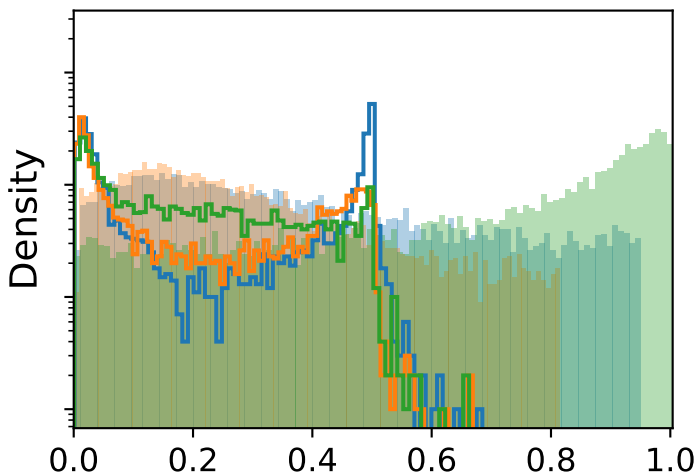


## Linear Motion



## Angular Motion

