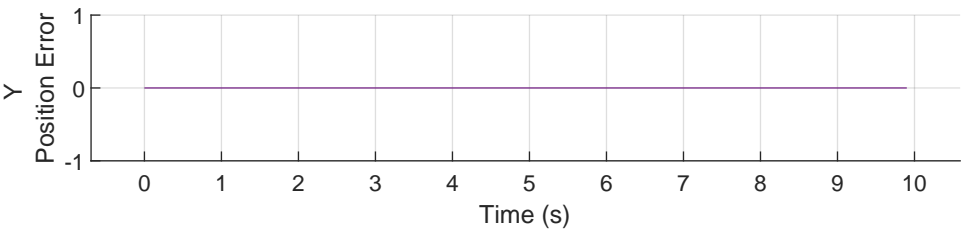
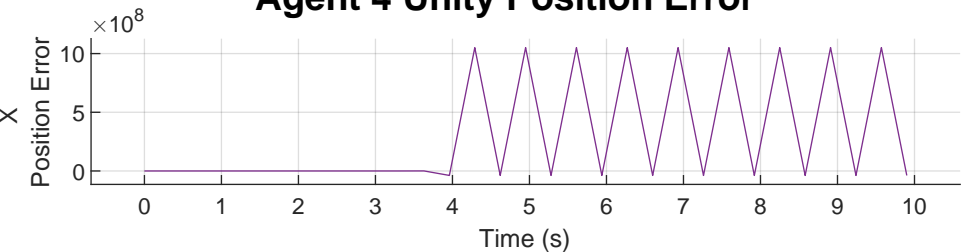
Agent 2 Unity Position Error



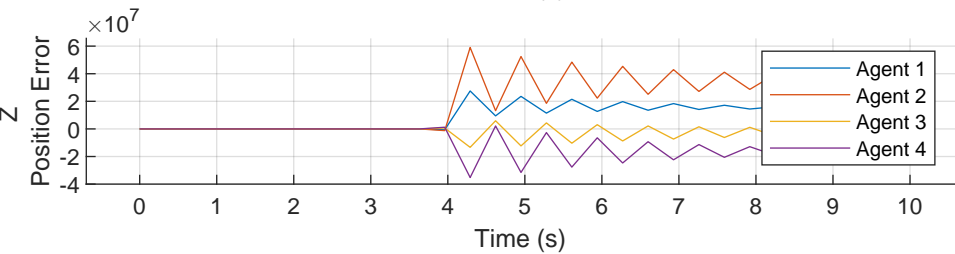
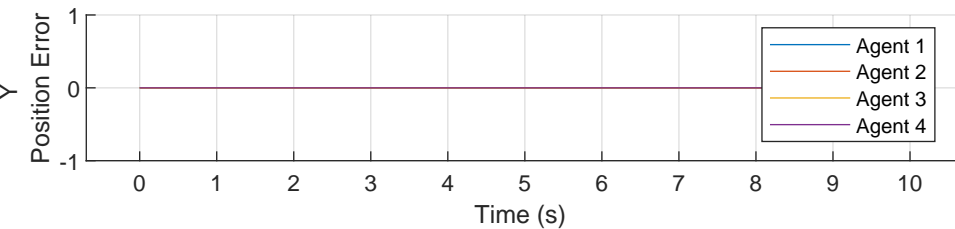
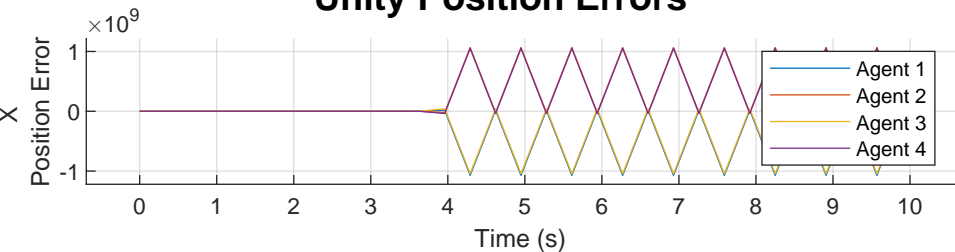
Agent 3 Unity Position Error



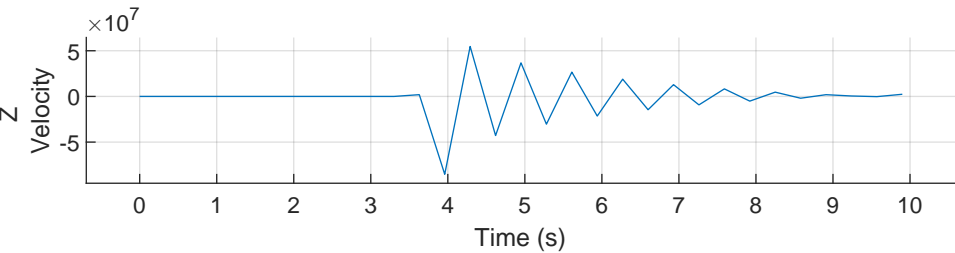
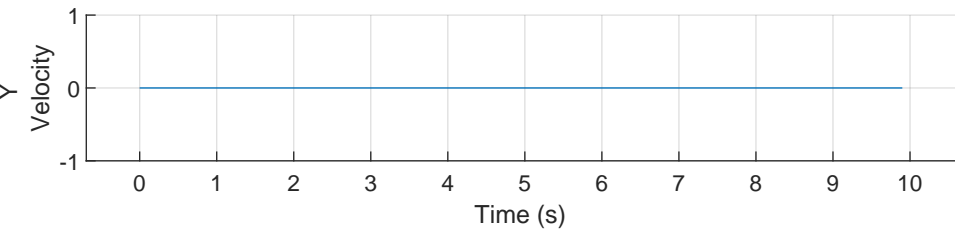
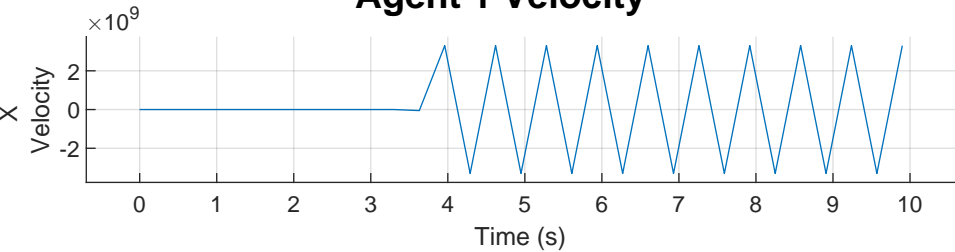
Agent 4 Unity Position Error



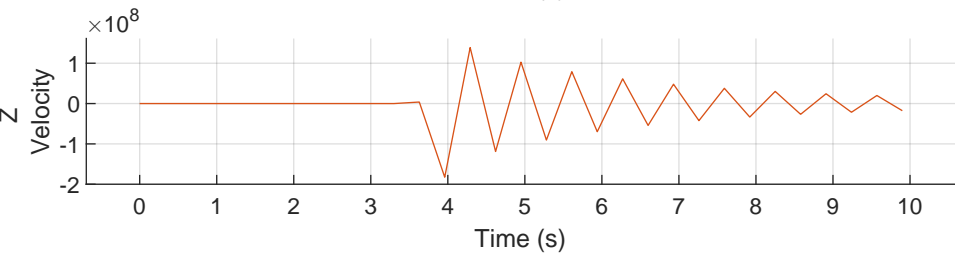
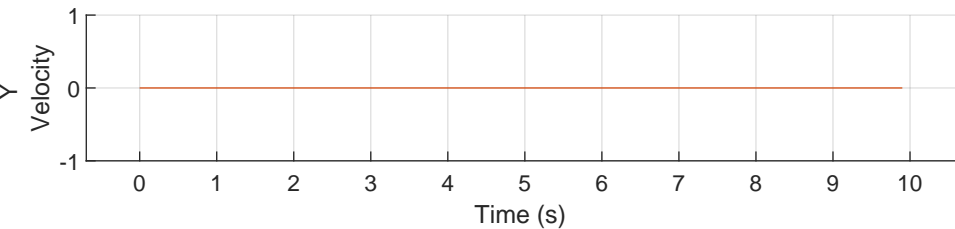
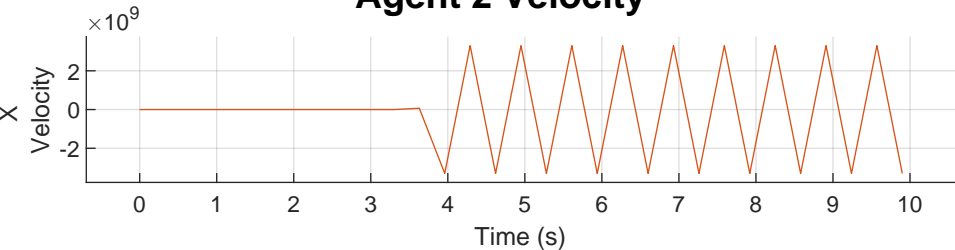
Unity Position Errors



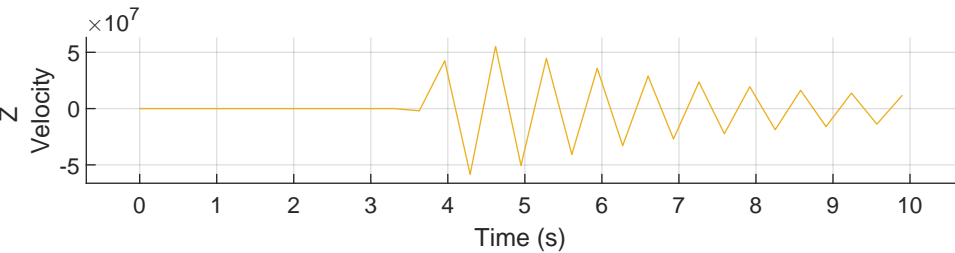
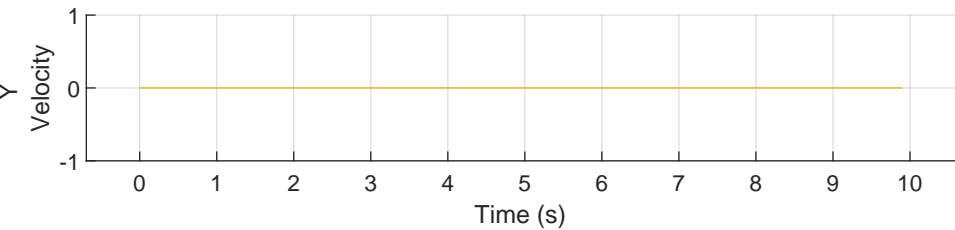
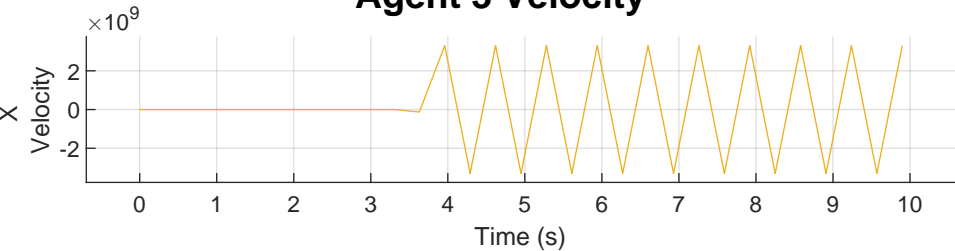
Agent 1 Velocity



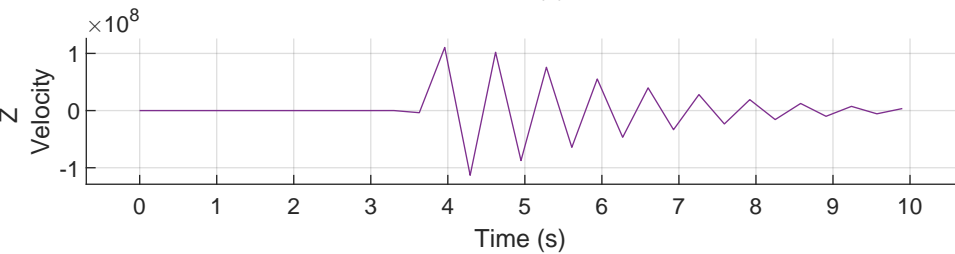
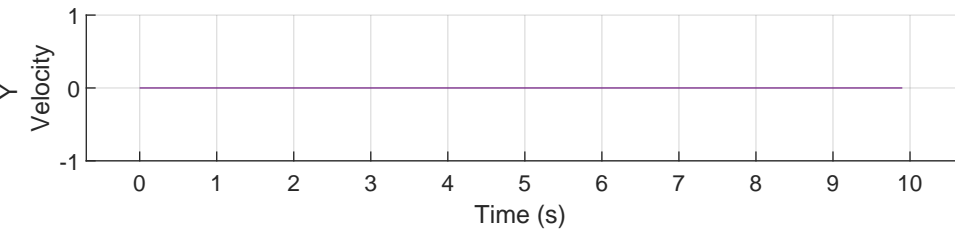
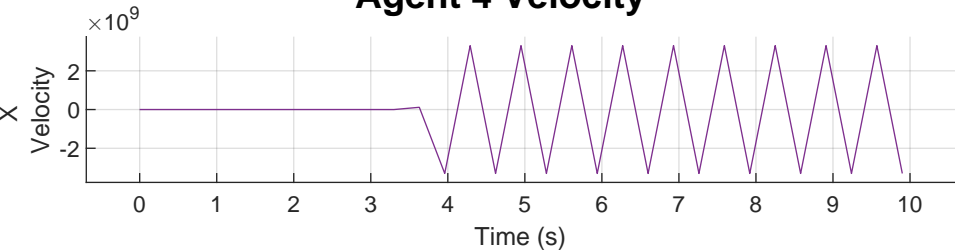
Agent 2 Velocity



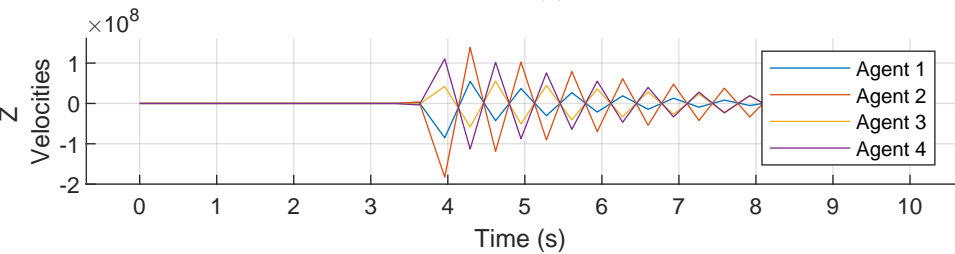
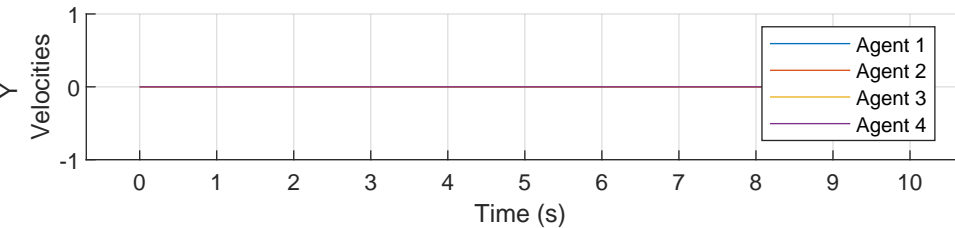
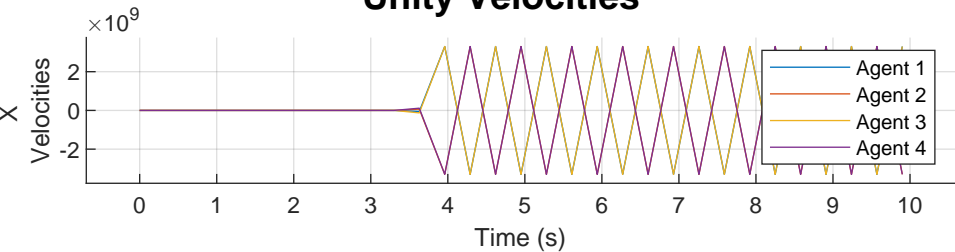
Agent 3 Velocity



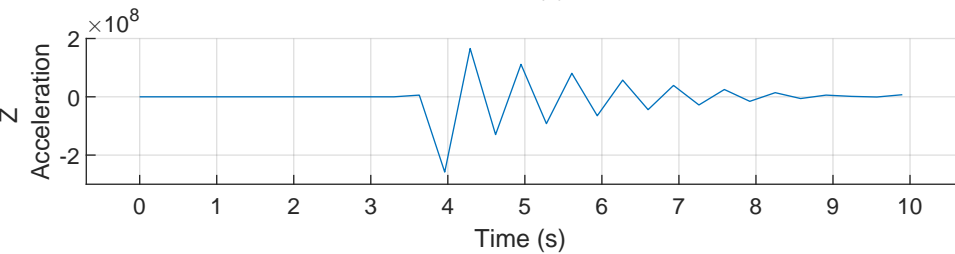
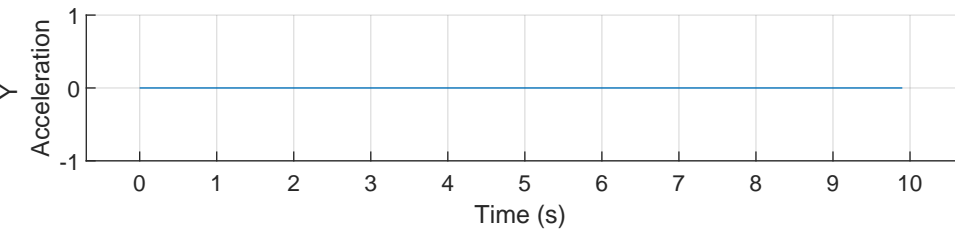
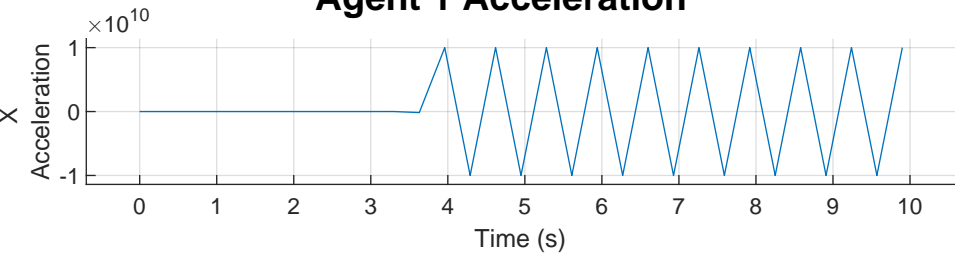
Agent 4 Velocity



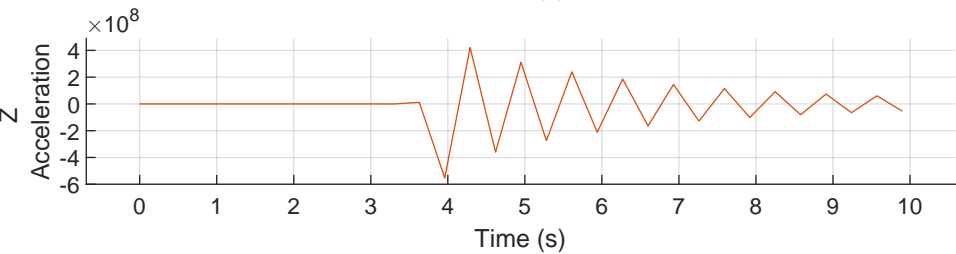
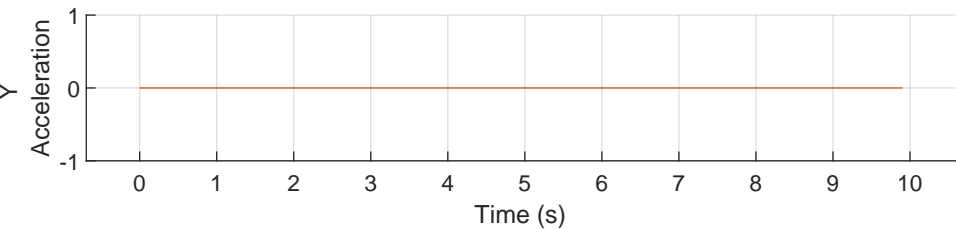
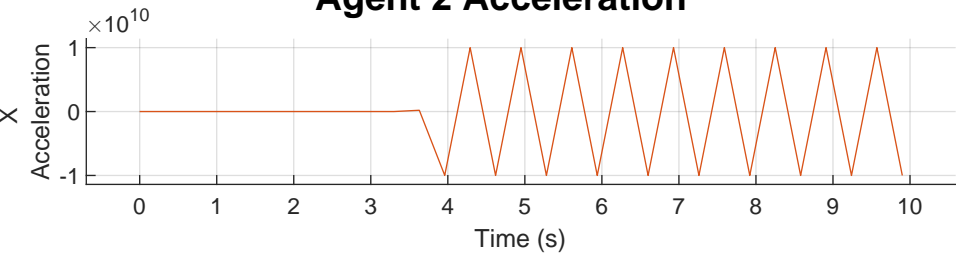
Unity Velocities



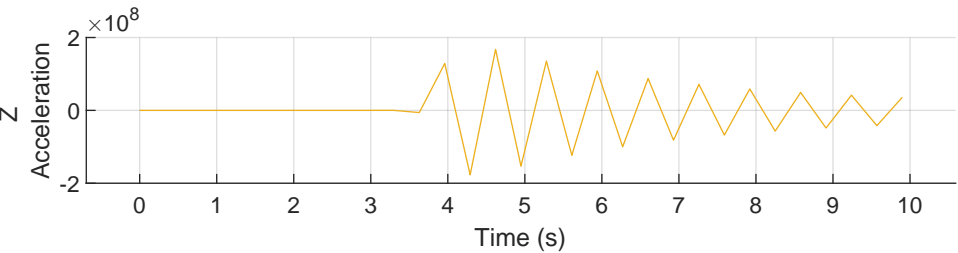
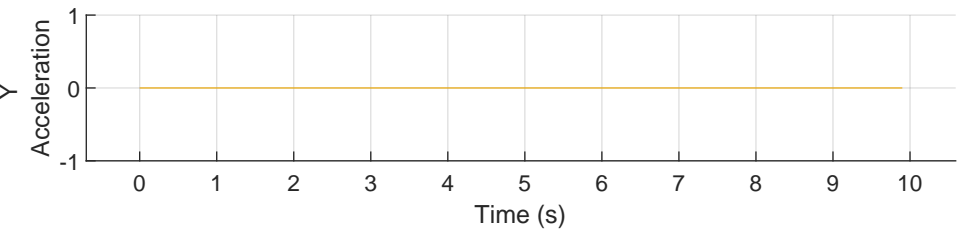
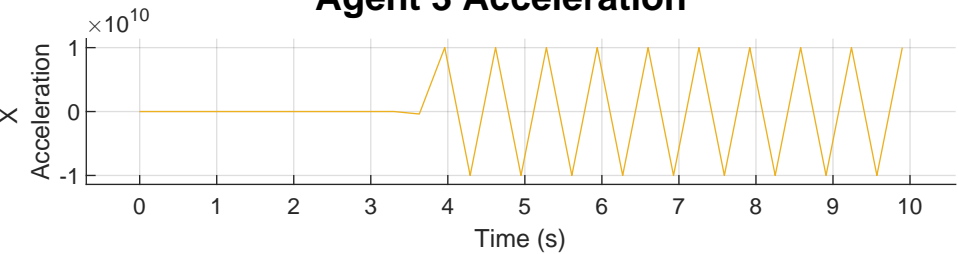
Agent 1 Acceleration



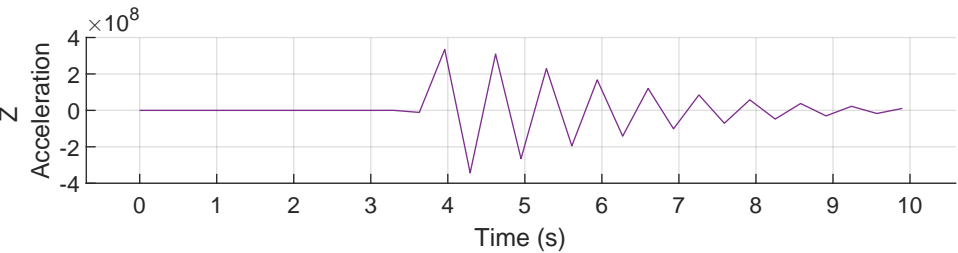
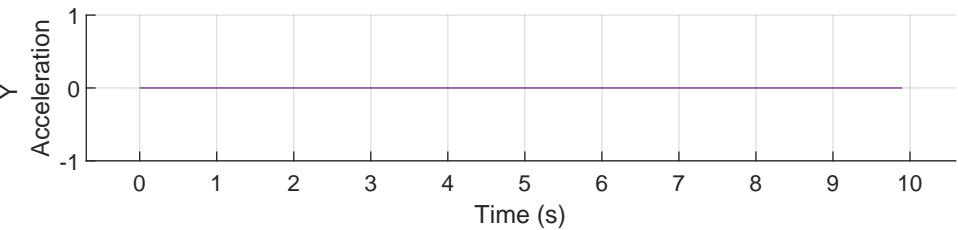
Agent 2 Acceleration



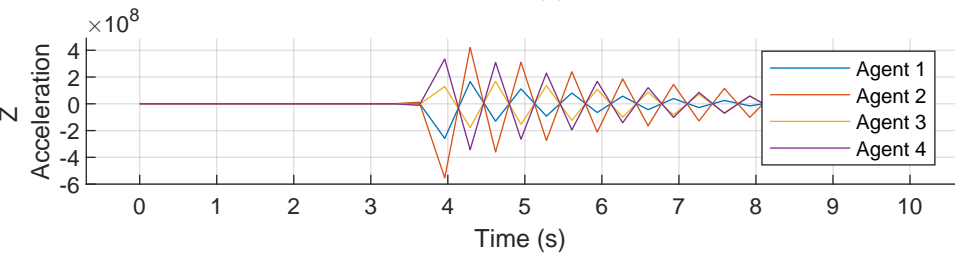
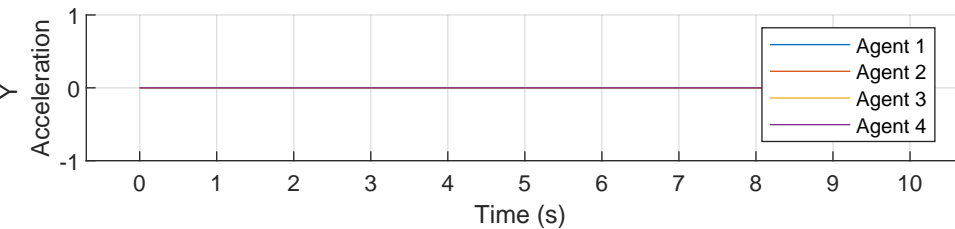
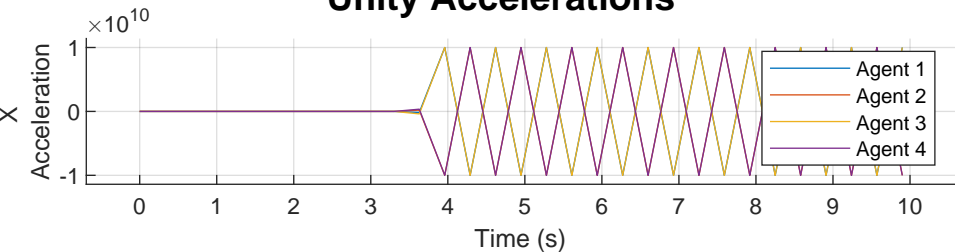
Agent 3 Acceleration

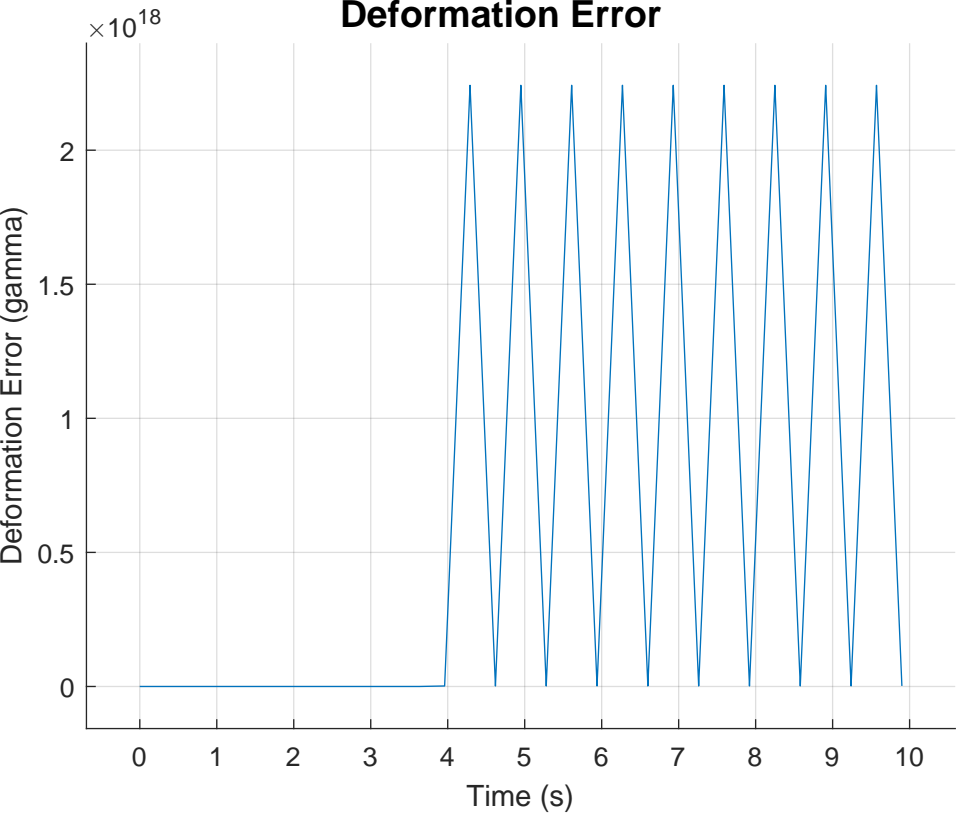


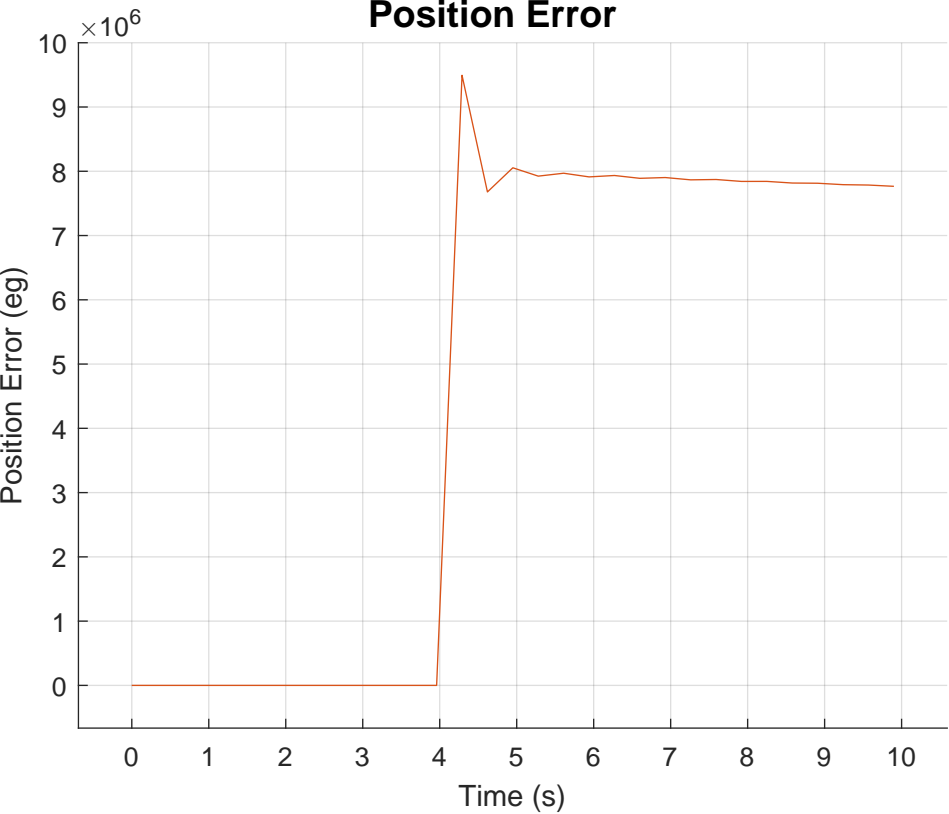
Agent 4 Acceleration

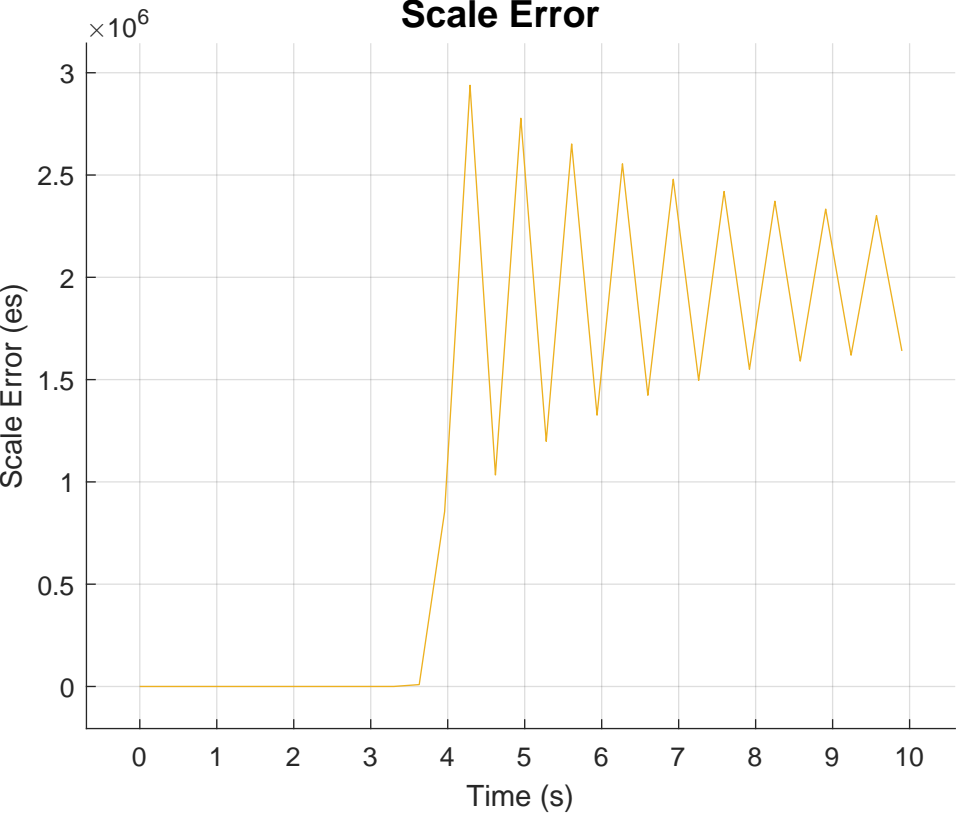


Unity Accelerations

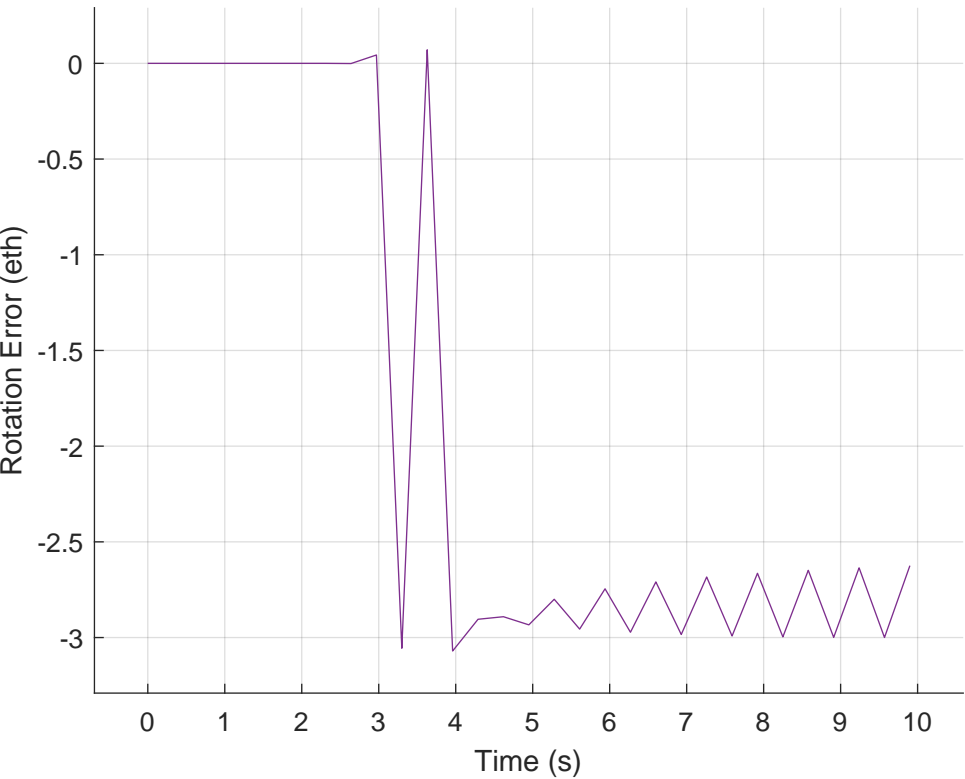




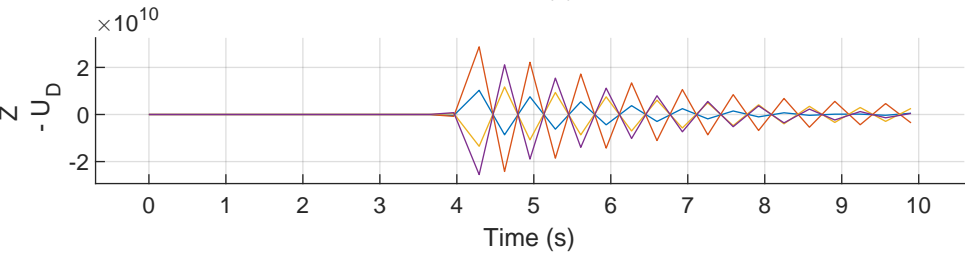
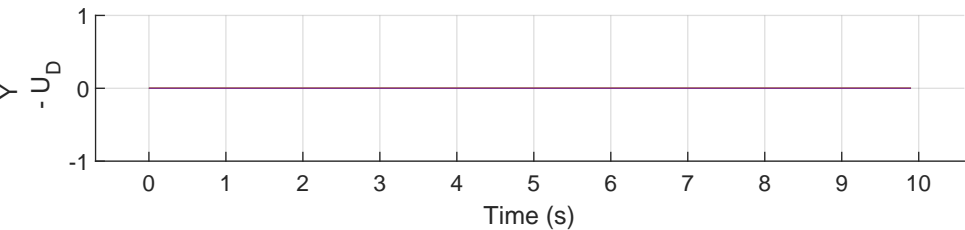
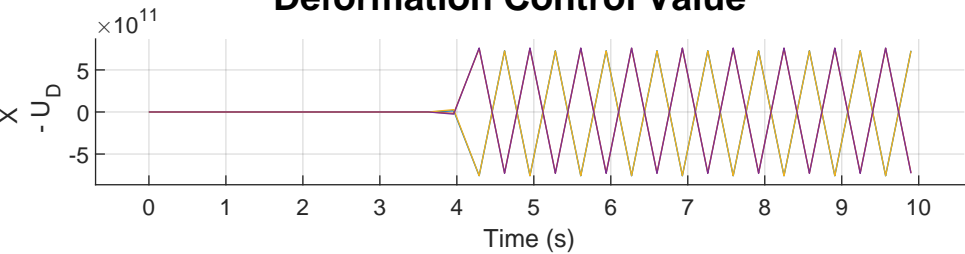




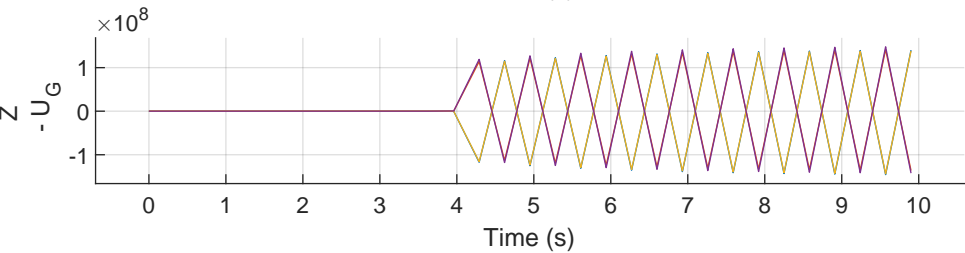
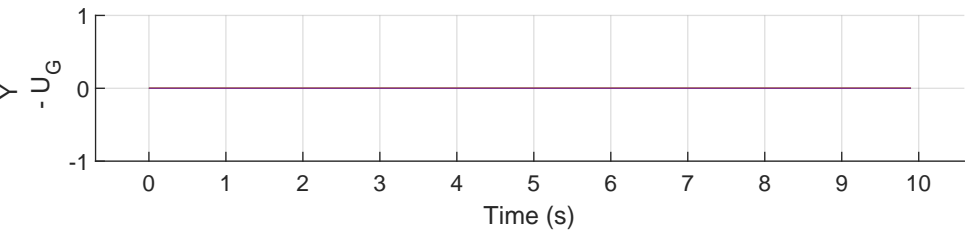
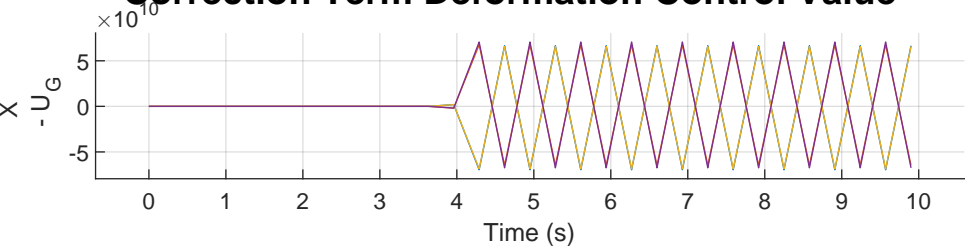
Rotation Error



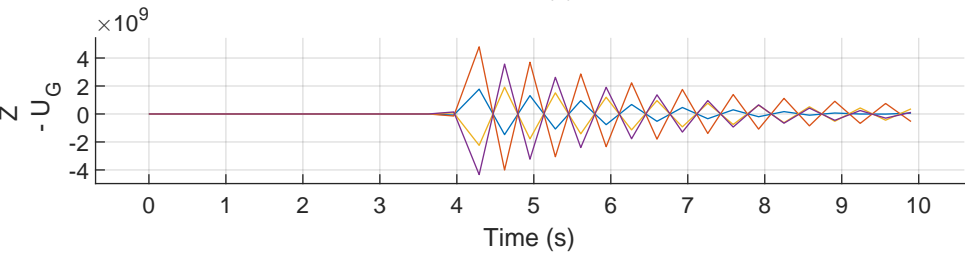
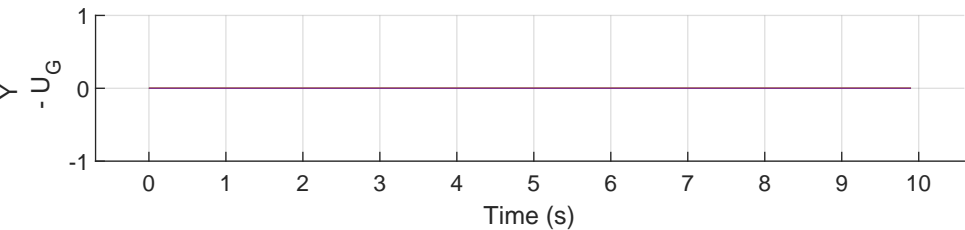
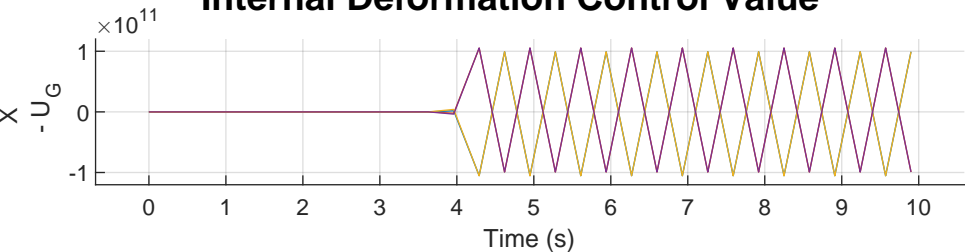
Deformation Control Value



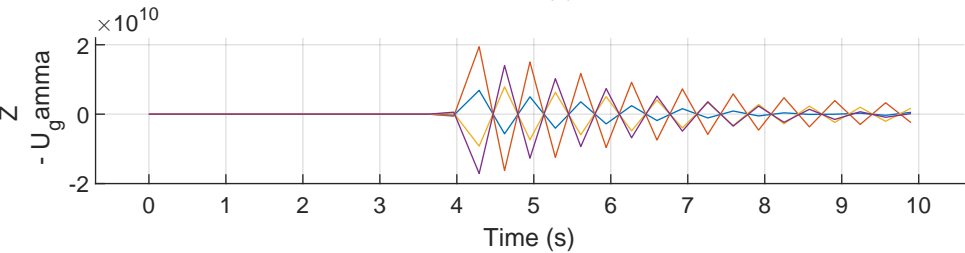
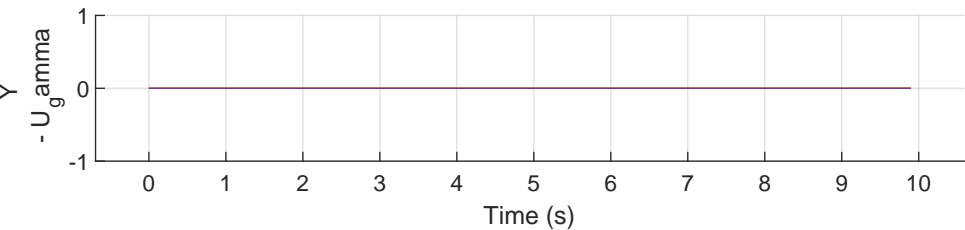
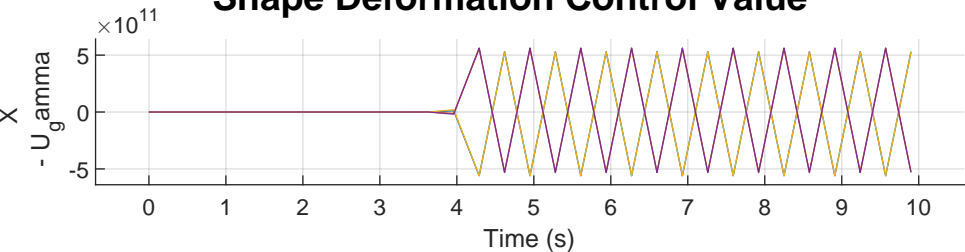
Correction Term Deformation Control Value



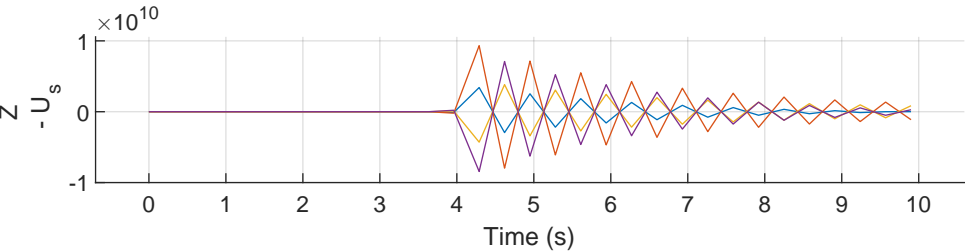
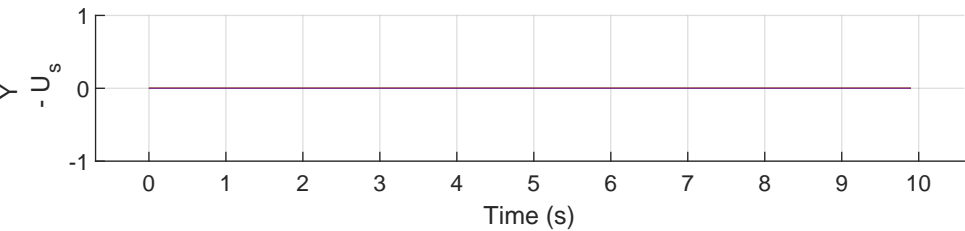
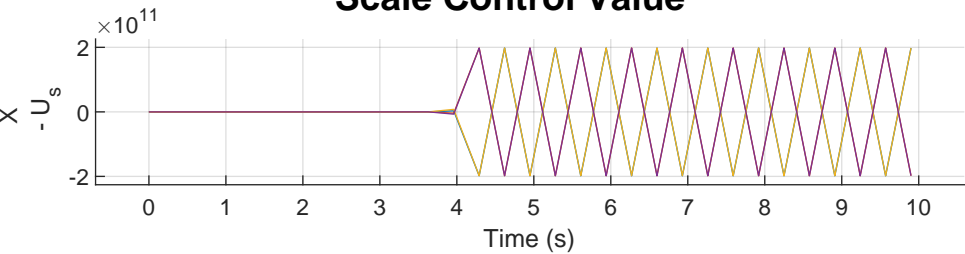
Internal Deformation Control Value



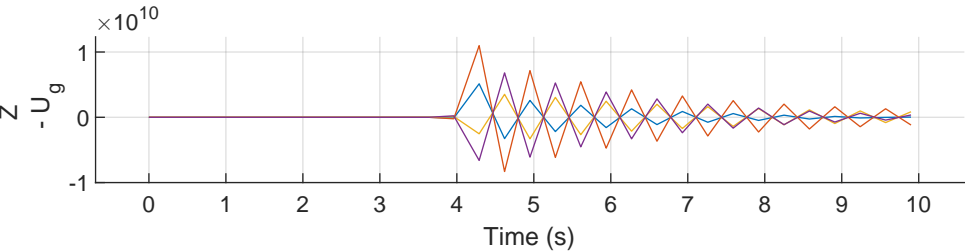
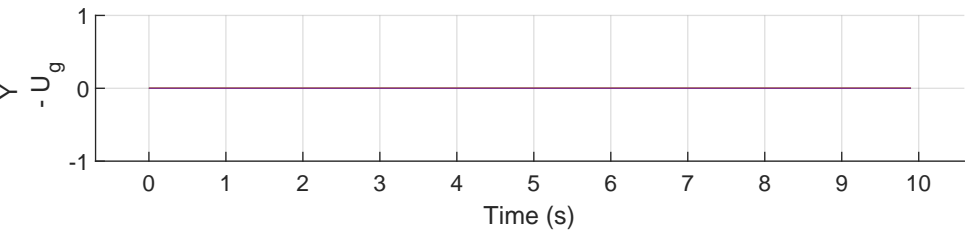
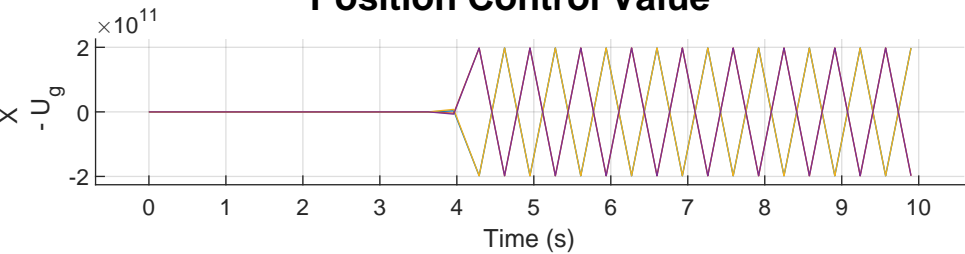
Shape Deformation Control Value



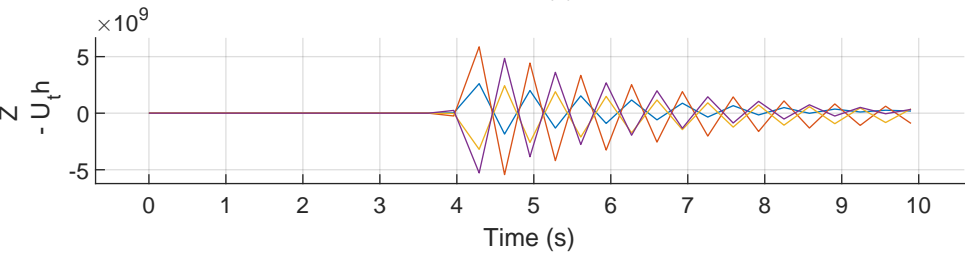
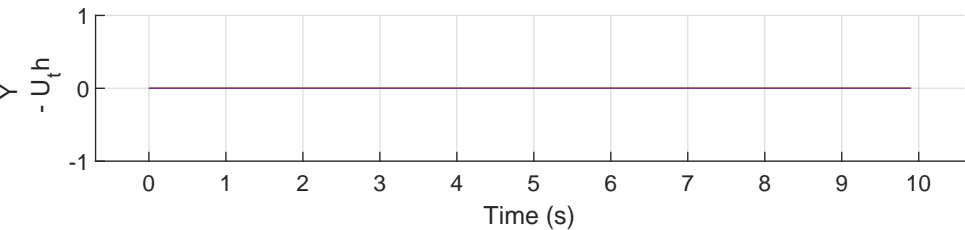
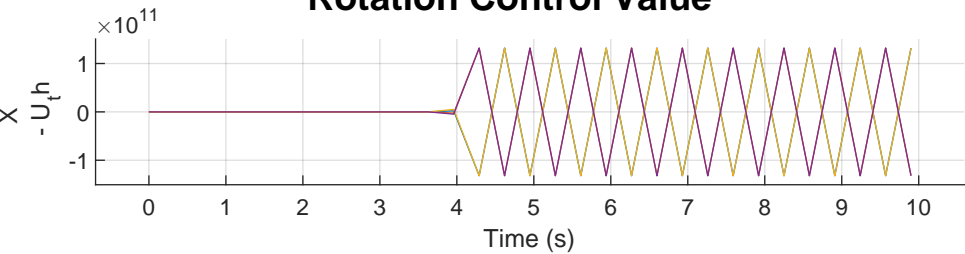
Scale Control Value



Position Control Value



Rotation Control Value



Global Control Value

