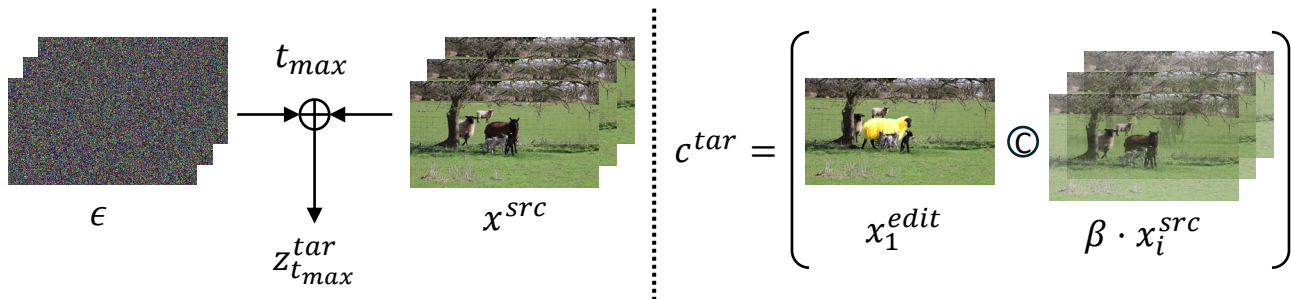


(i) Structure-Preserving Initialization



(ii) Motion-Preserving Initialization

