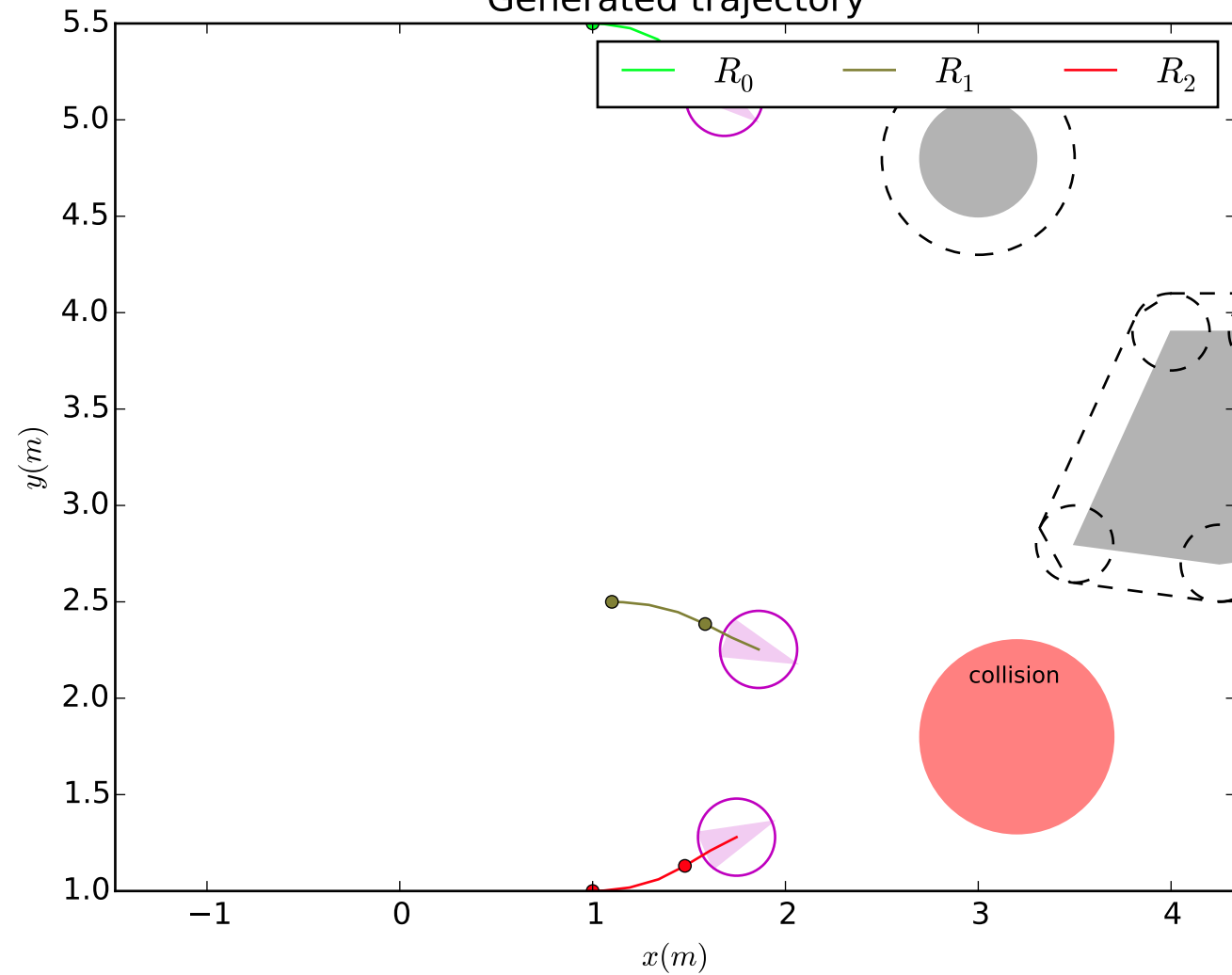


# Generated trajectory



collision