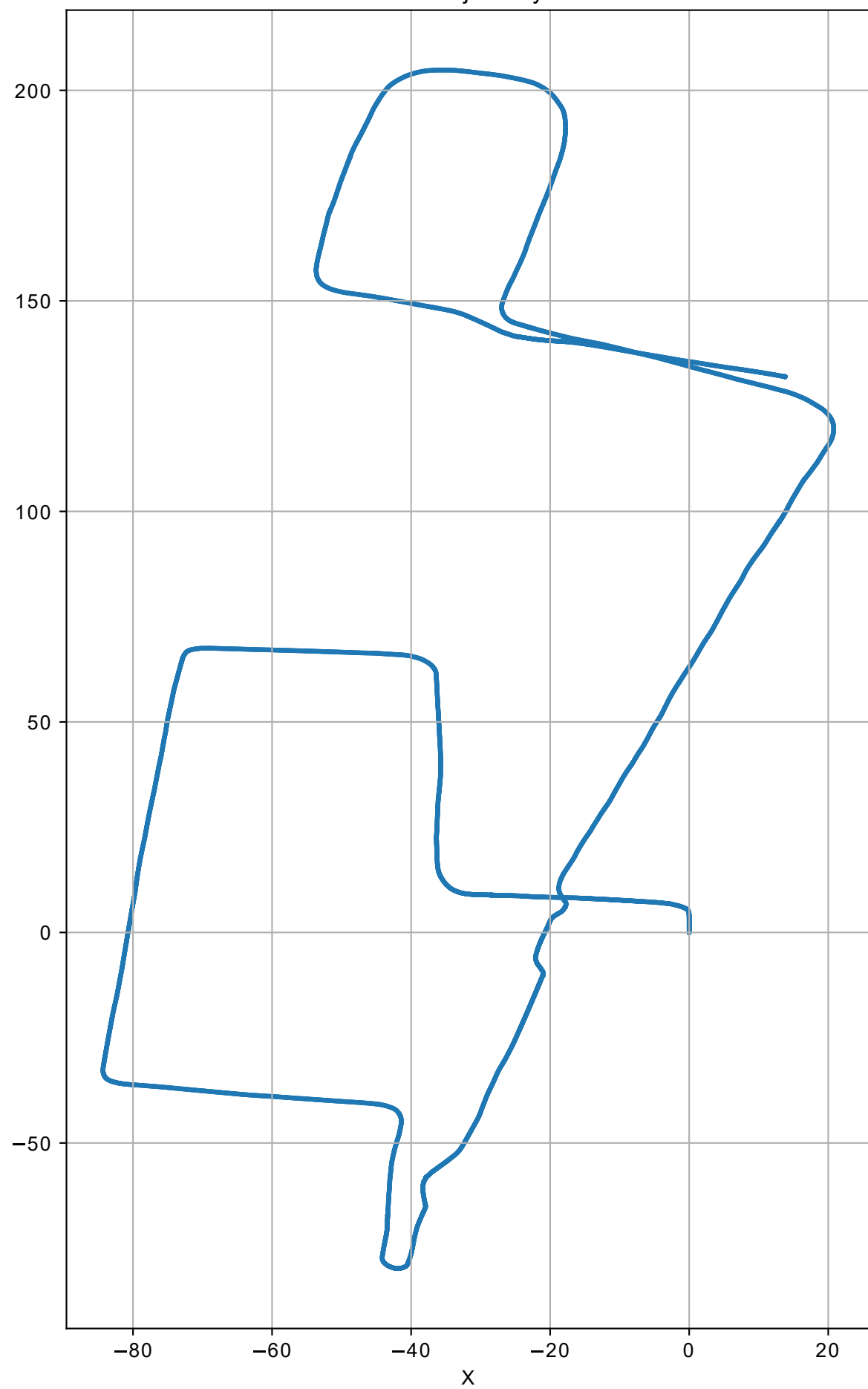


2D trajectory



v

