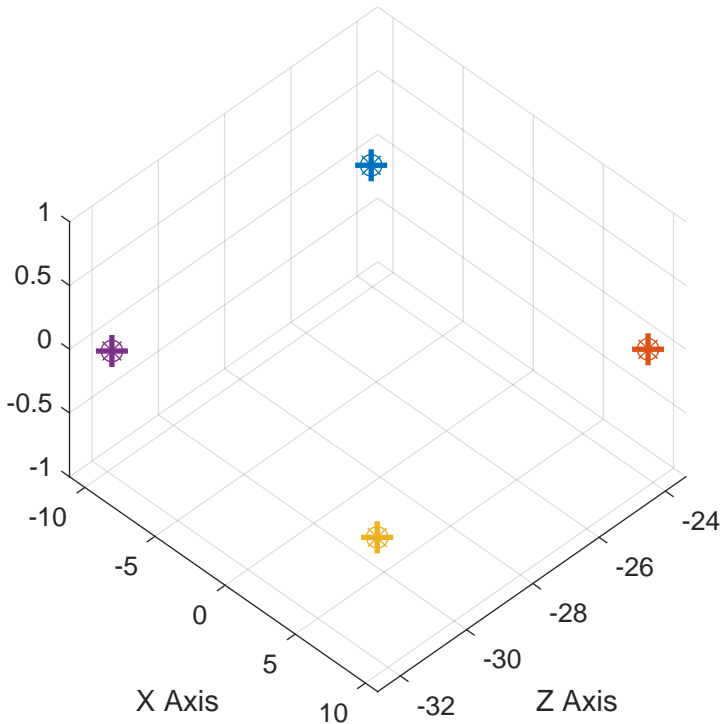
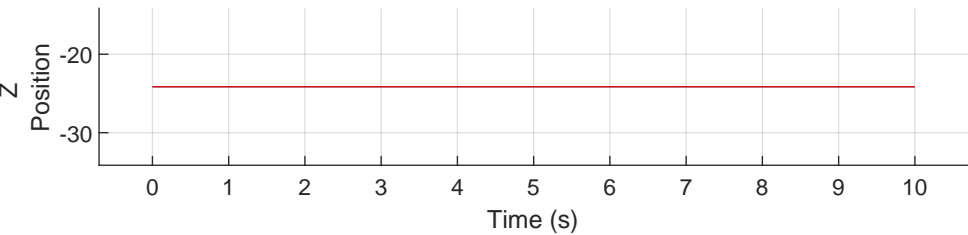
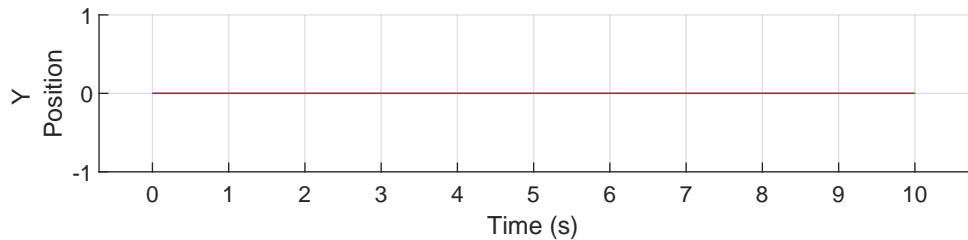
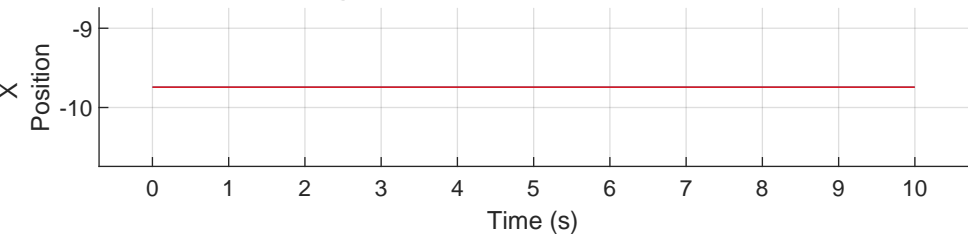


Agent 3D Trajectories

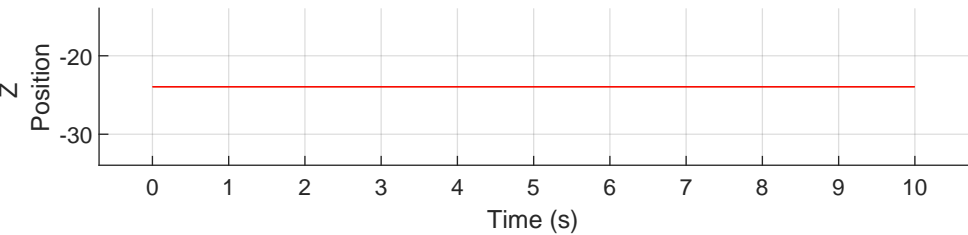
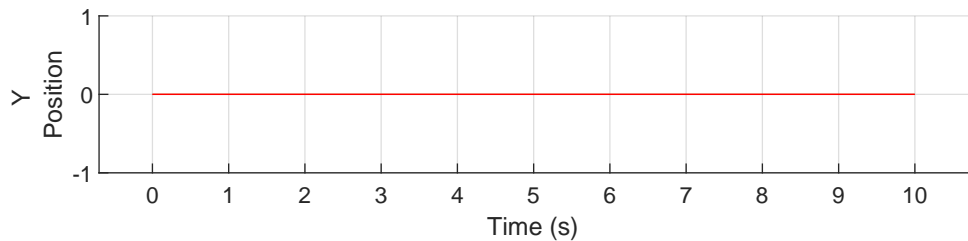
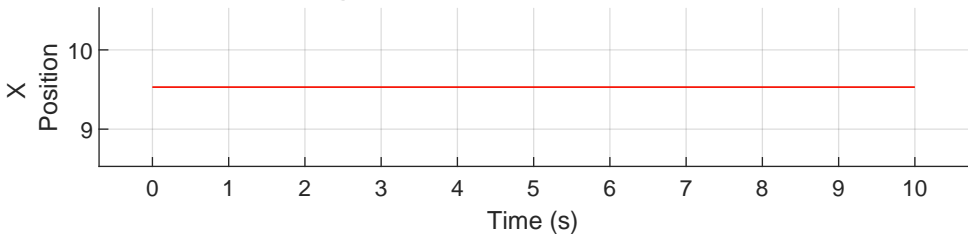
Y Axis



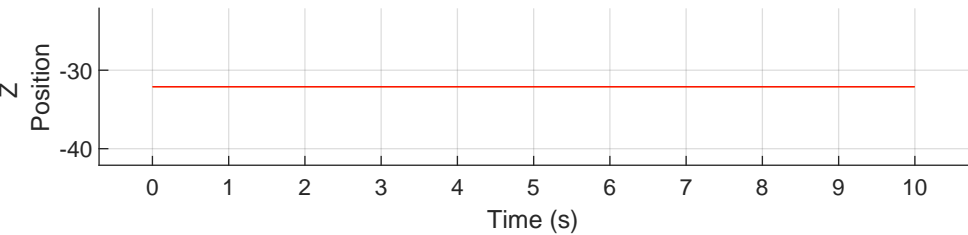
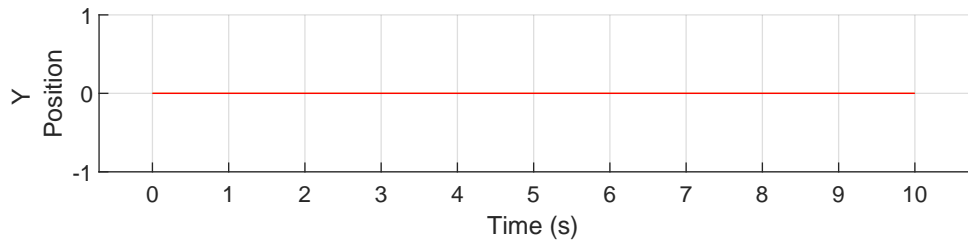
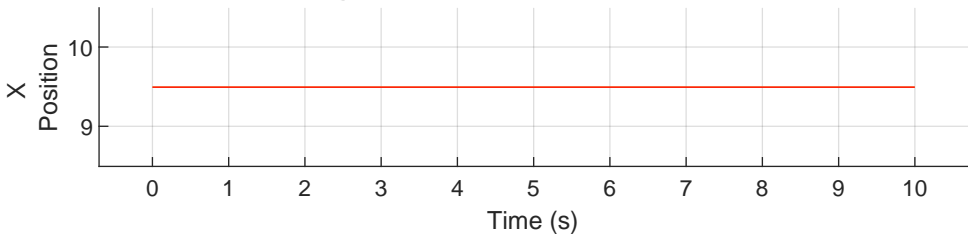
Agent 1 2D Trajectories



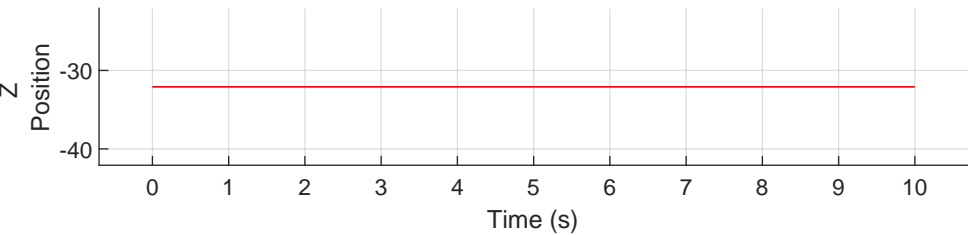
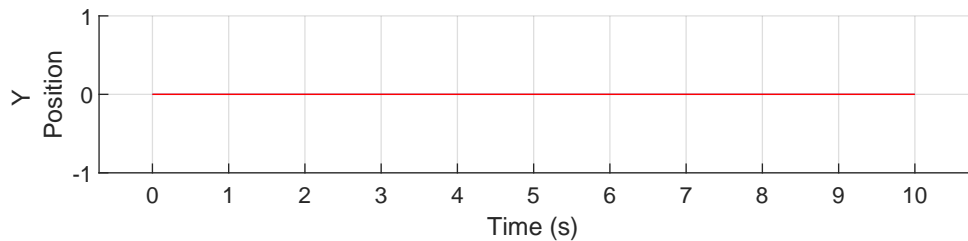
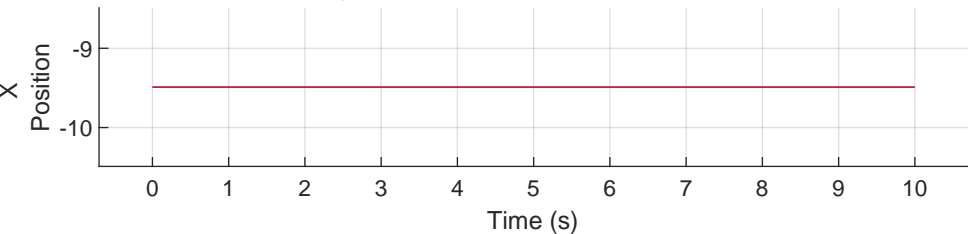
Agent 2 2D Trajectories



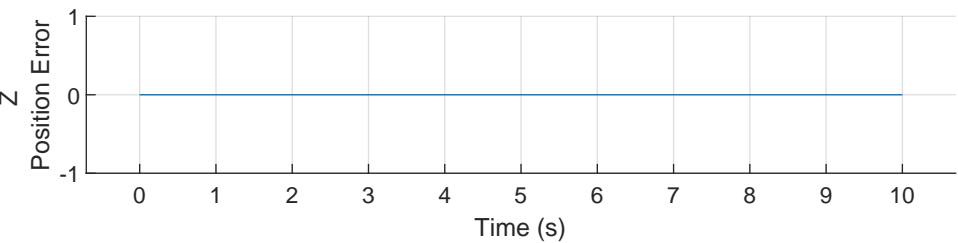
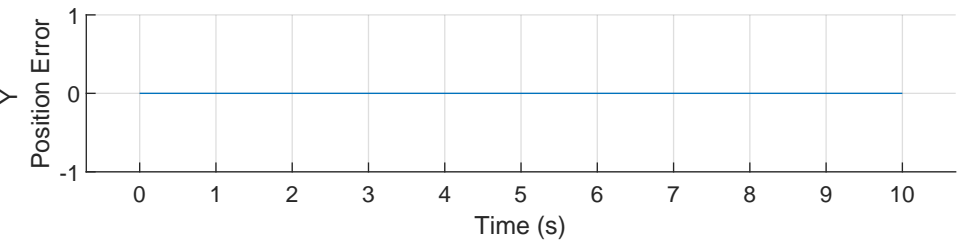
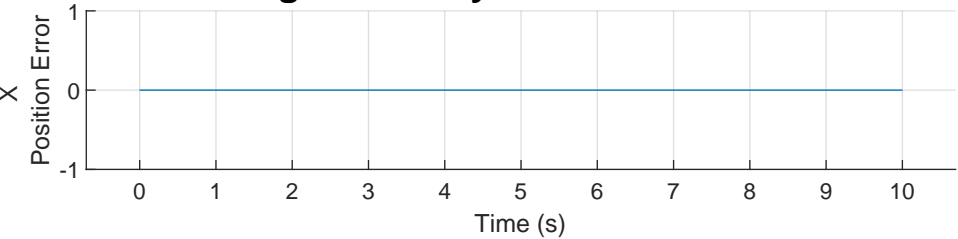
Agent 3 2D Trajectories



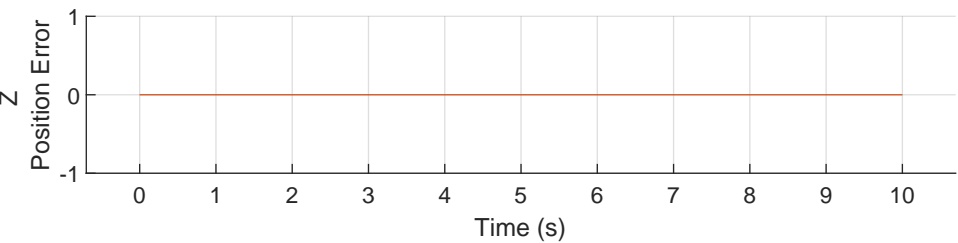
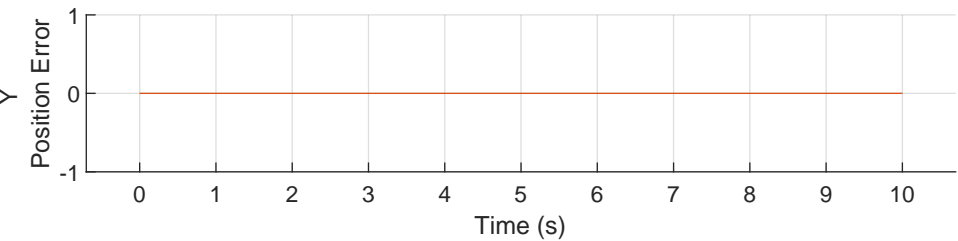
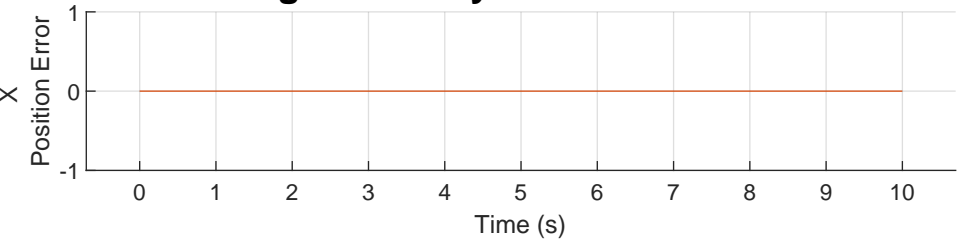
Agent 4 2D Trajectories



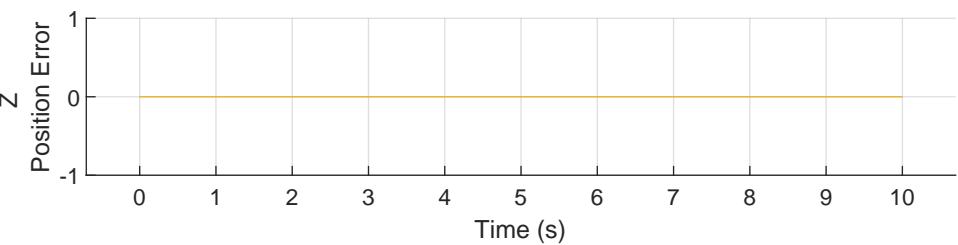
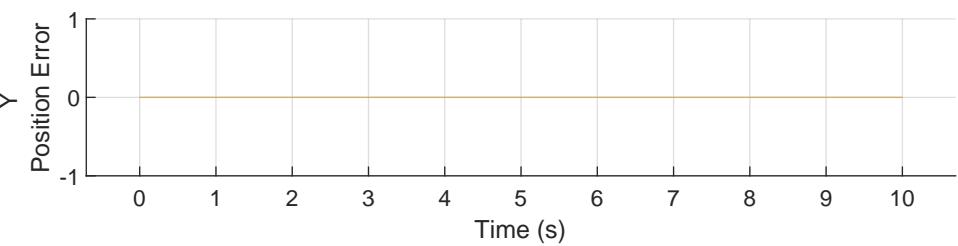
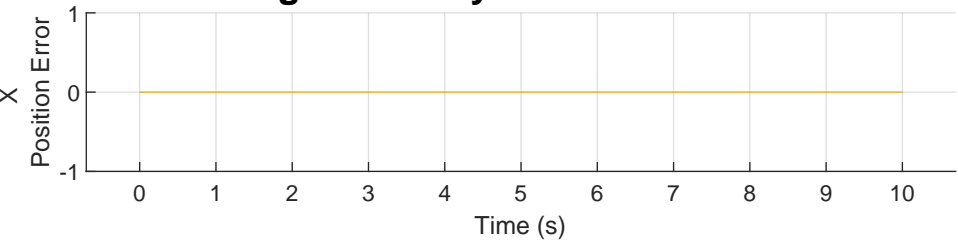
Agent 1 Unity Position Error



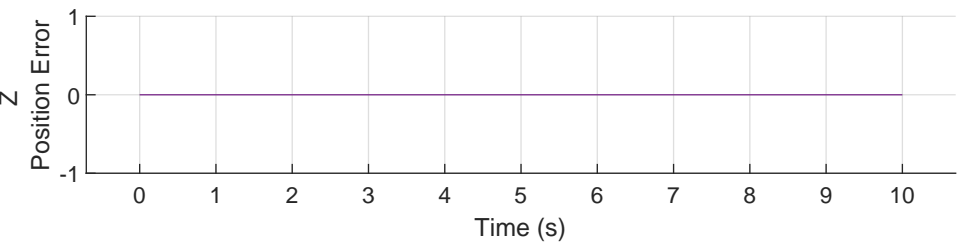
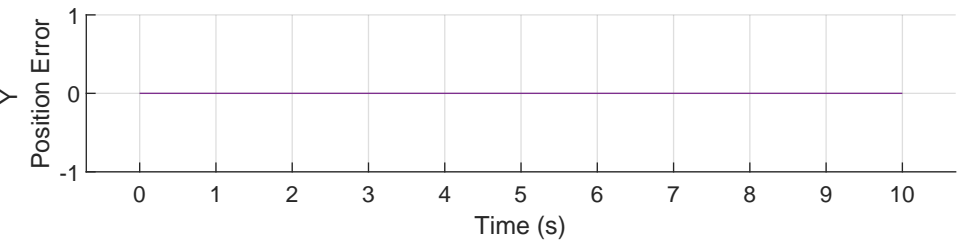
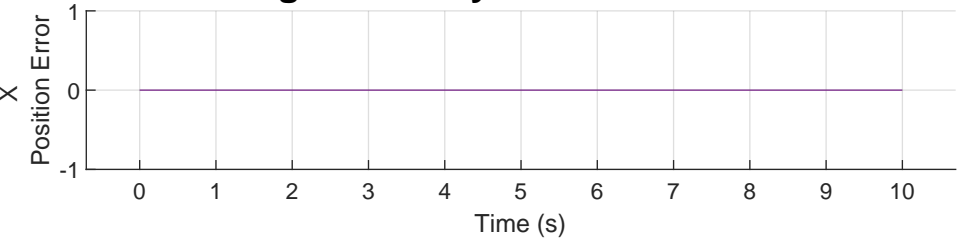
Agent 2 Unity Position Error



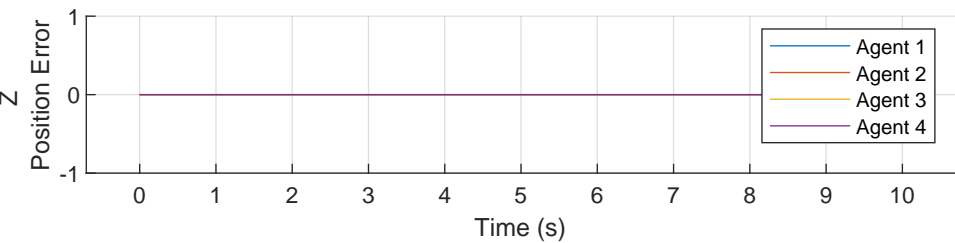
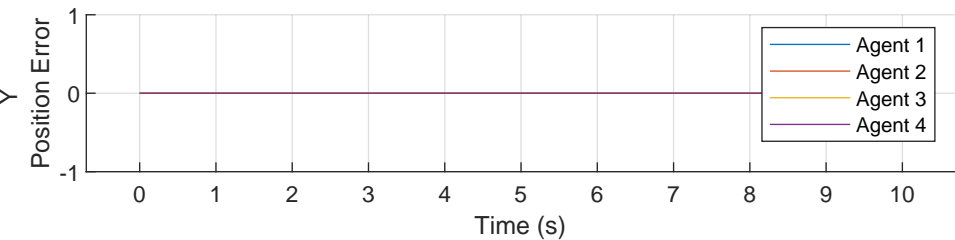
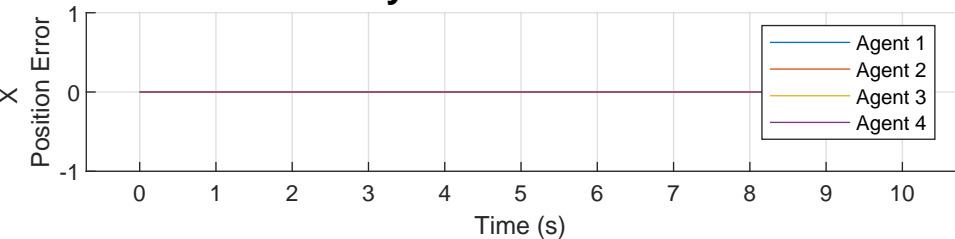
Agent 3 Unity Position Error



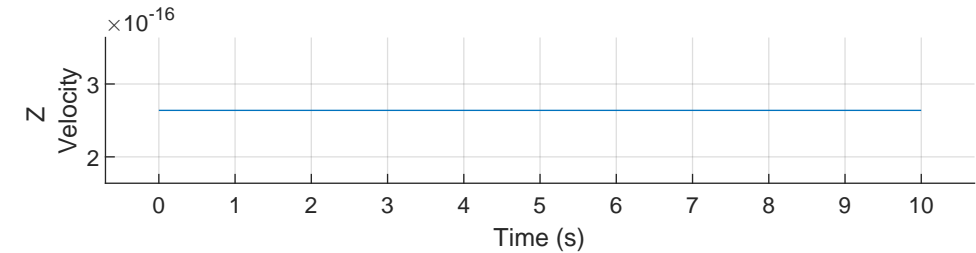
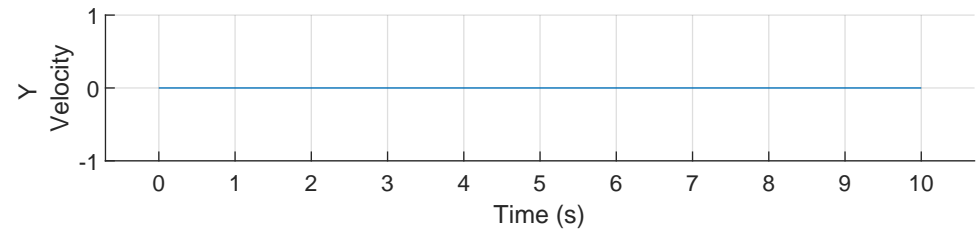
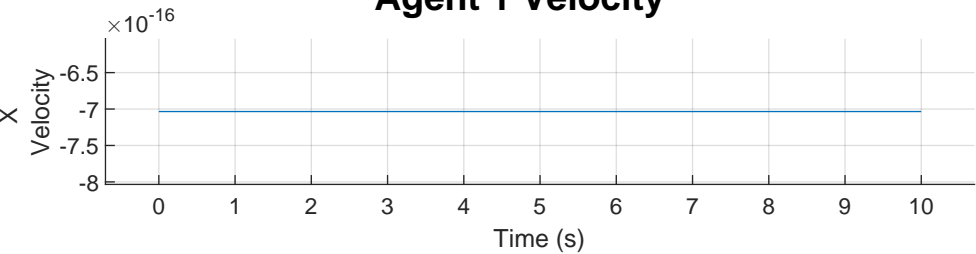
Agent 4 Unity Position Error



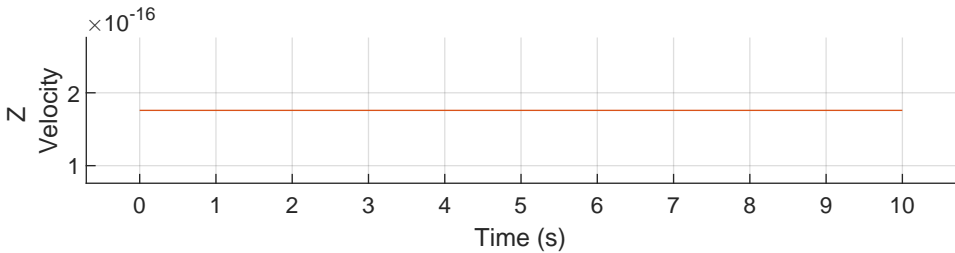
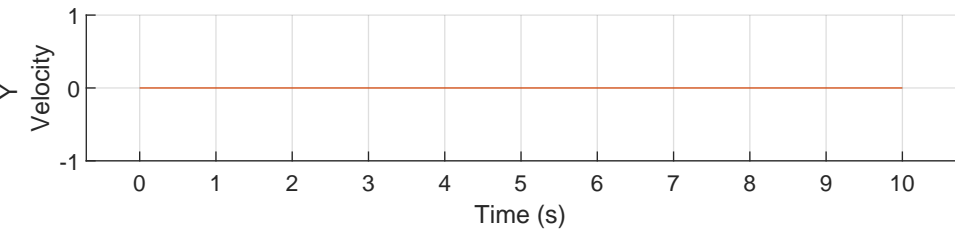
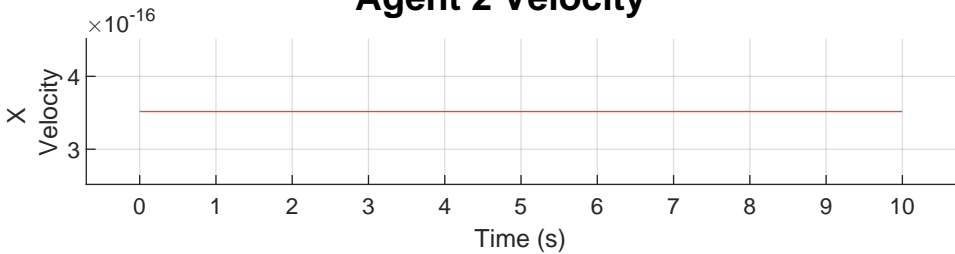
Unity Position Errors



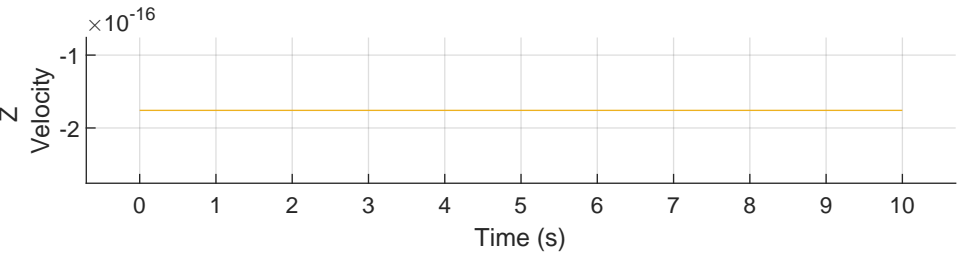
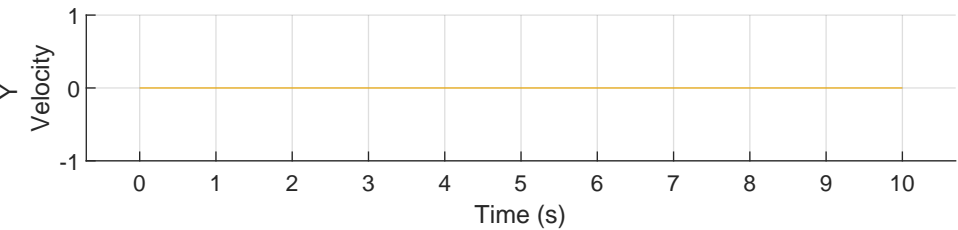
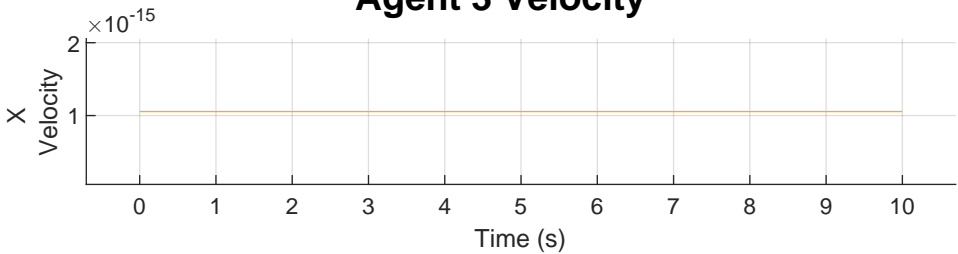
Agent 1 Velocity



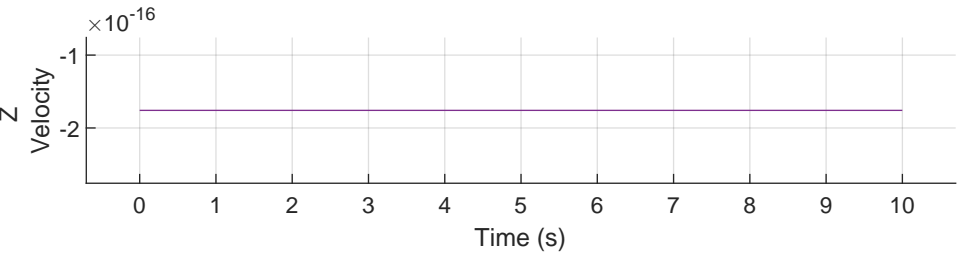
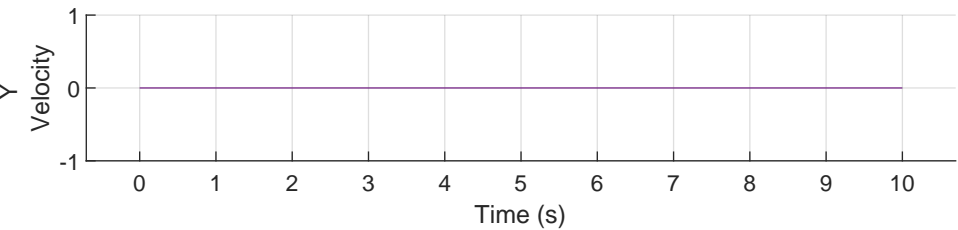
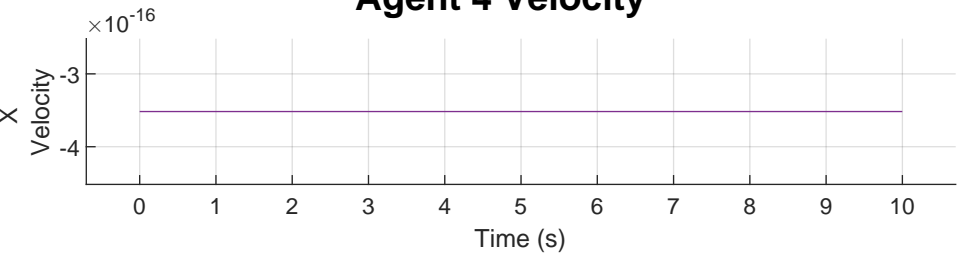
Agent 2 Velocity



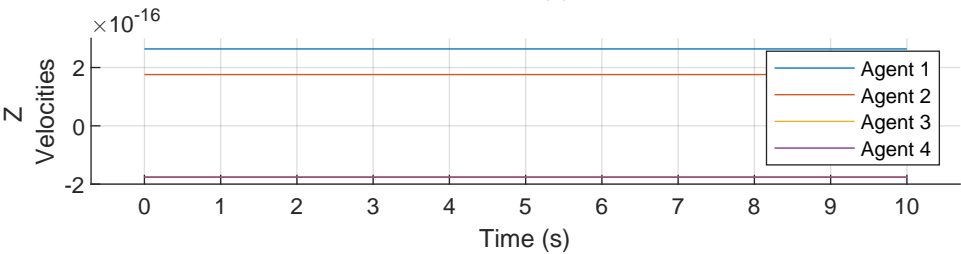
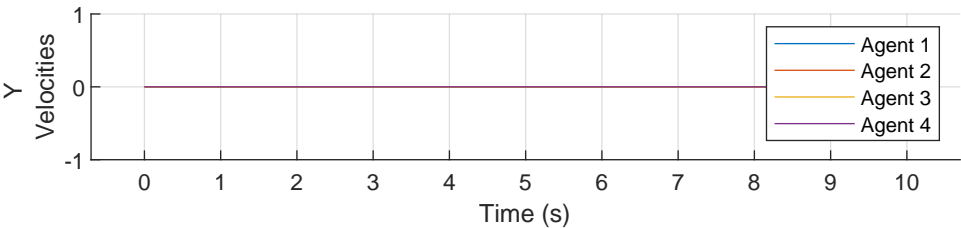
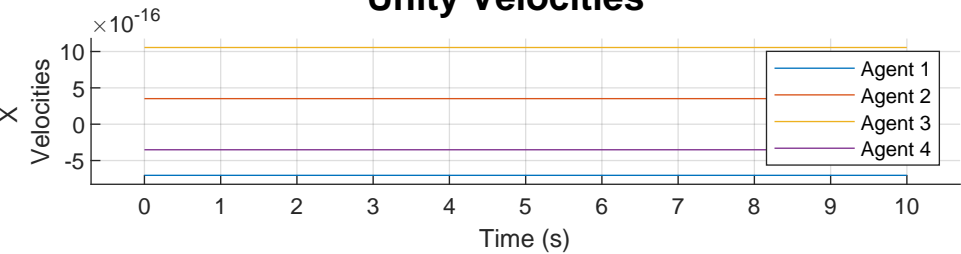
Agent 3 Velocity



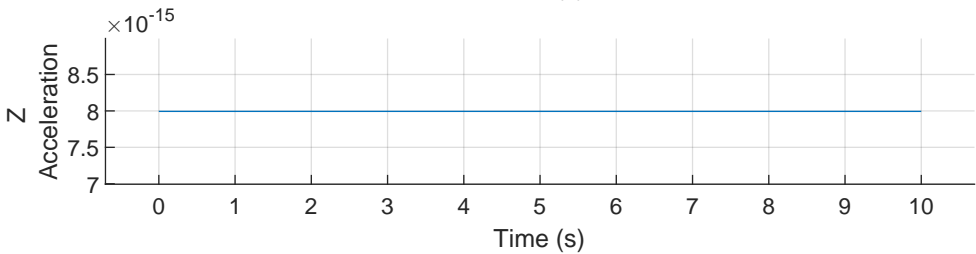
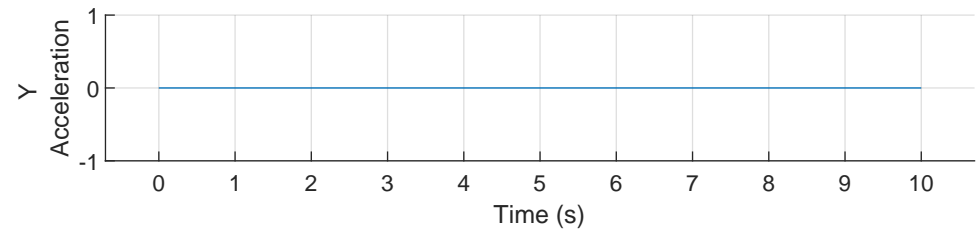
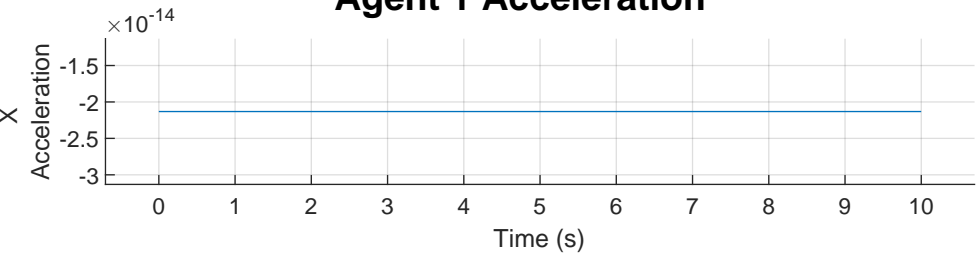
Agent 4 Velocity



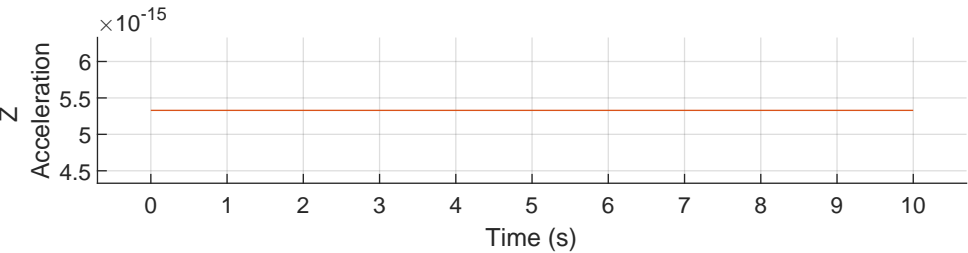
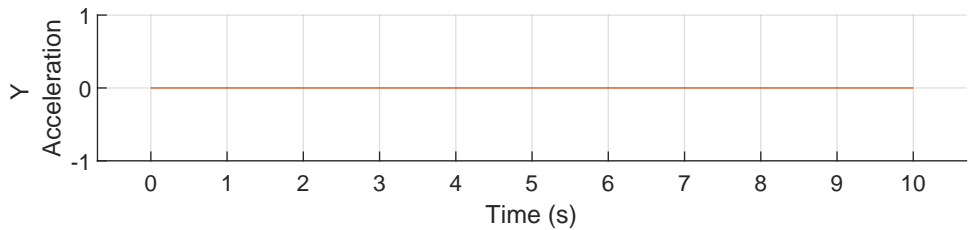
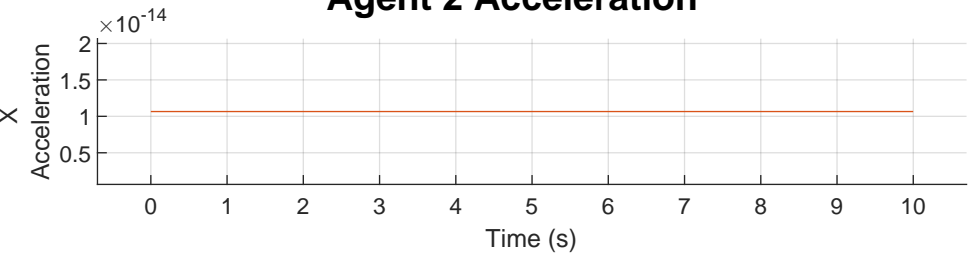
Unity Velocities



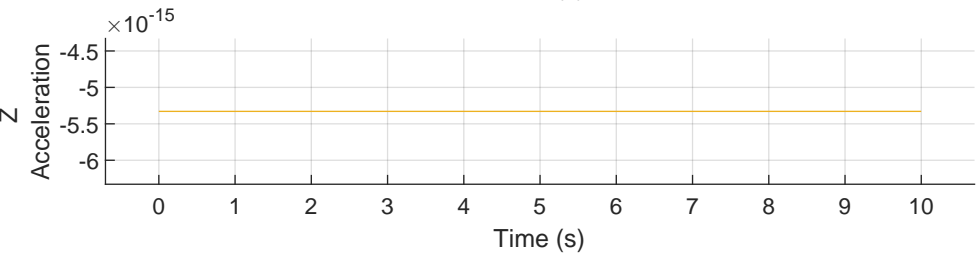
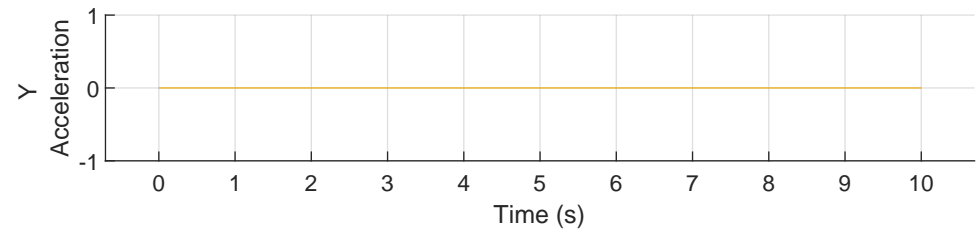
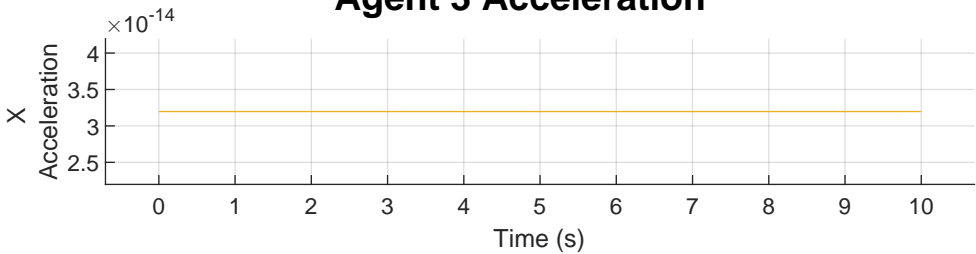
Agent 1 Acceleration



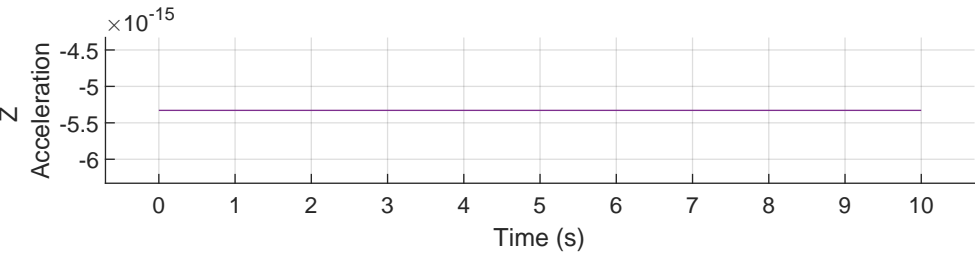
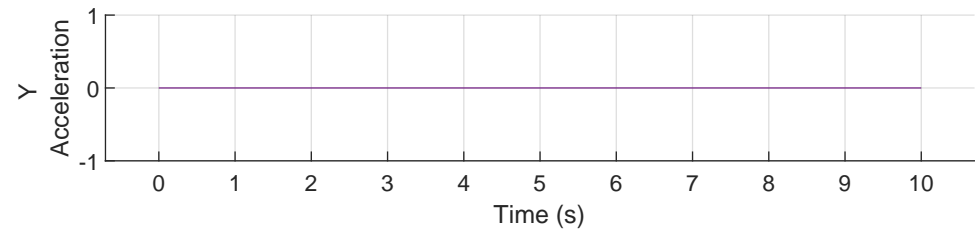
Agent 2 Acceleration



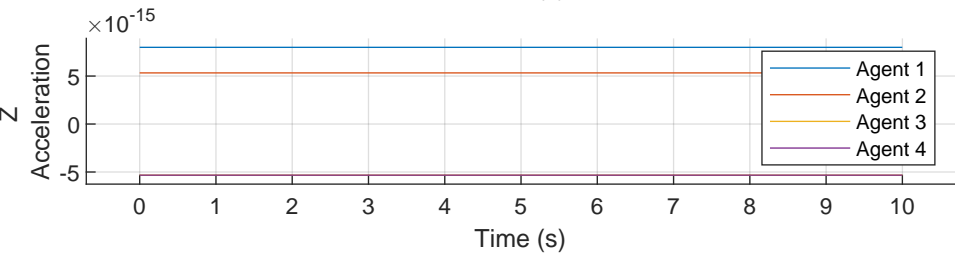
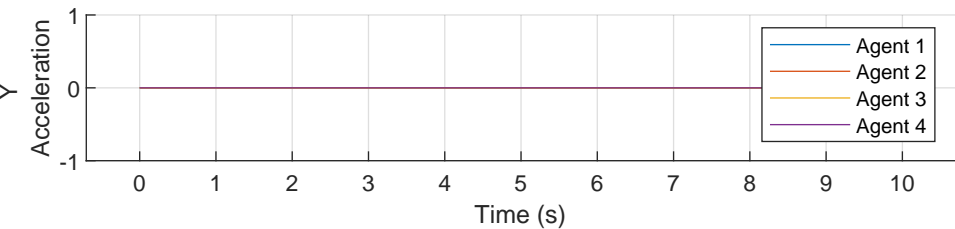
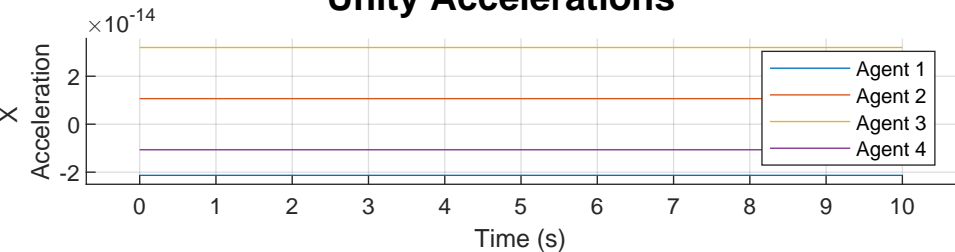
Agent 3 Acceleration



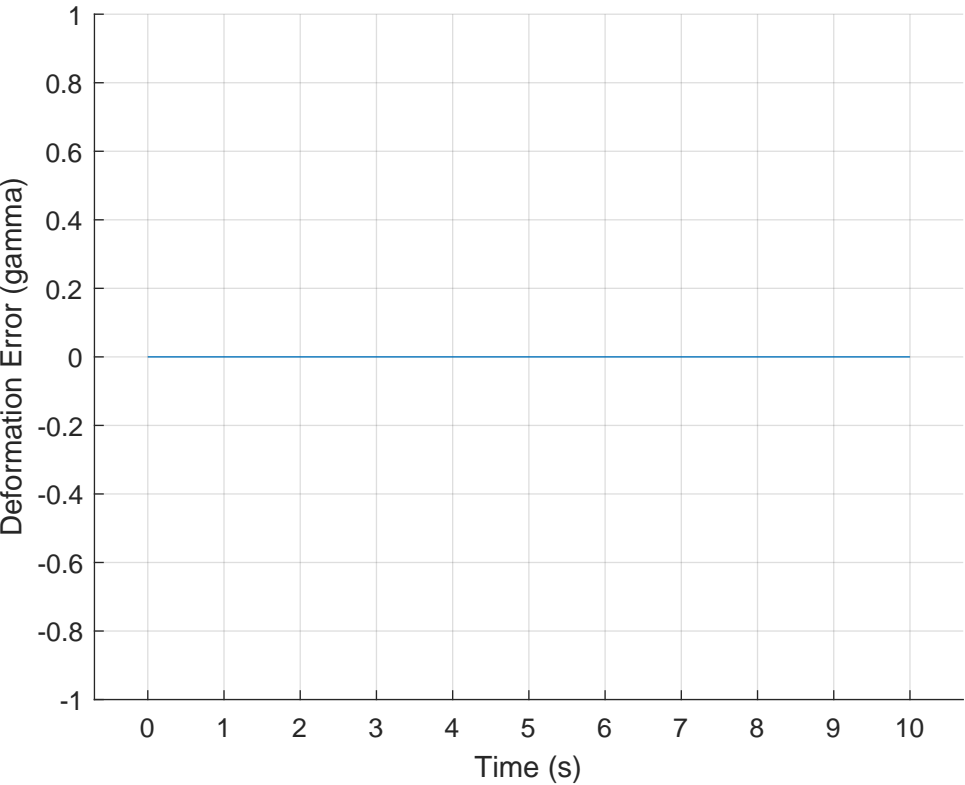
Agent 4 Acceleration



Unity Accelerations

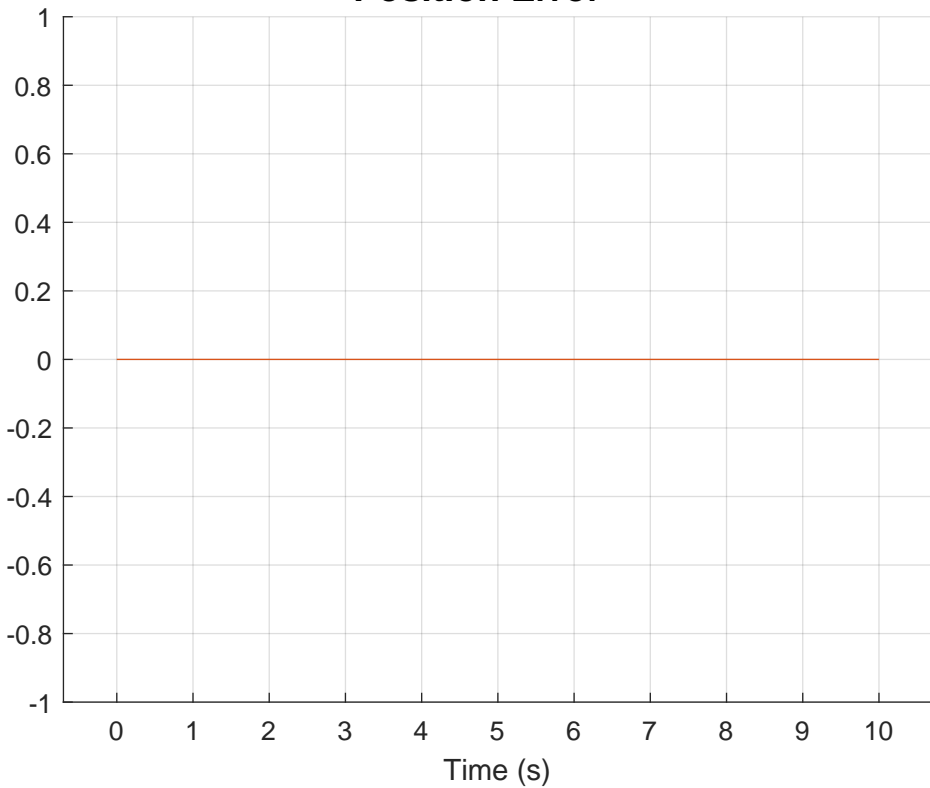


Deformation Error

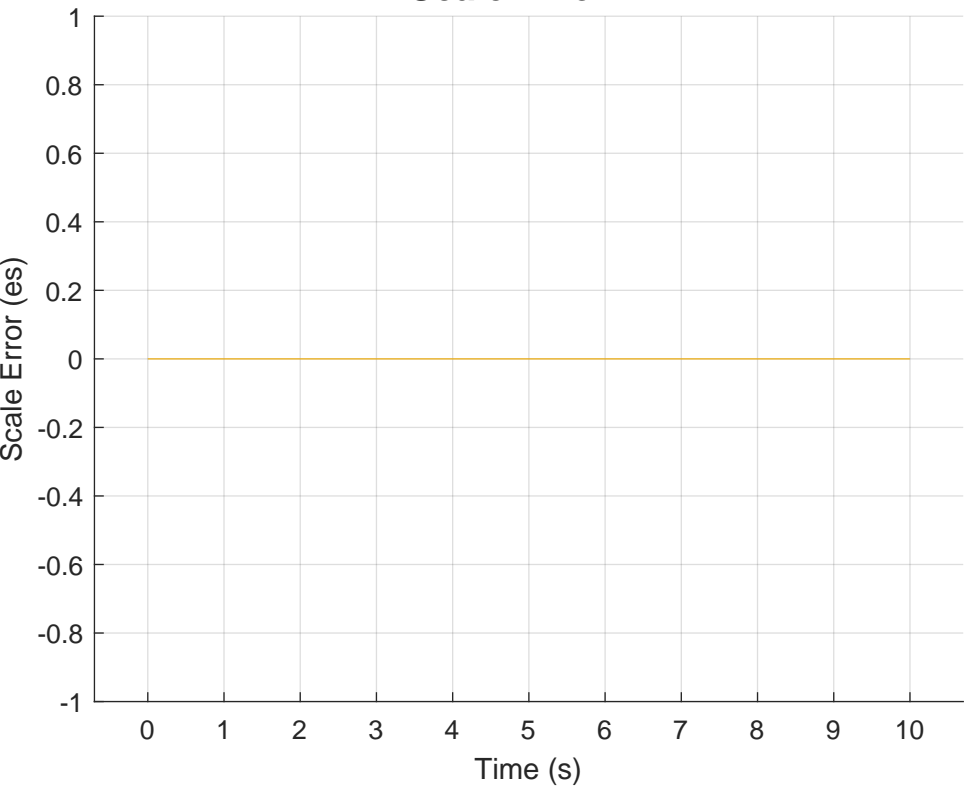


Position Error

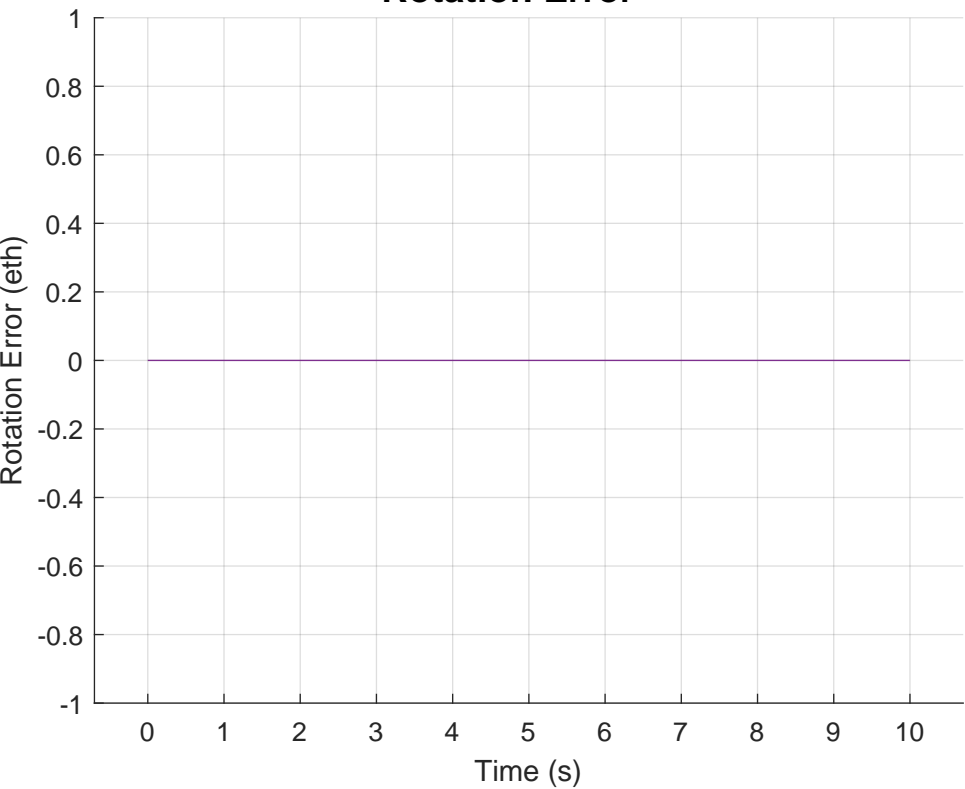
Position Error (eg)



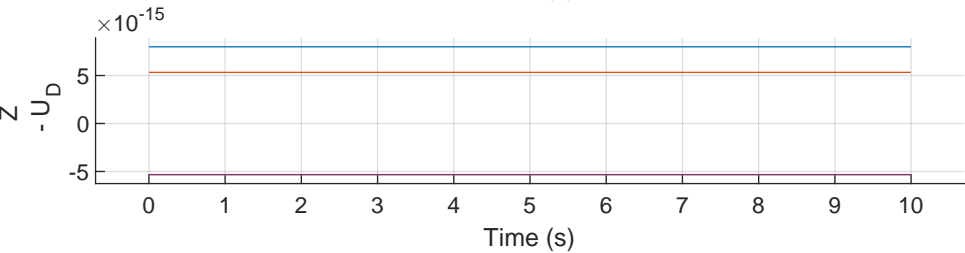
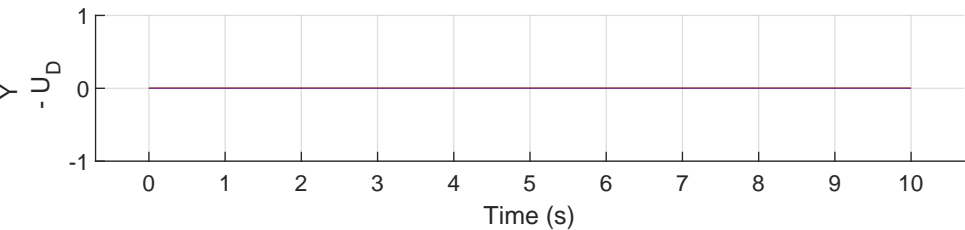
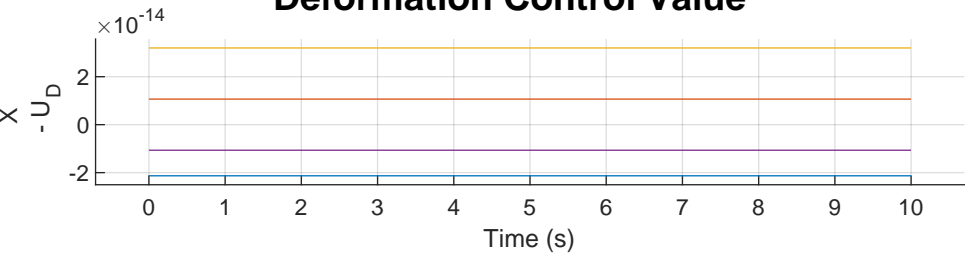
Scale Error



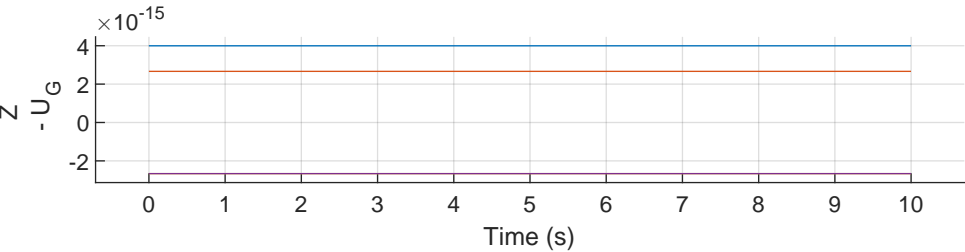
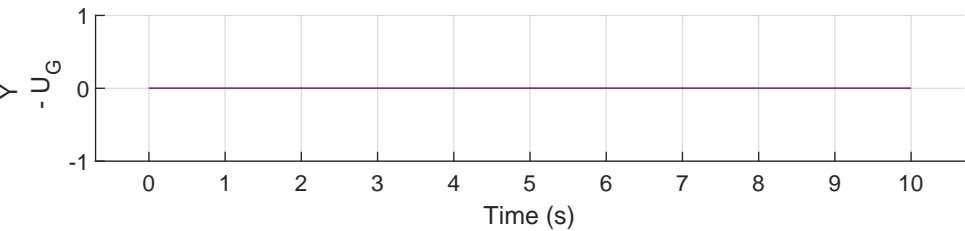
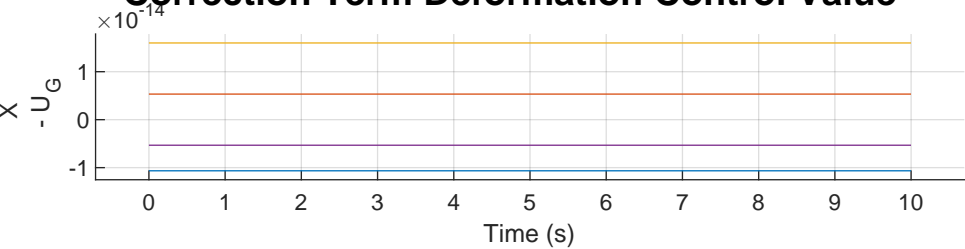
Rotation Error



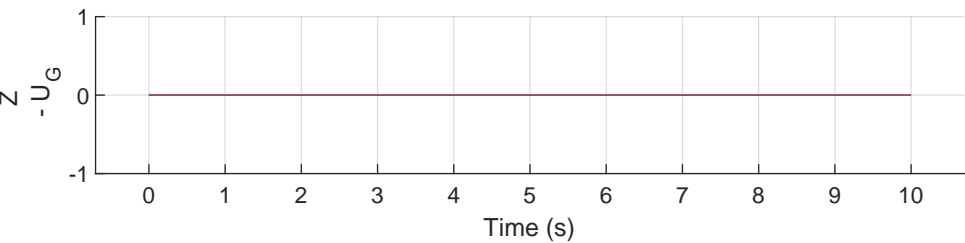
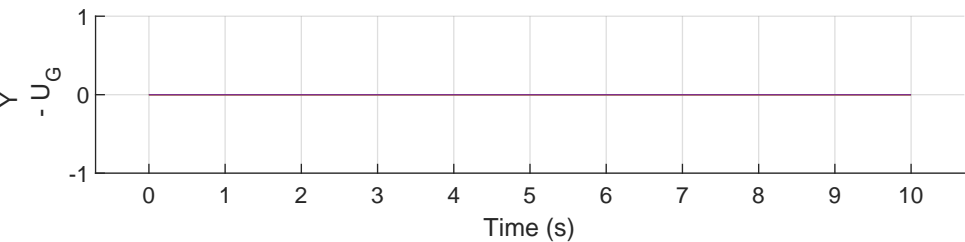
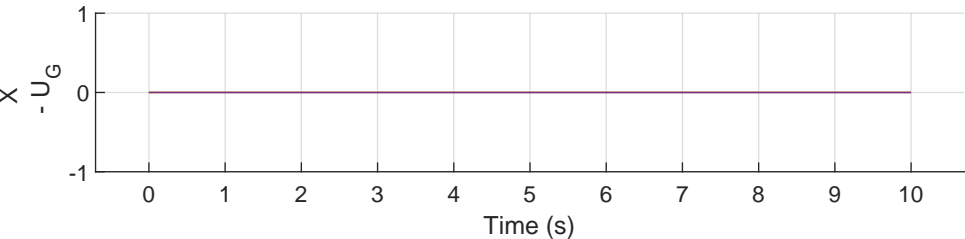
Deformation Control Value



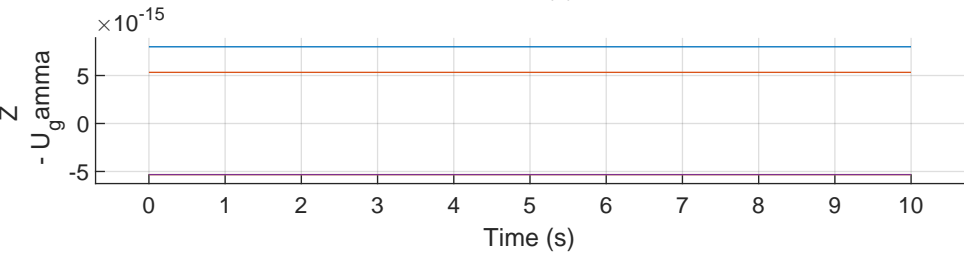
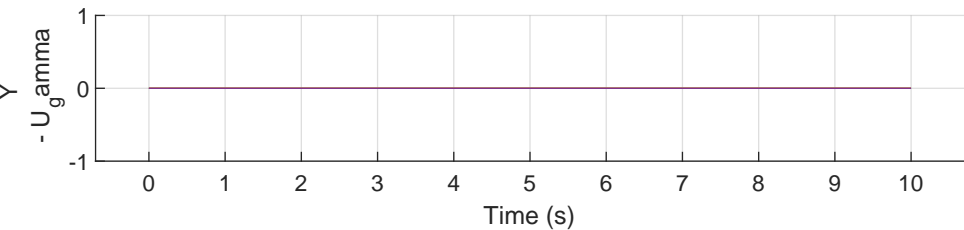
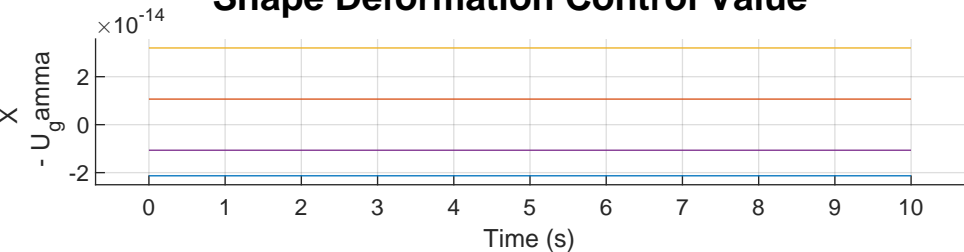
Correction Term Deformation Control Value



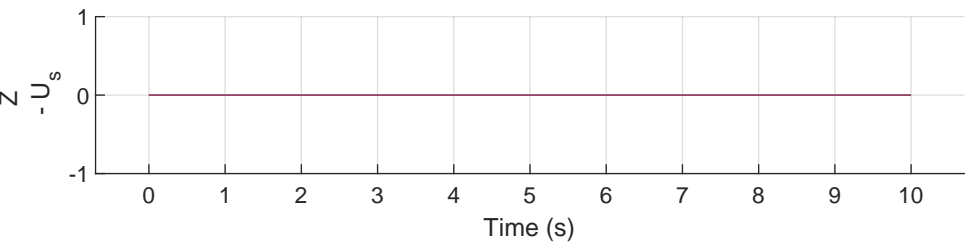
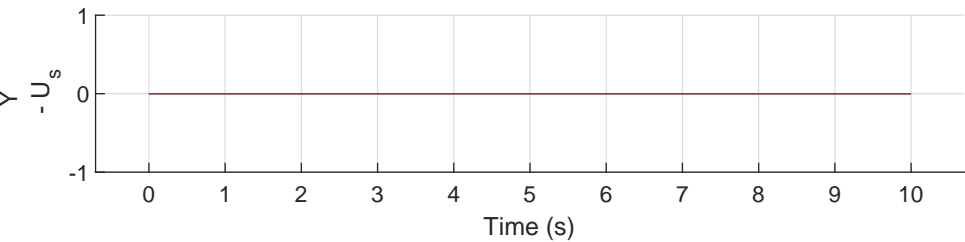
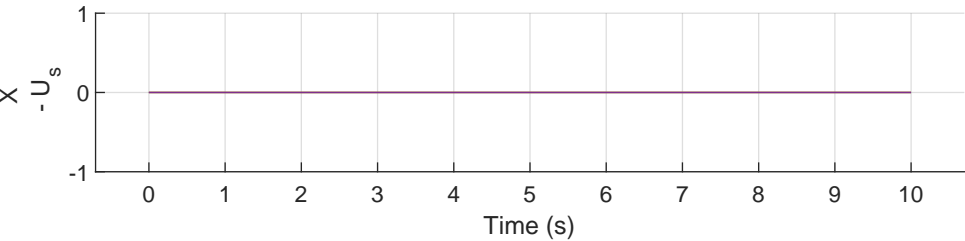
Internal Deformation Control Value



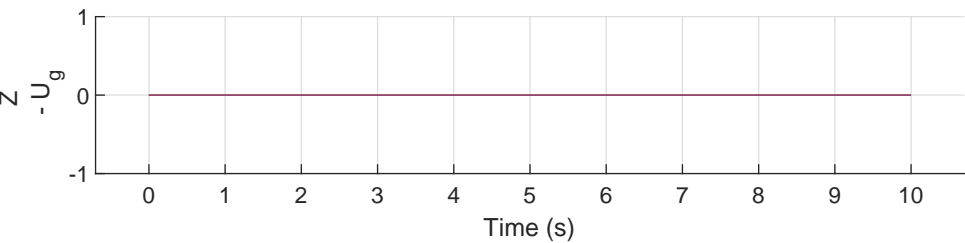
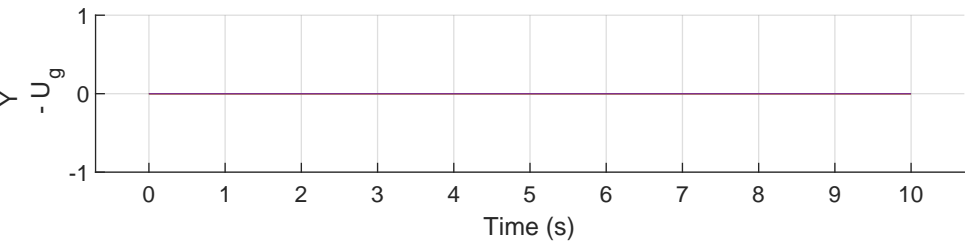
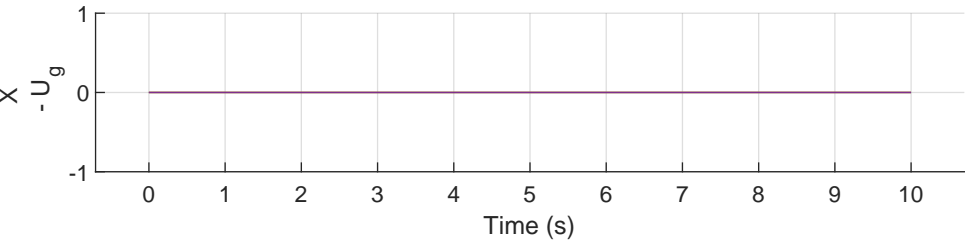
Shape Deformation Control Value



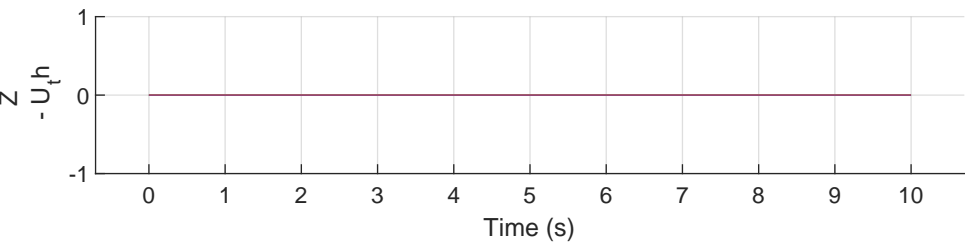
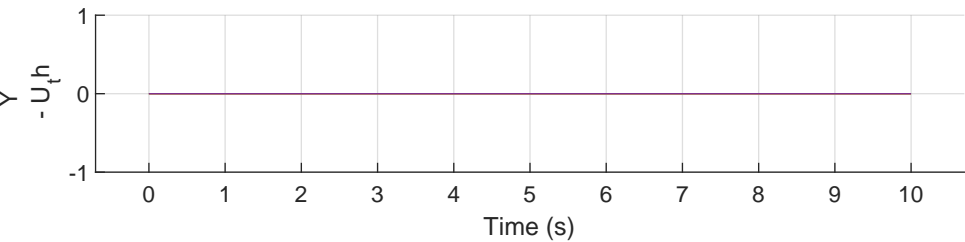
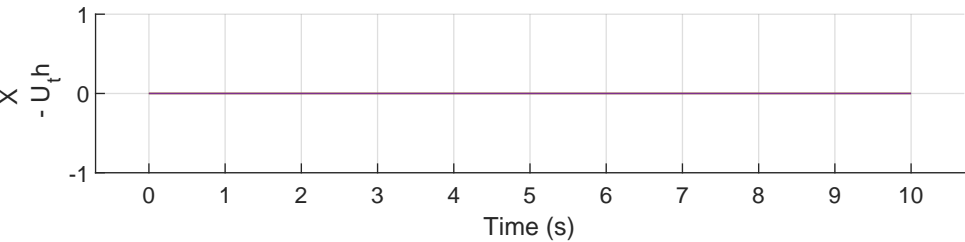
Scale Control Value



Position Control Value



Rotation Control Value



Global Control Value

