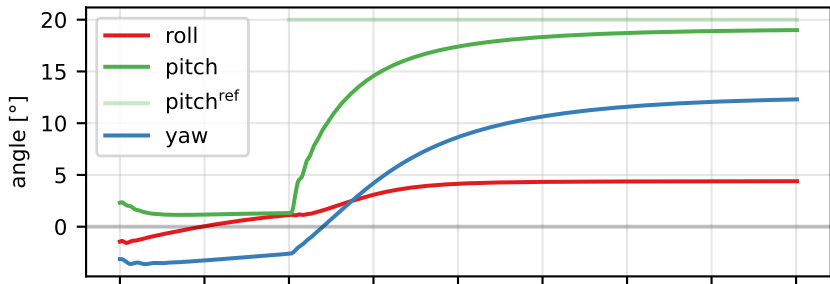


Body orientation in worldframe



Angular Velocity in bodyframe

