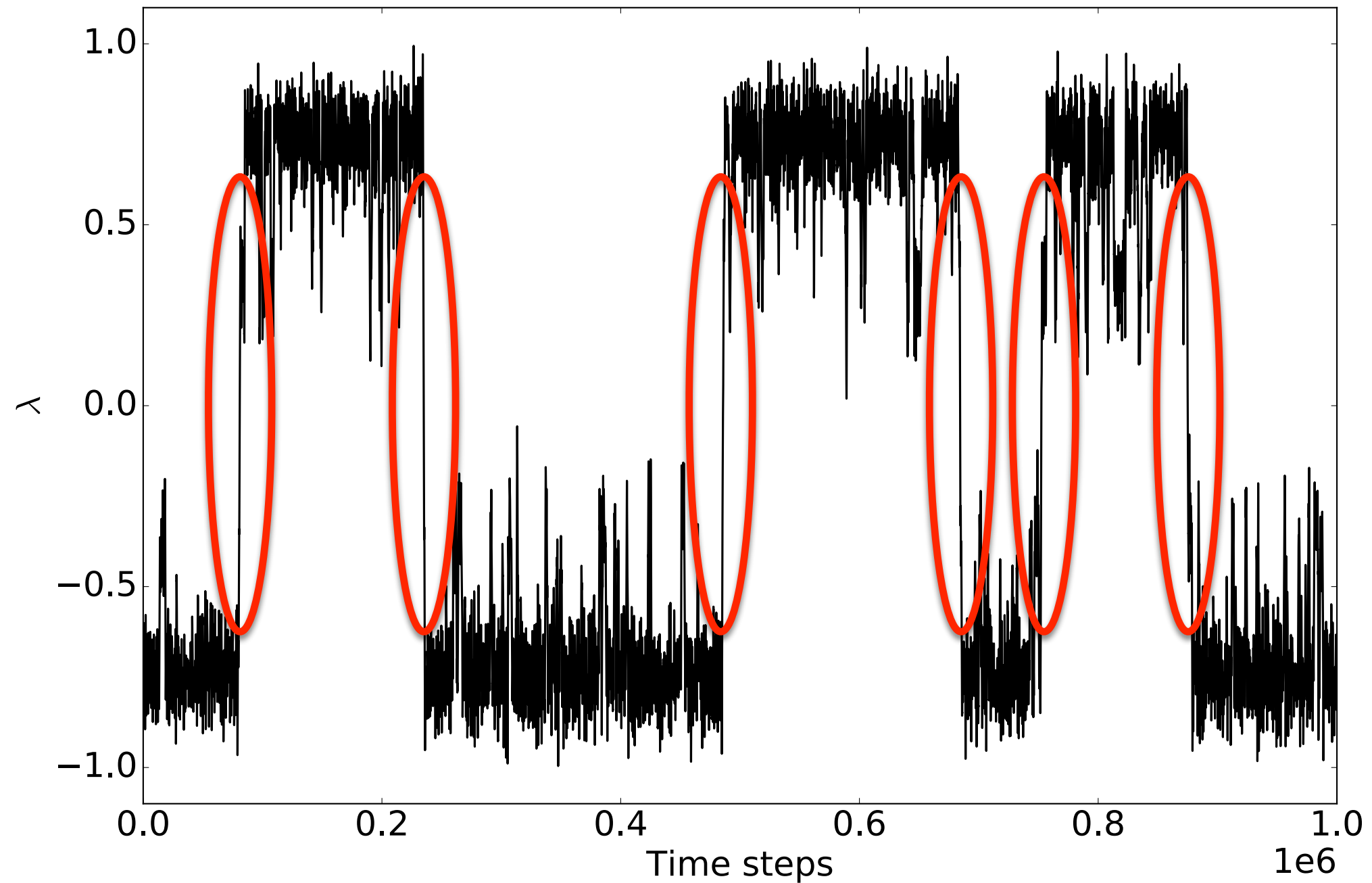


Path sampling



Focus on the **transition** regions

Shooting Move

