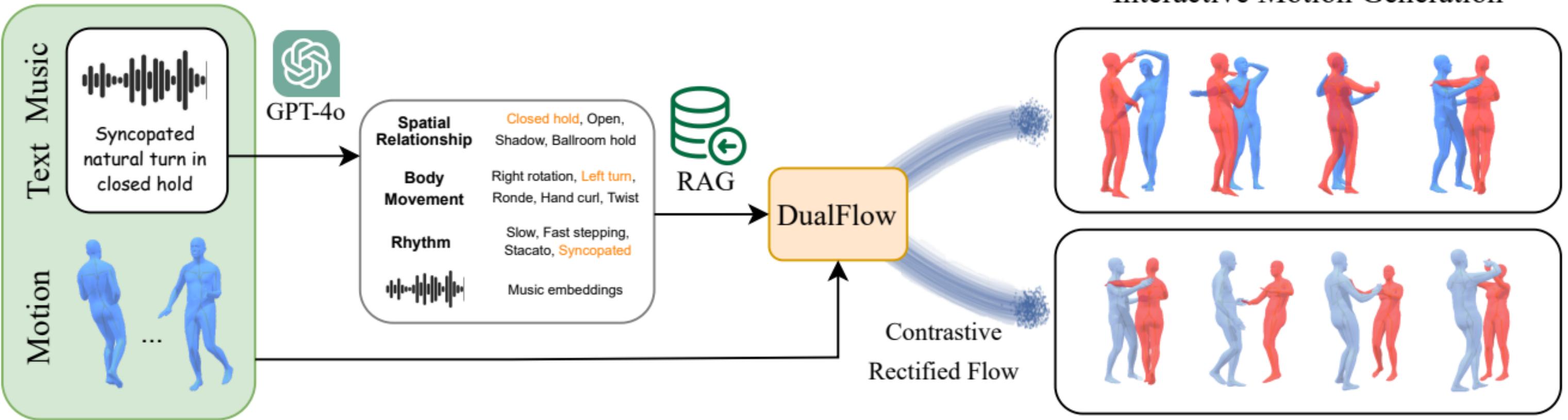


Interactive Motion Generation



Reactive Motion Generation