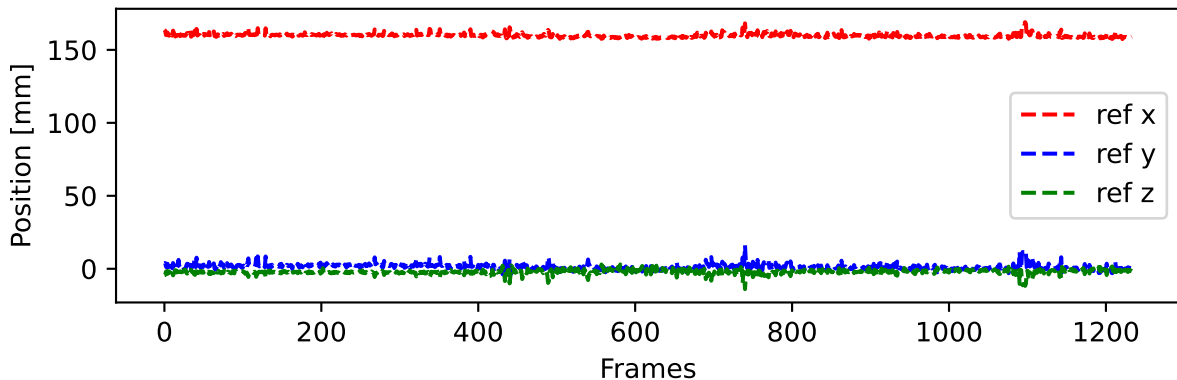


# Marker Position in Reference Frame



# Marker Rotation in Reference Frame

