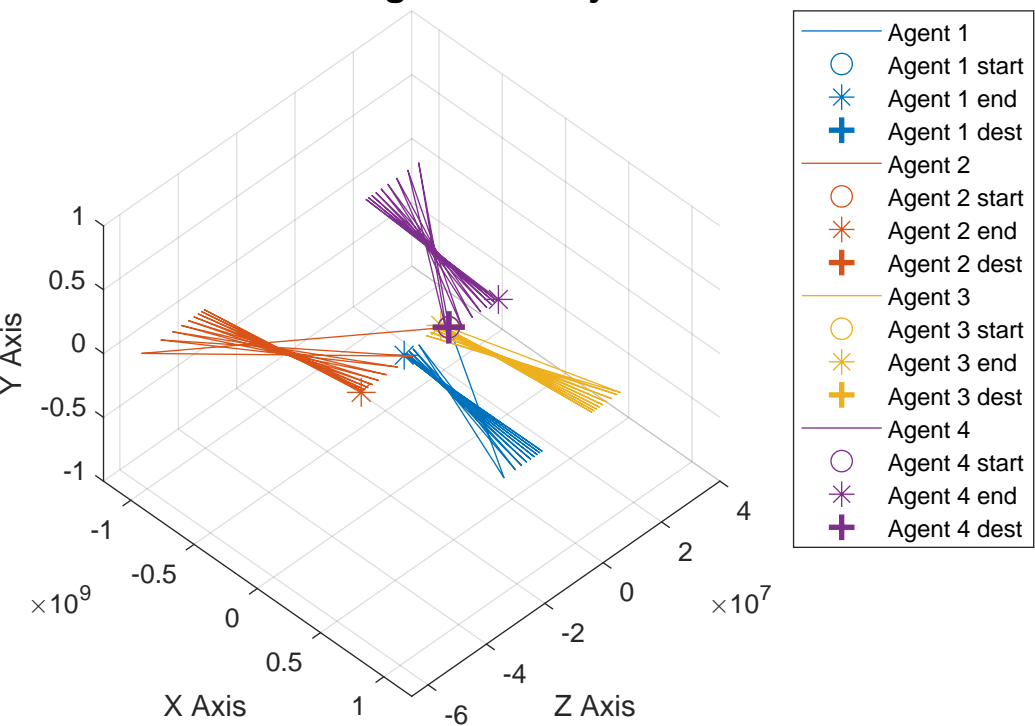
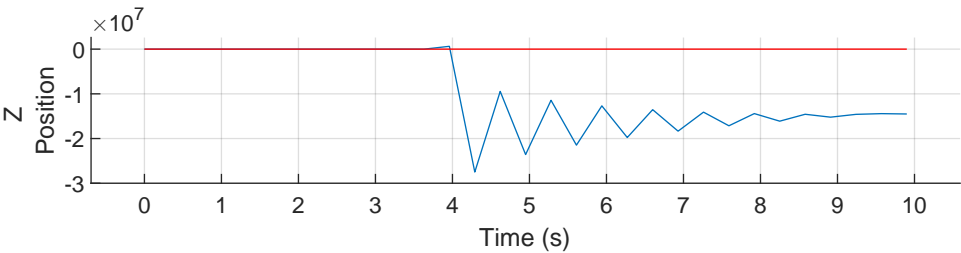
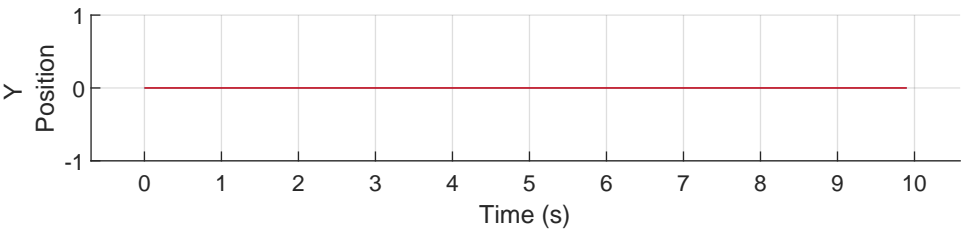
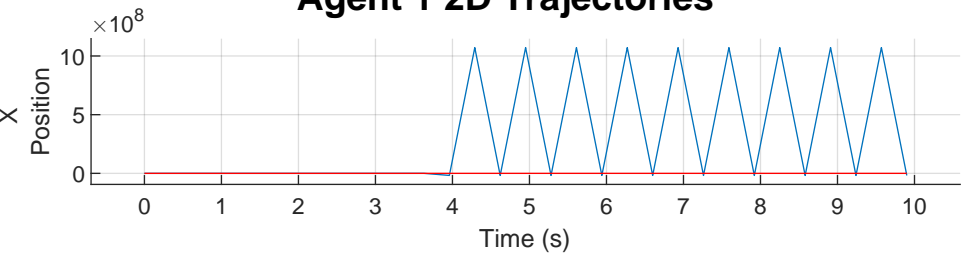


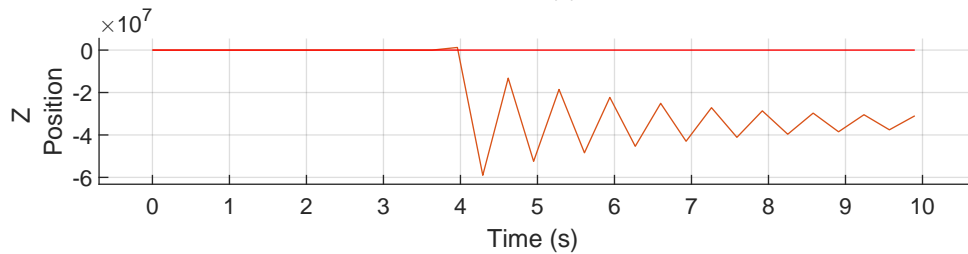
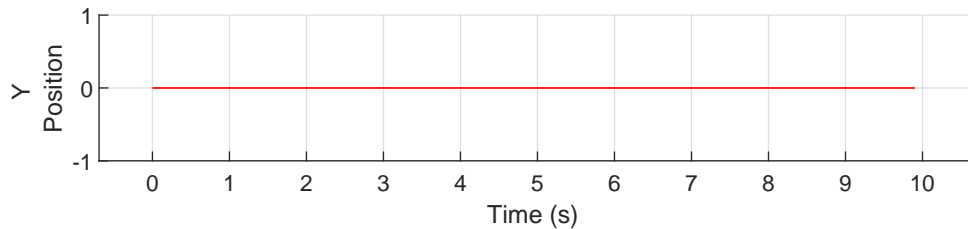
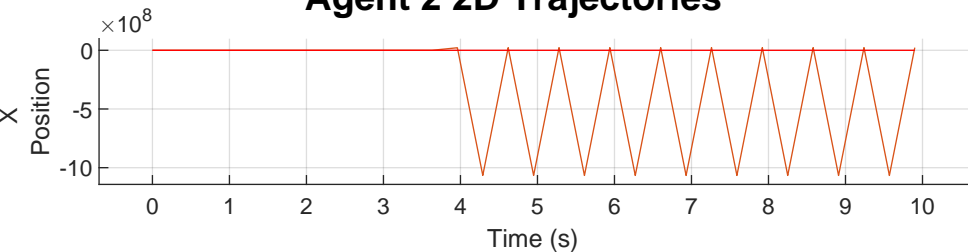
# Agent 3D Trajectories



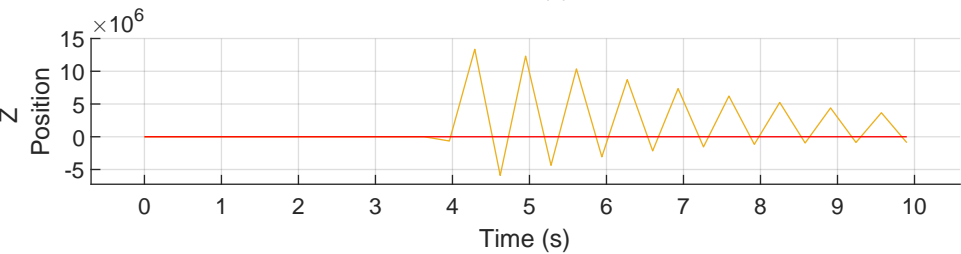
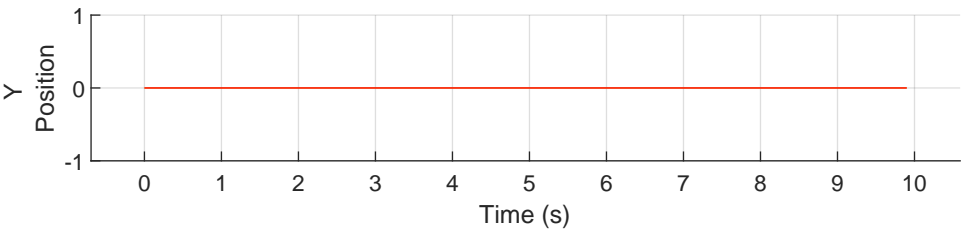
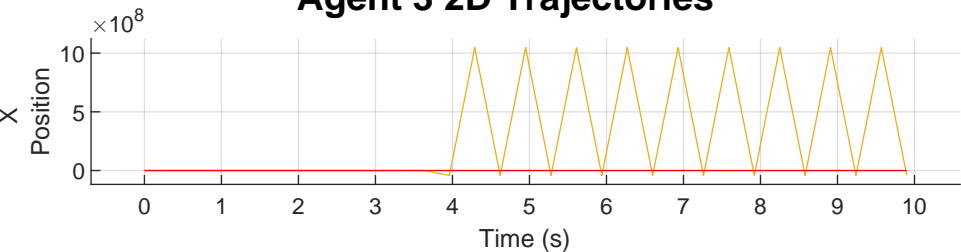
# Agent 1 2D Trajectories



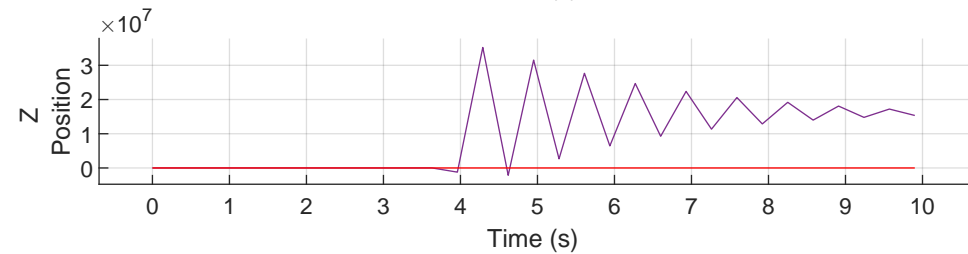
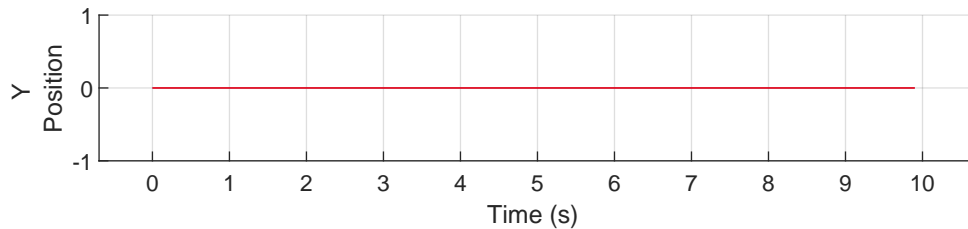
# Agent 2 2D Trajectories



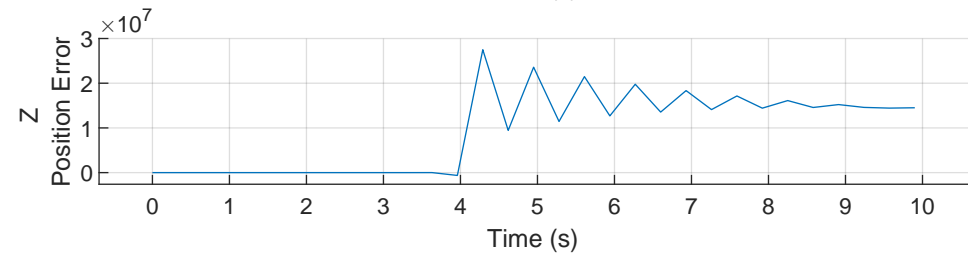
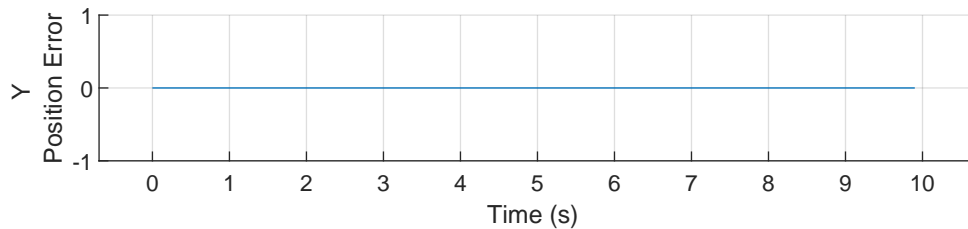
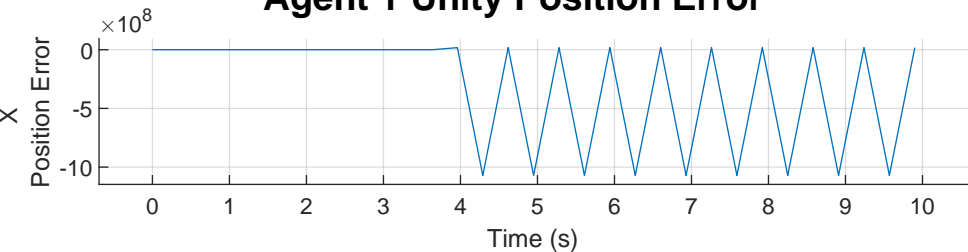
# Agent 3 2D Trajectories



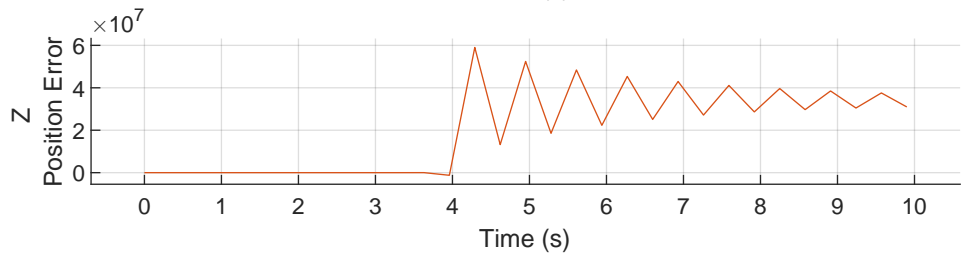
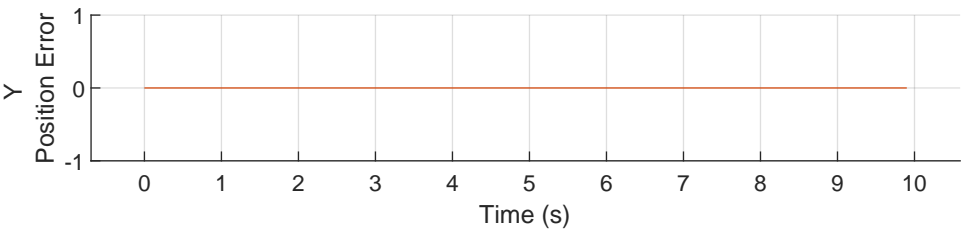
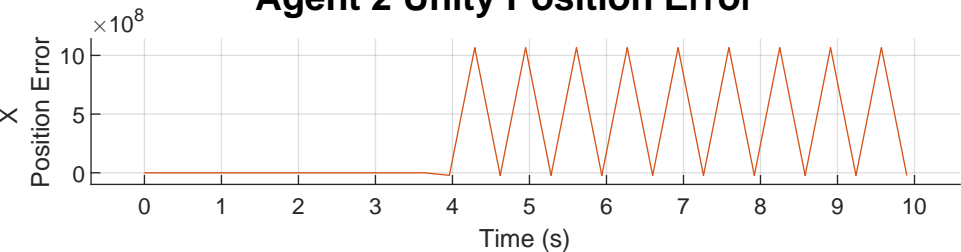
# Agent 4 2D Trajectories



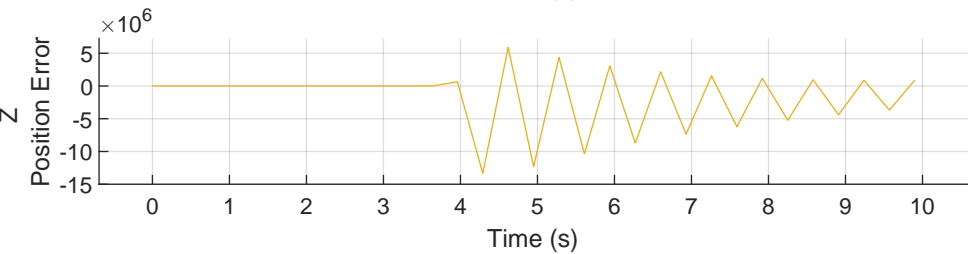
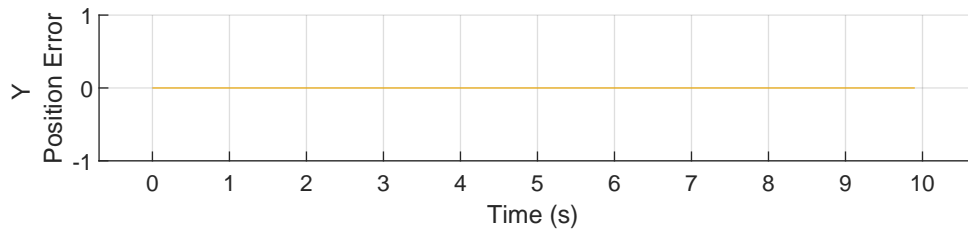
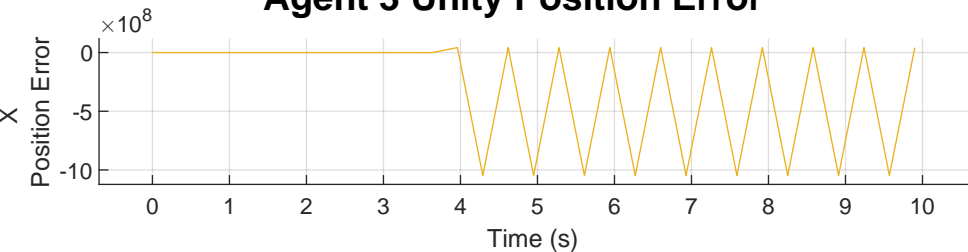
# Agent 1 Unity Position Error



# Agent 2 Unity Position Error

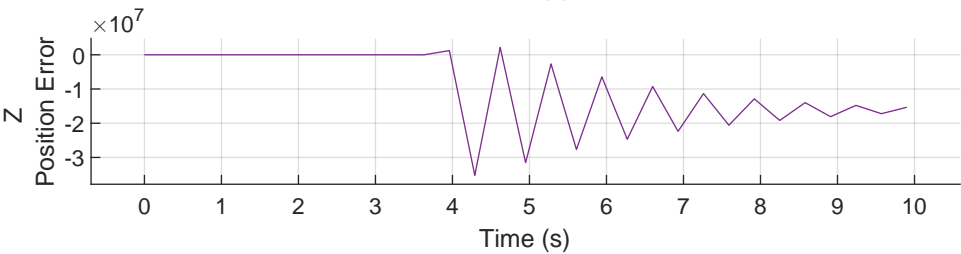
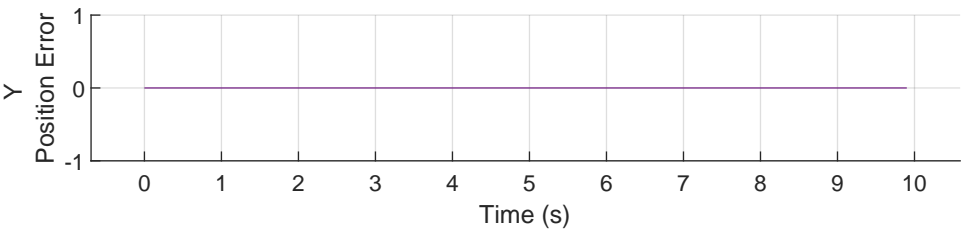
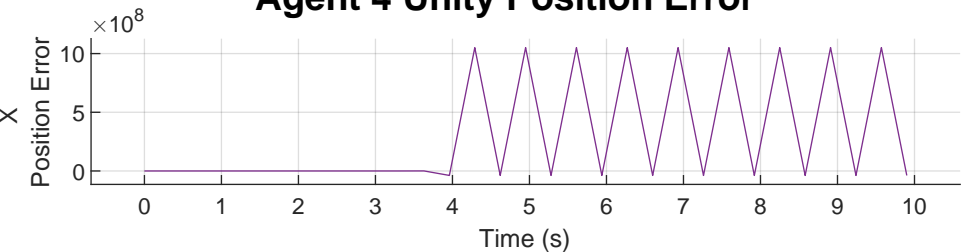


# Agent 3 Unity Position Error

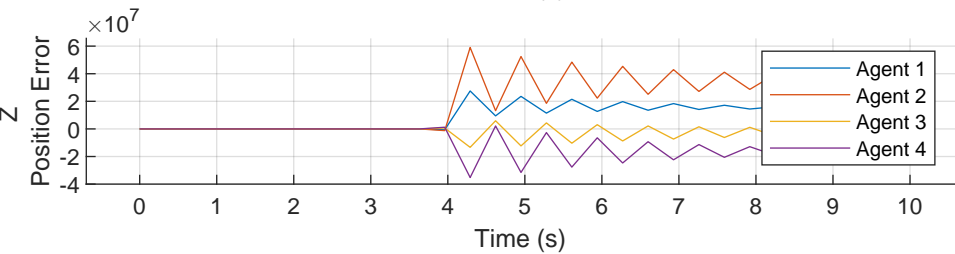
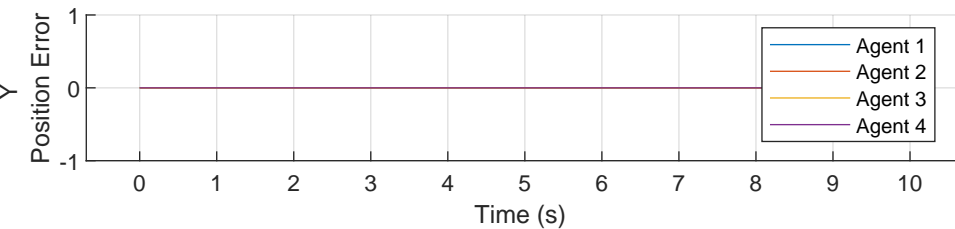
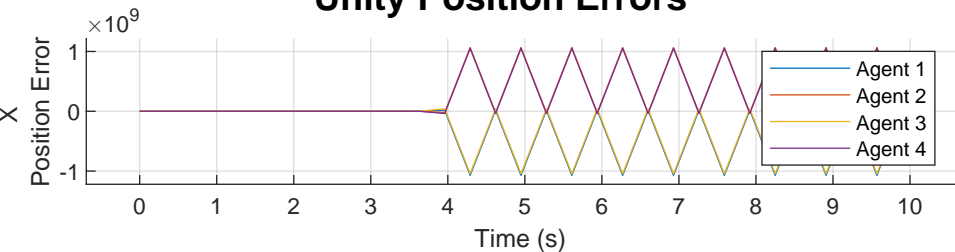




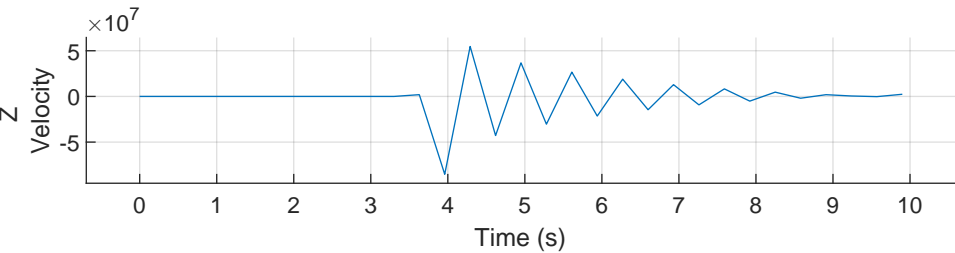
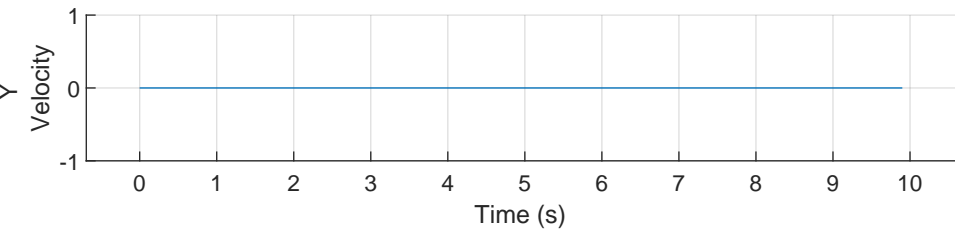
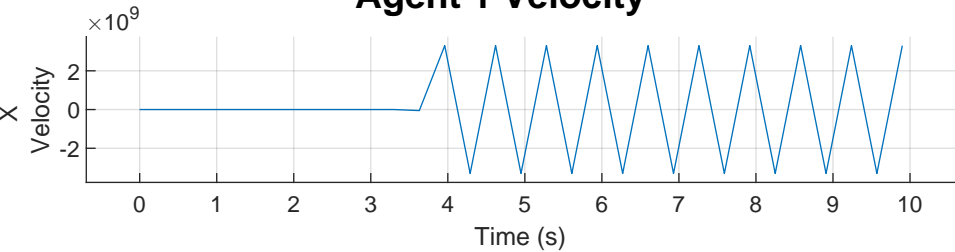
# Agent 4 Unity Position Error



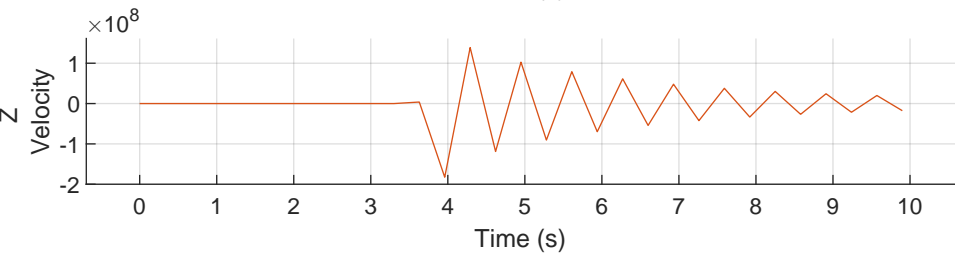
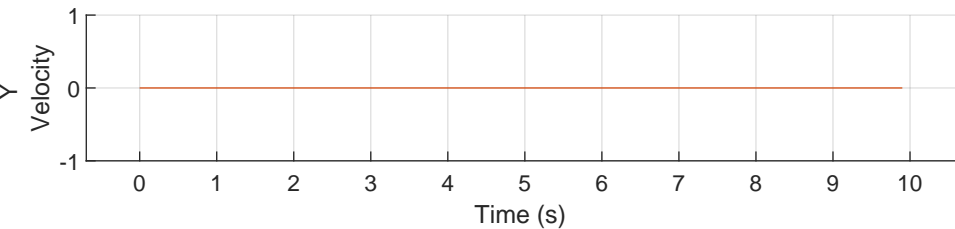
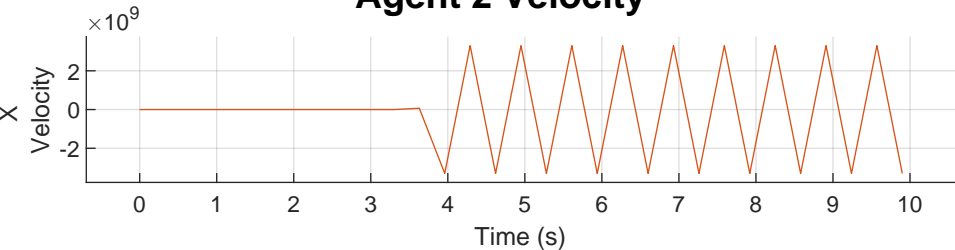
# Unity Position Errors



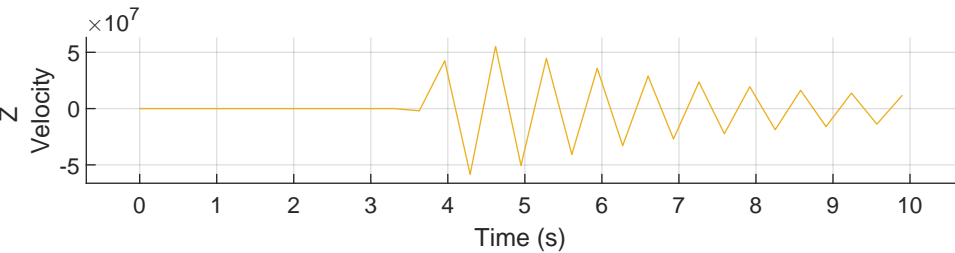
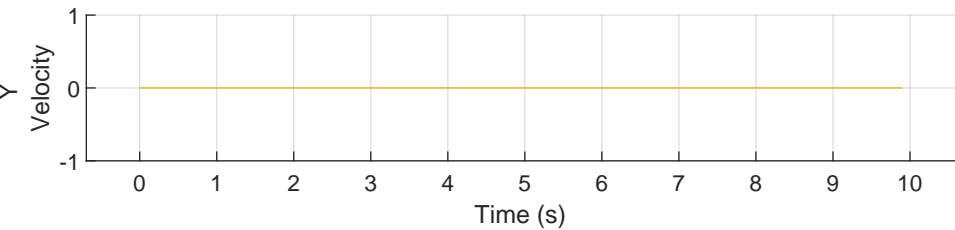
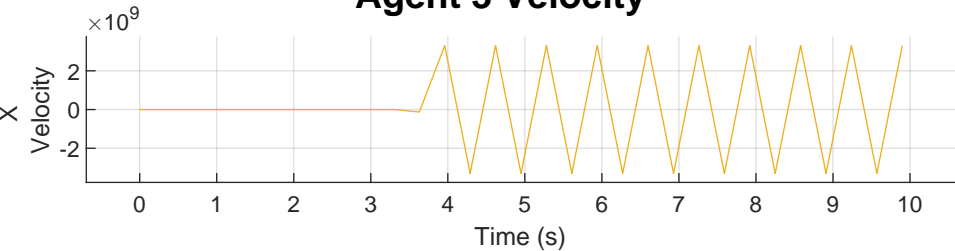
# Agent 1 Velocity



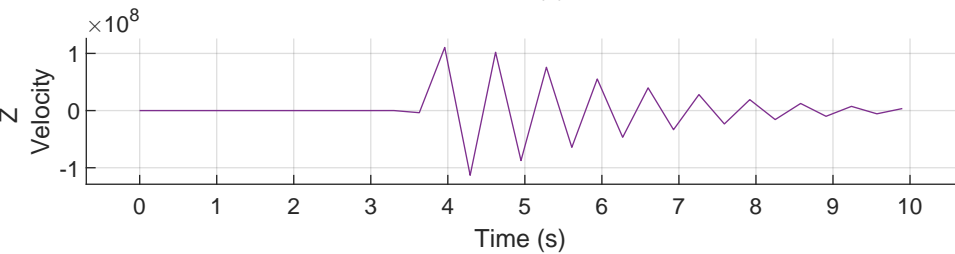
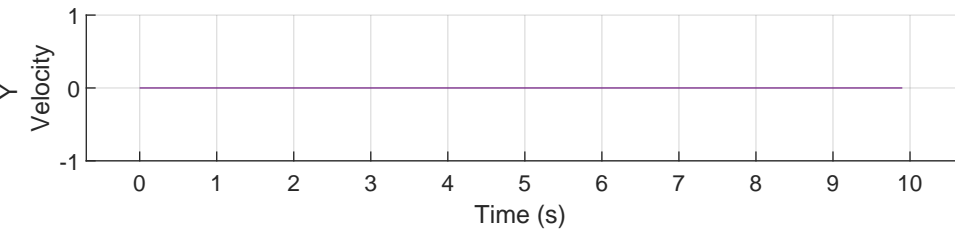
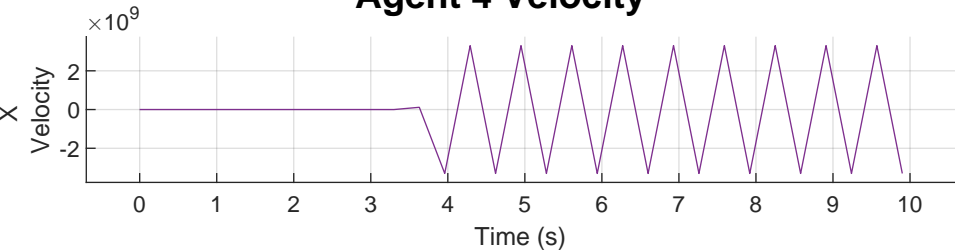
# Agent 2 Velocity



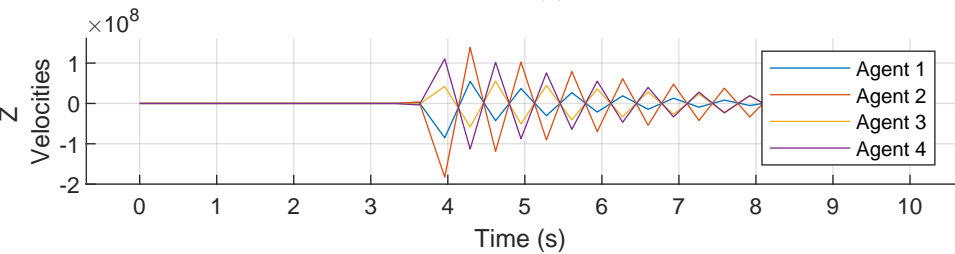
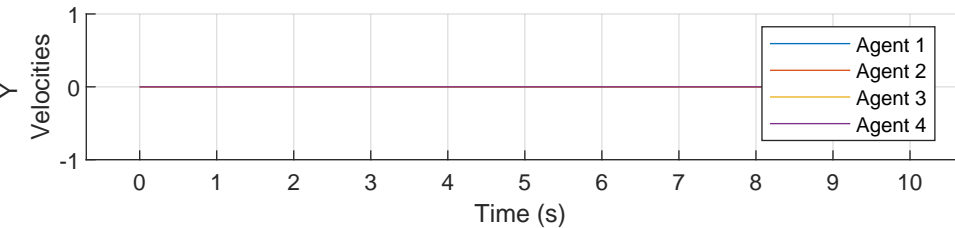
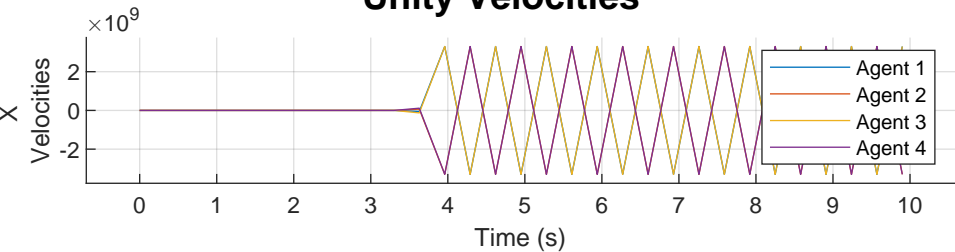
# Agent 3 Velocity



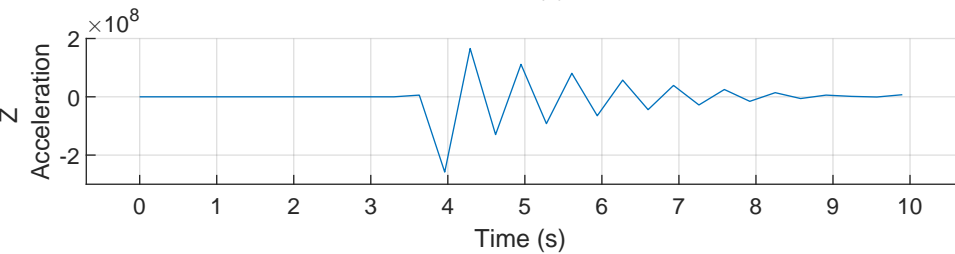
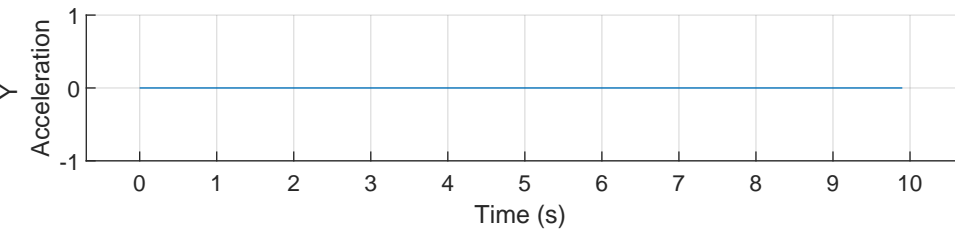
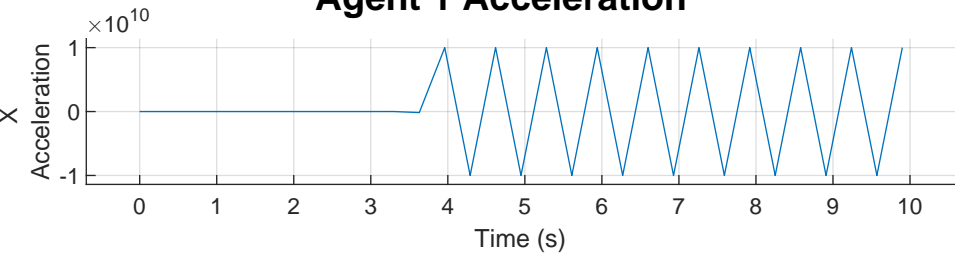
# Agent 4 Velocity



# Unity Velocities

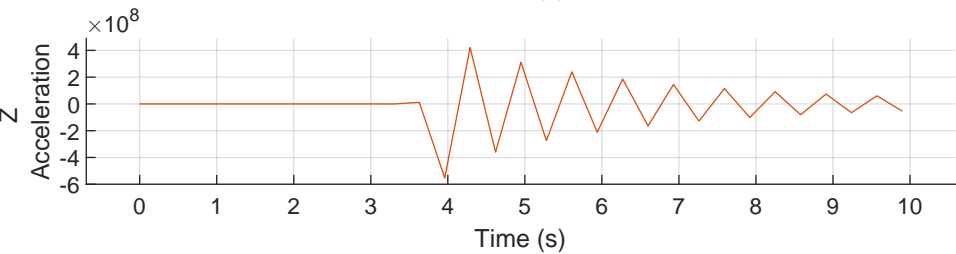
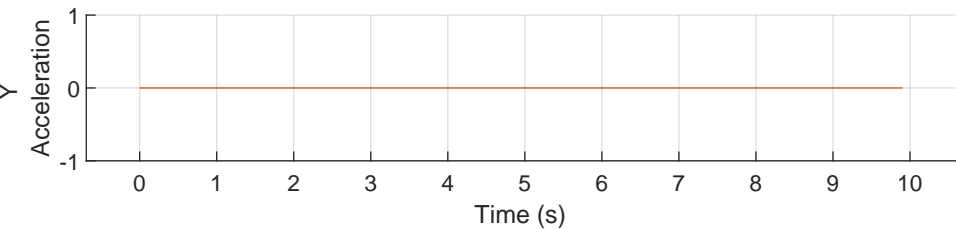
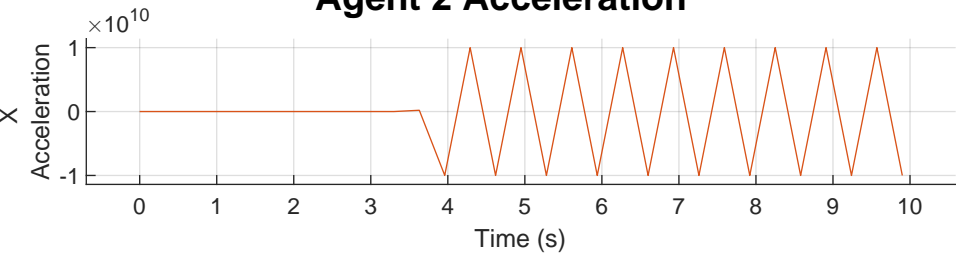


# Agent 1 Acceleration

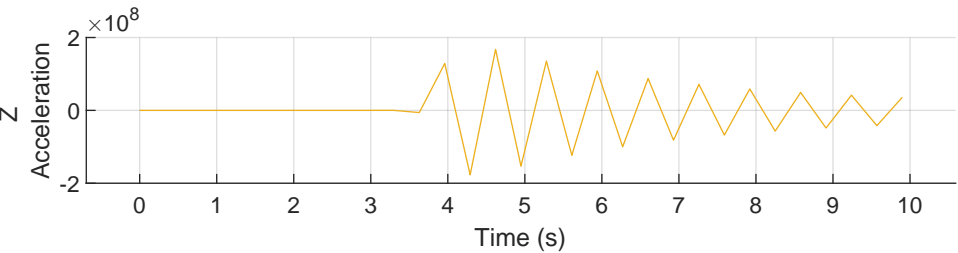
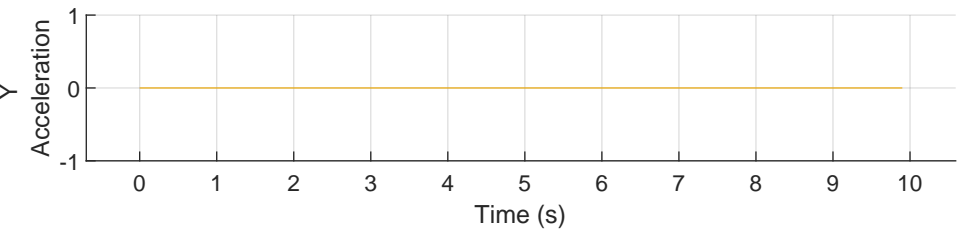
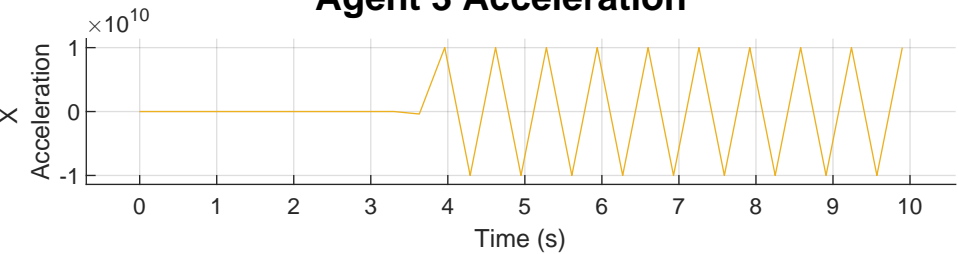




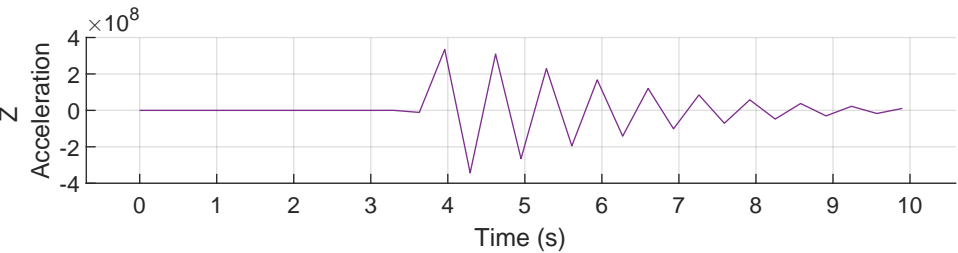
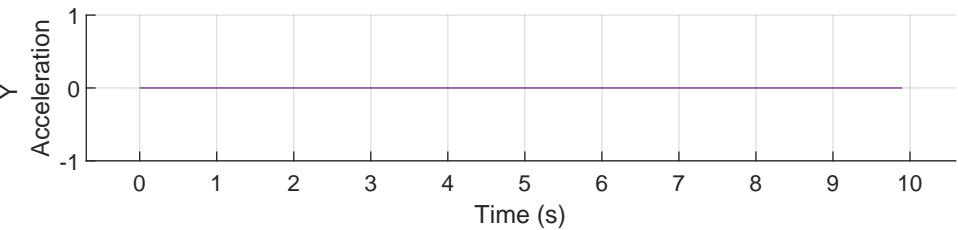
# Agent 2 Acceleration



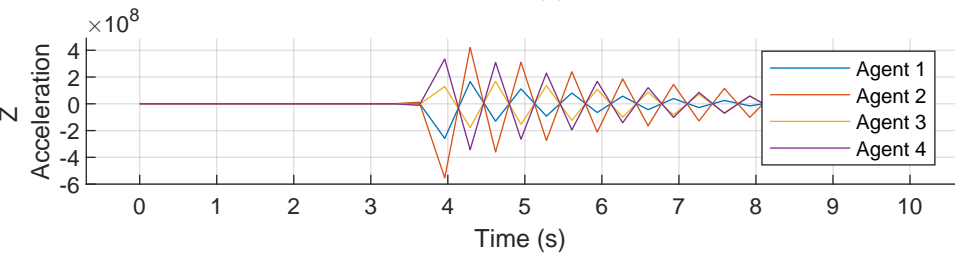
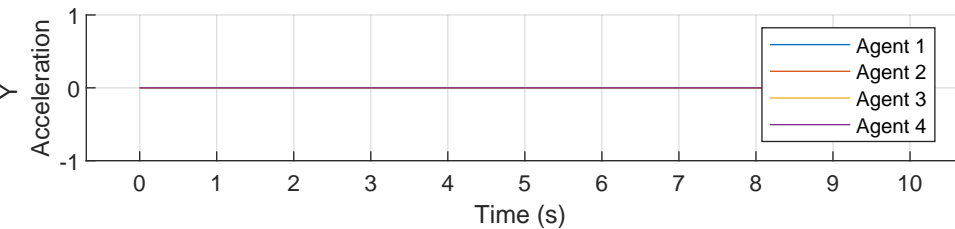
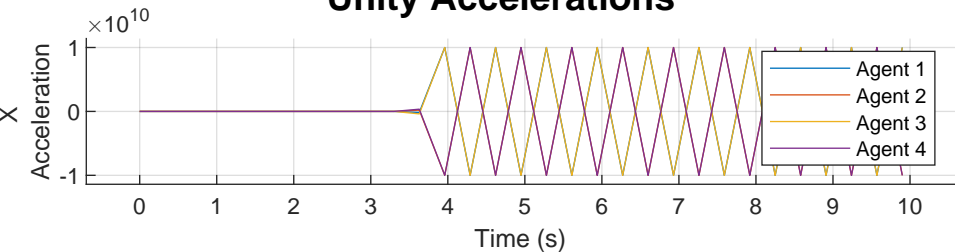
# Agent 3 Acceleration

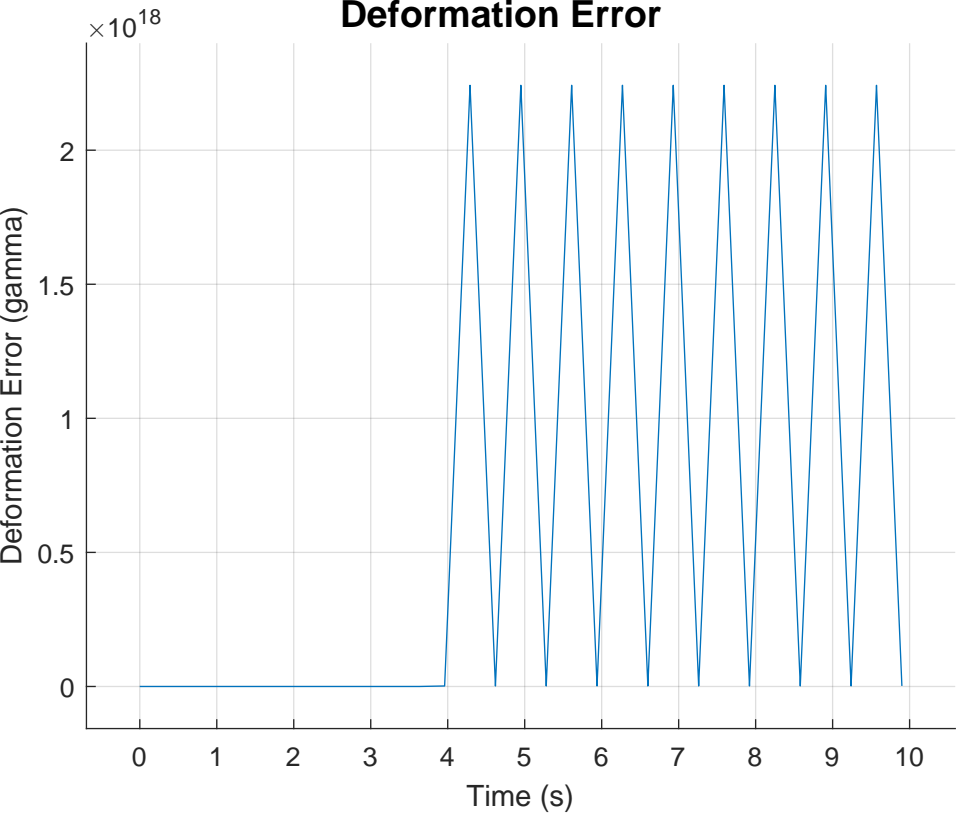


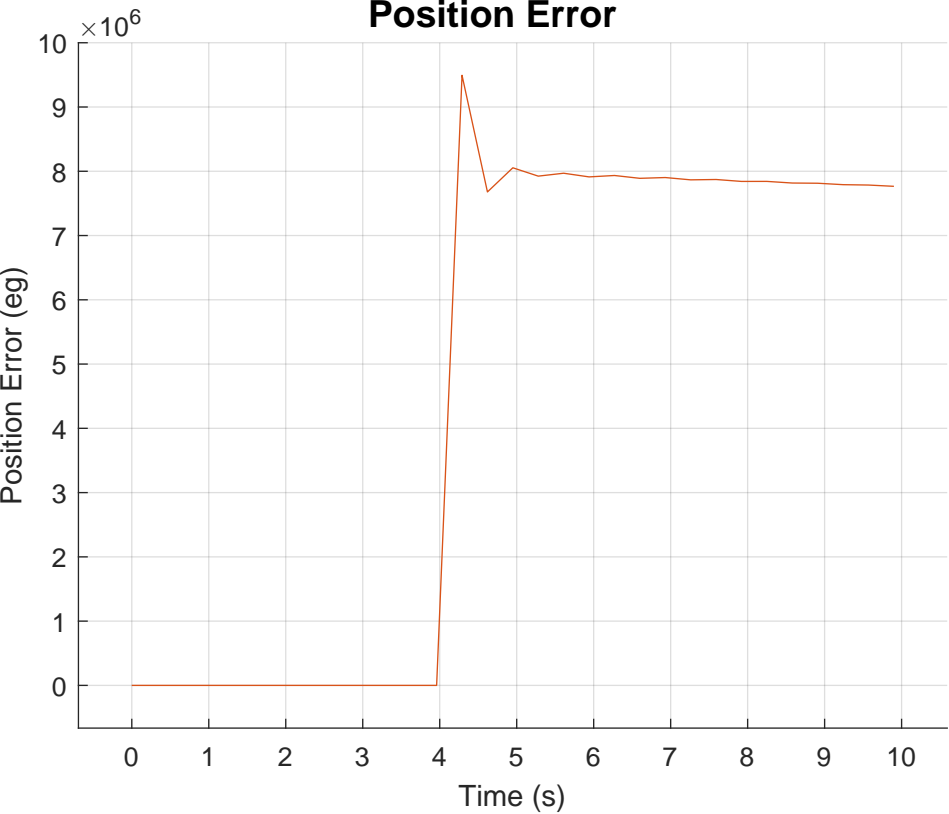
# Agent 4 Acceleration

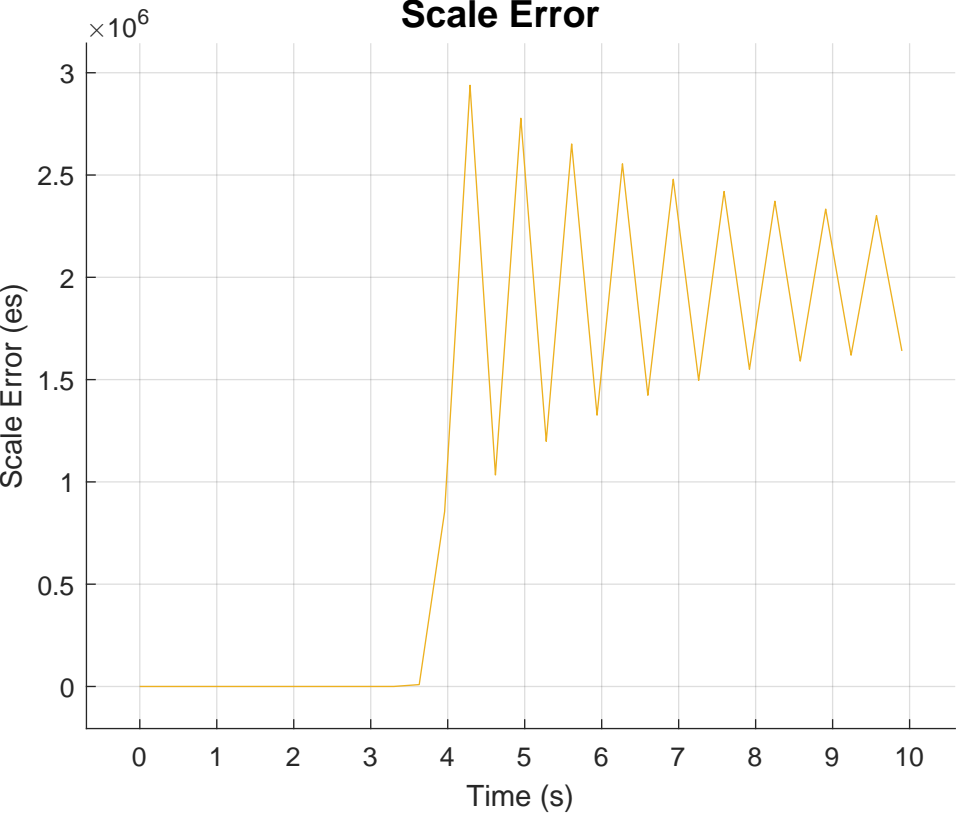


# Unity Accelerations

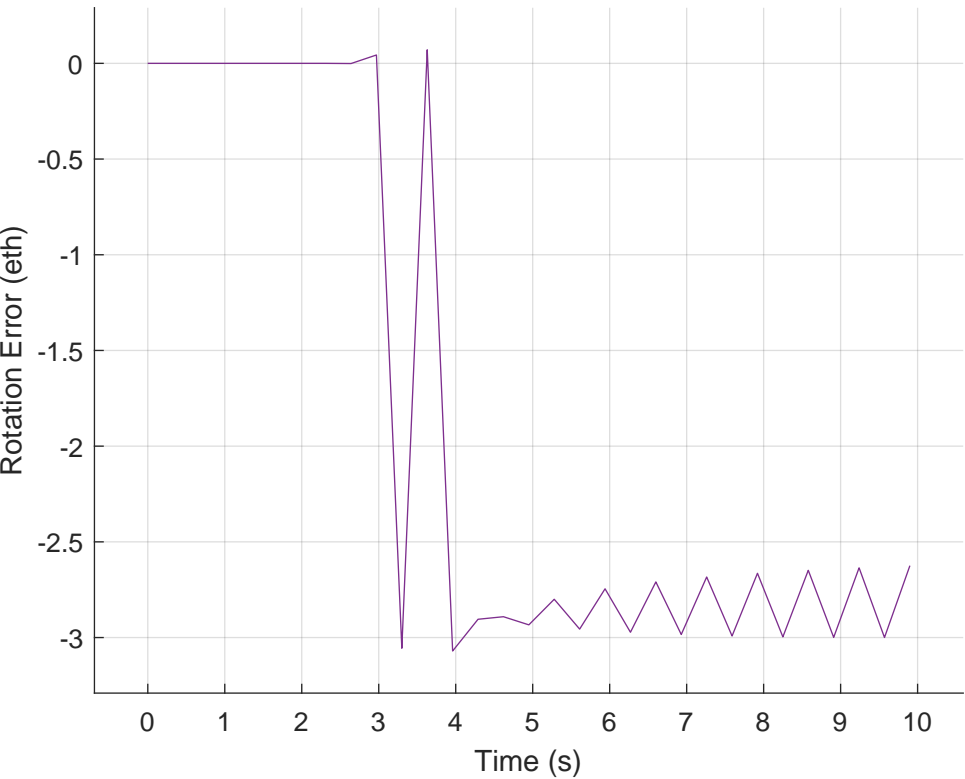






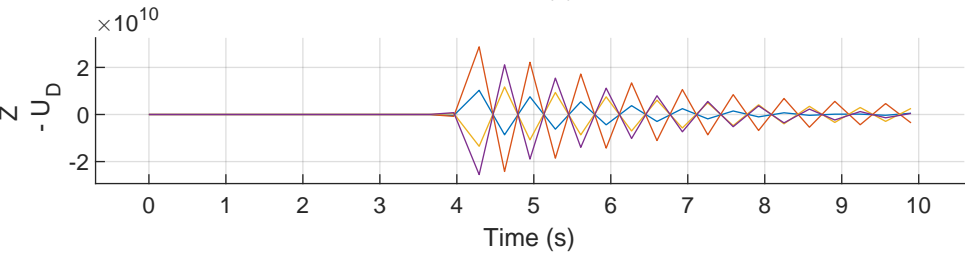
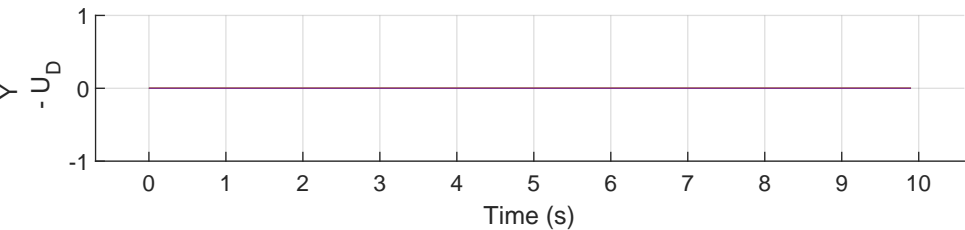
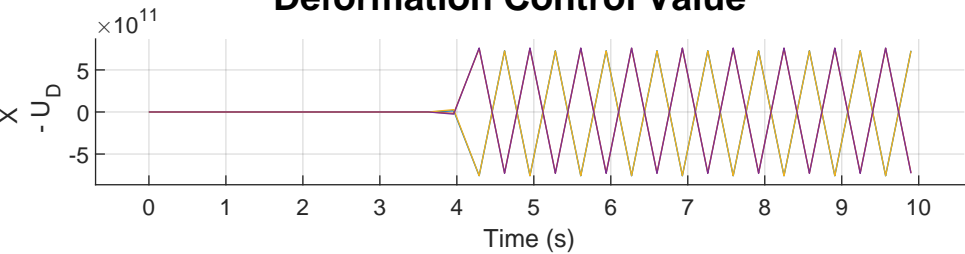


# Rotation Error

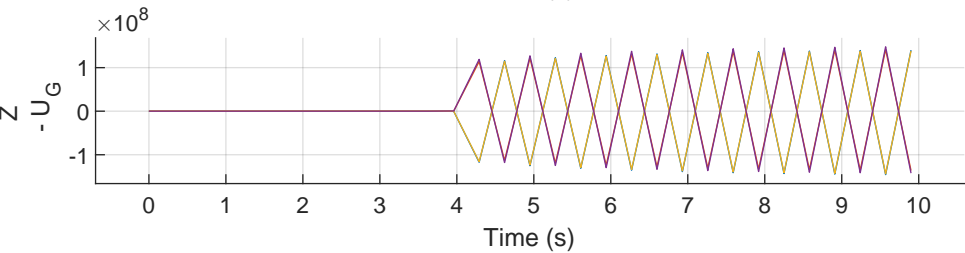
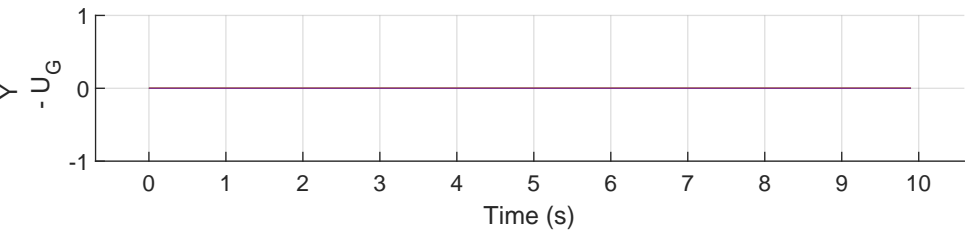
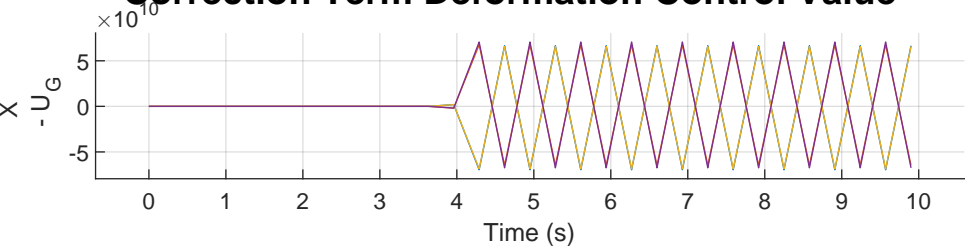




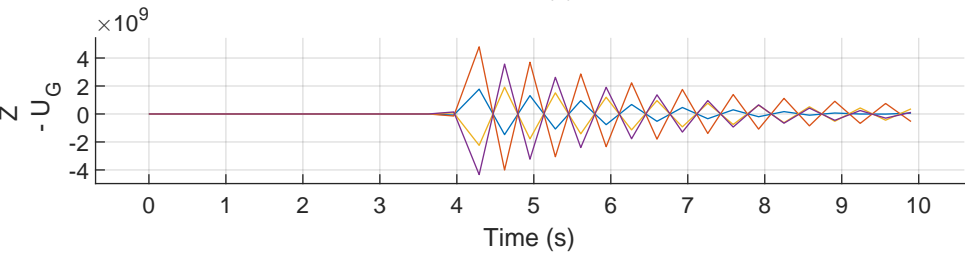
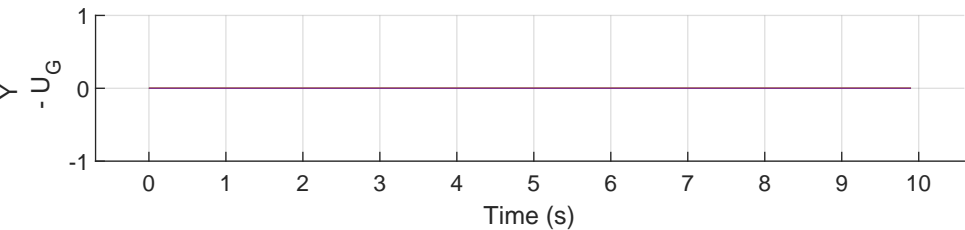
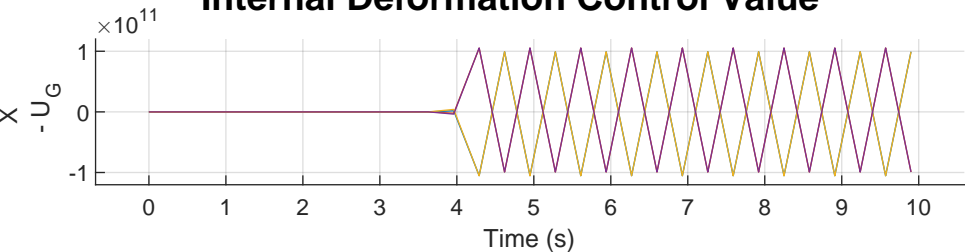
# Deformation Control Value



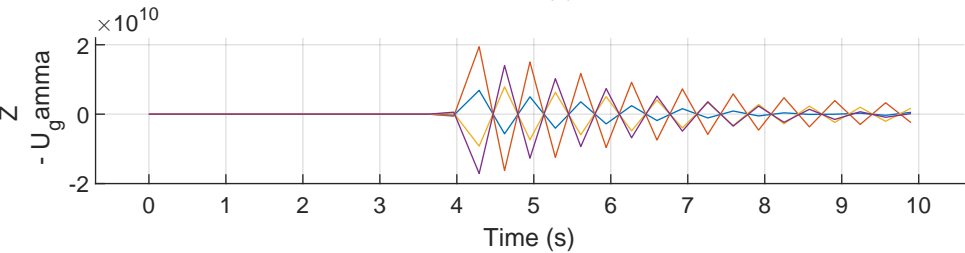
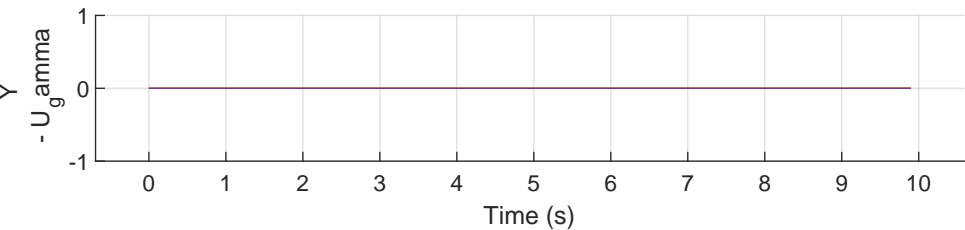
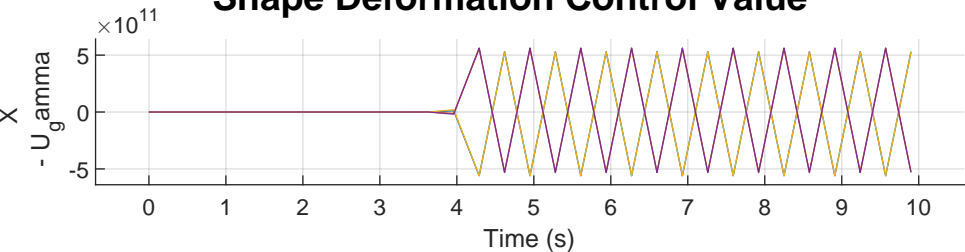
# Correction Term Deformation Control Value



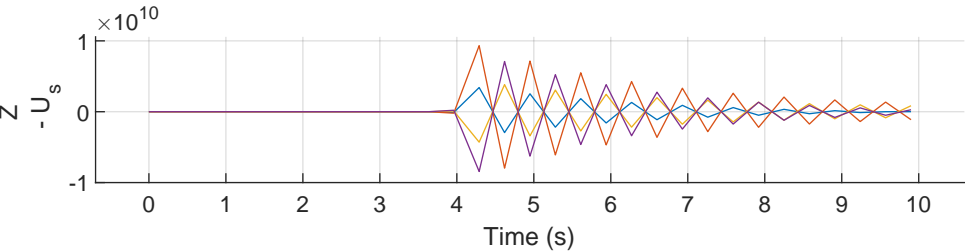
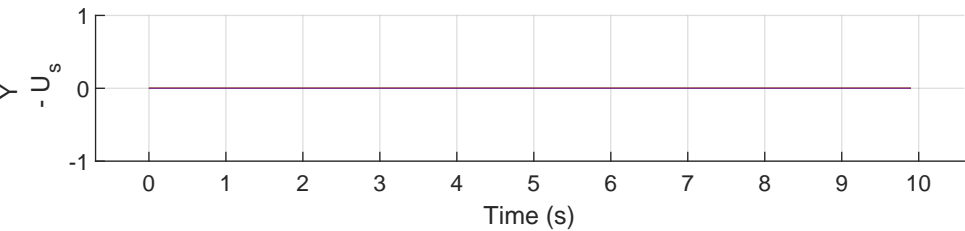
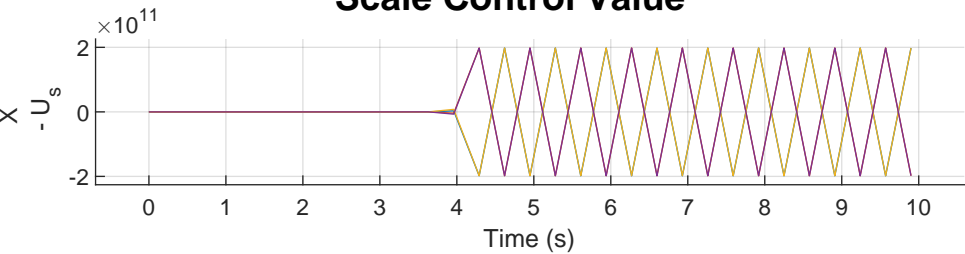
# Internal Deformation Control Value



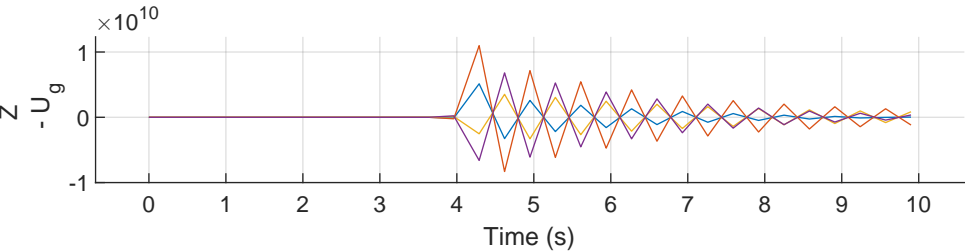
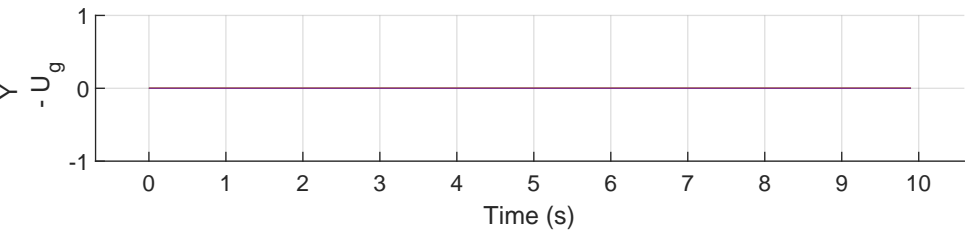
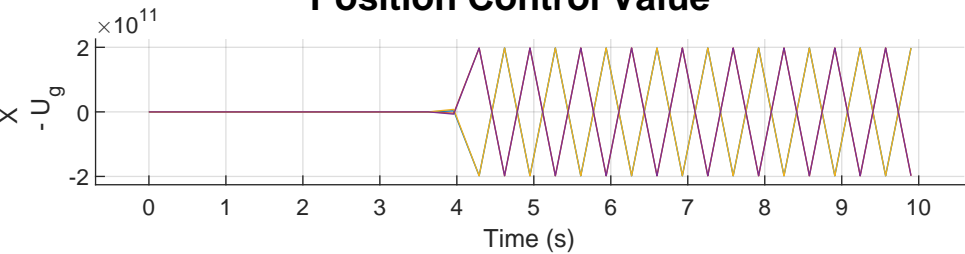
# Shape Deformation Control Value



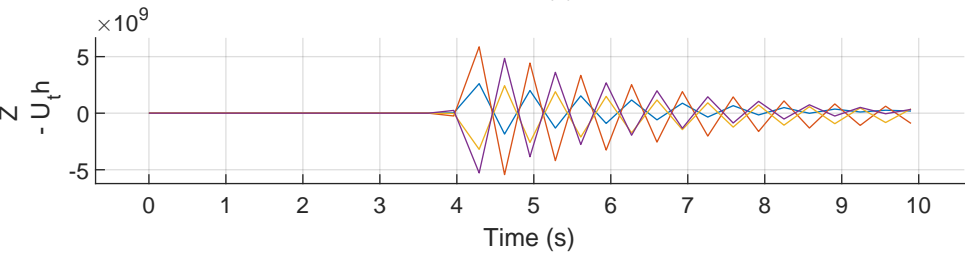
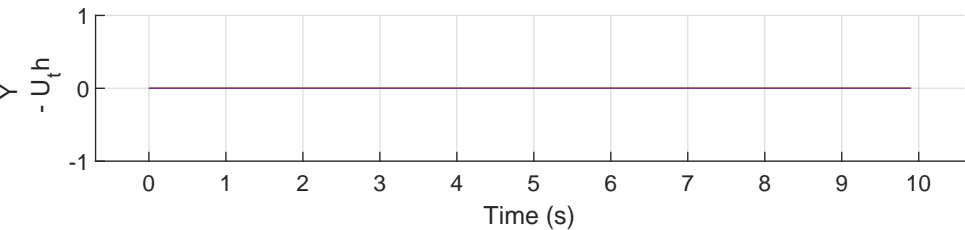
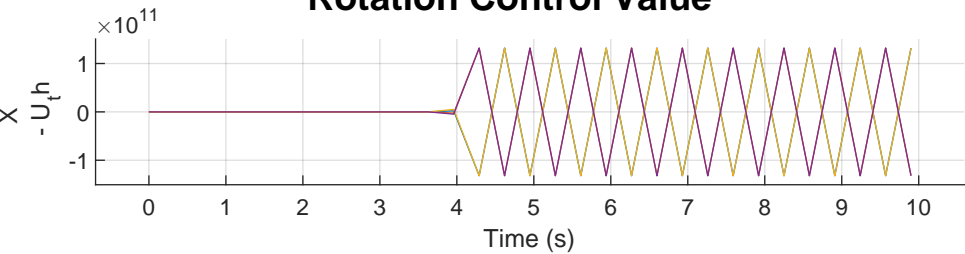
# Scale Control Value



# Position Control Value



# Rotation Control Value



# Global Control Value

