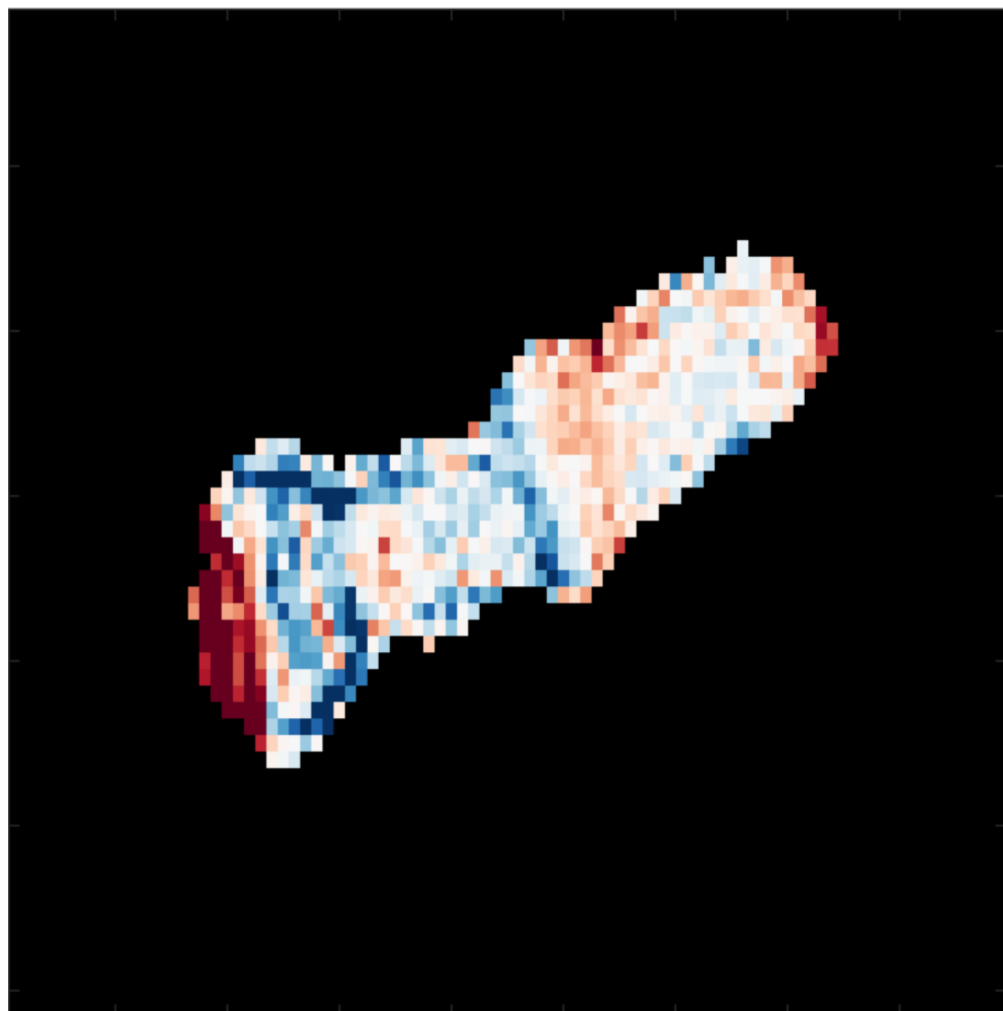


Low Movement



High Movement

