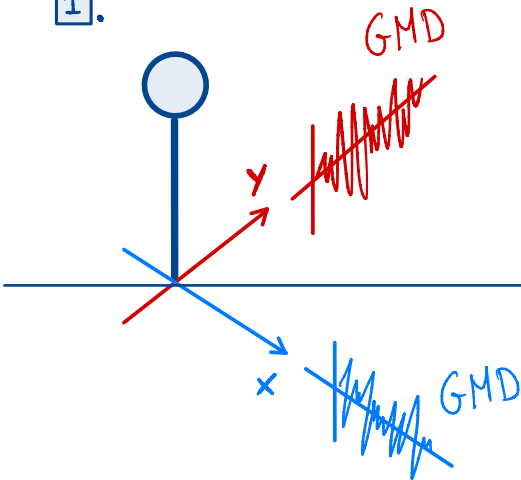
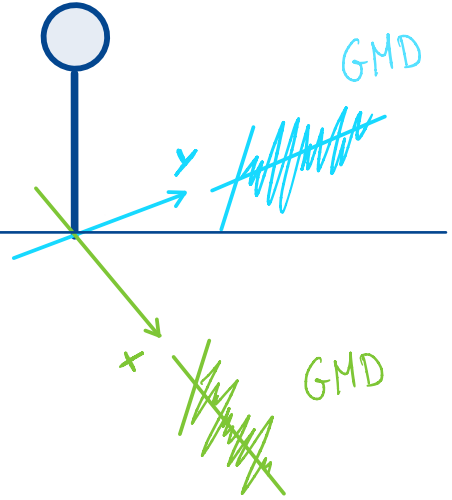


Two dimension Ground Motion Data

1.

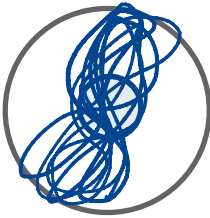


2.

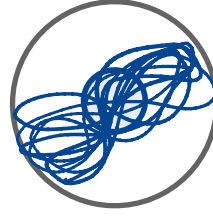


- Lollipop movement: Same values, only different direction

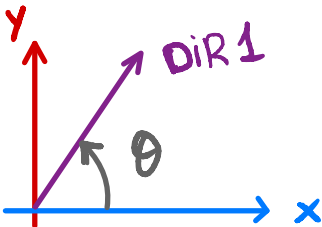
1.



2.



- Changing 2 Dimension GM input to 1 Dimension GM input:



$$\text{Dir 1} = x \cdot \cos \theta + y \cdot \sin \theta$$