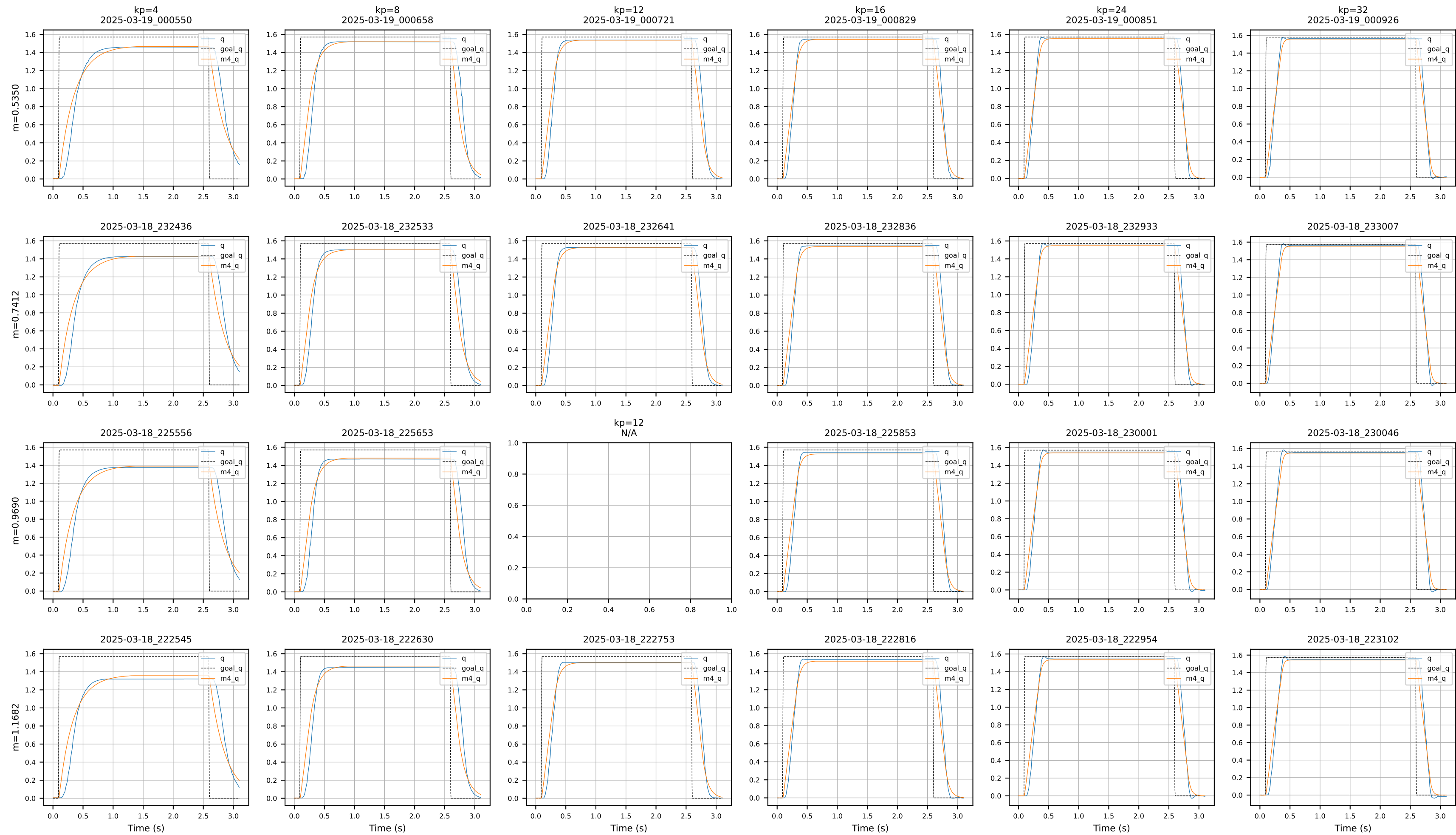
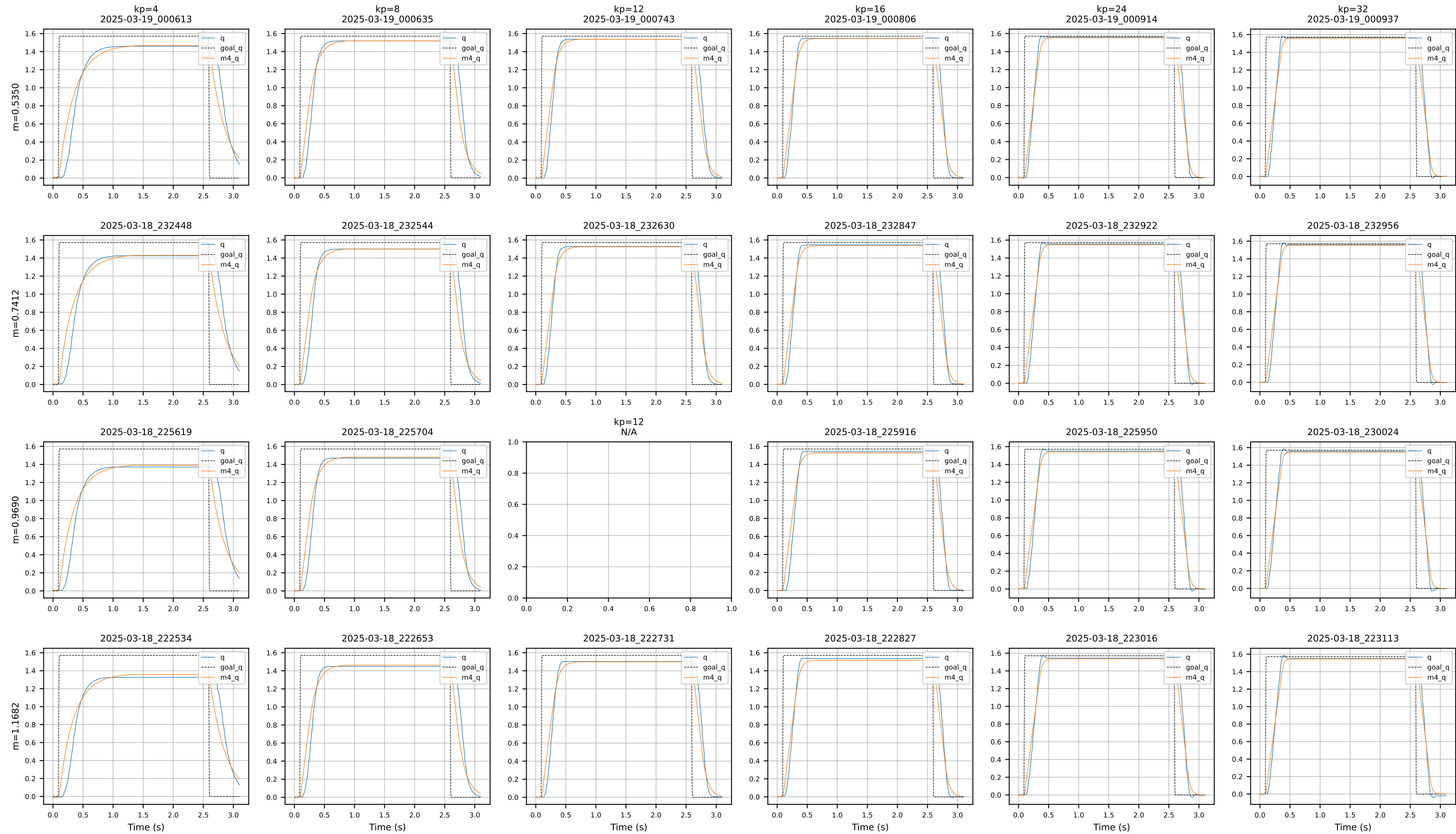


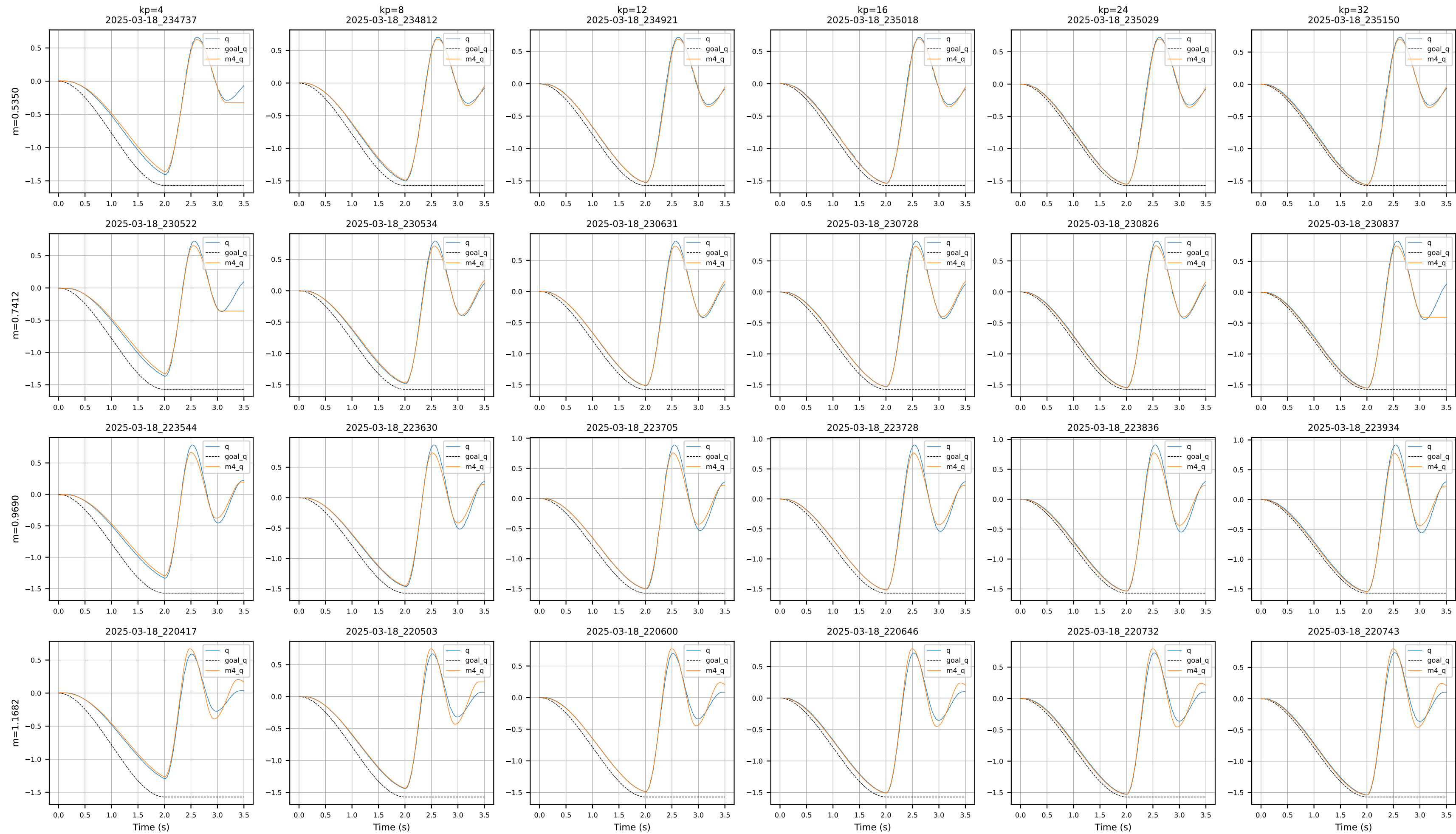
Length: 0.10m, Trajectory: brutal
Repetition: 0



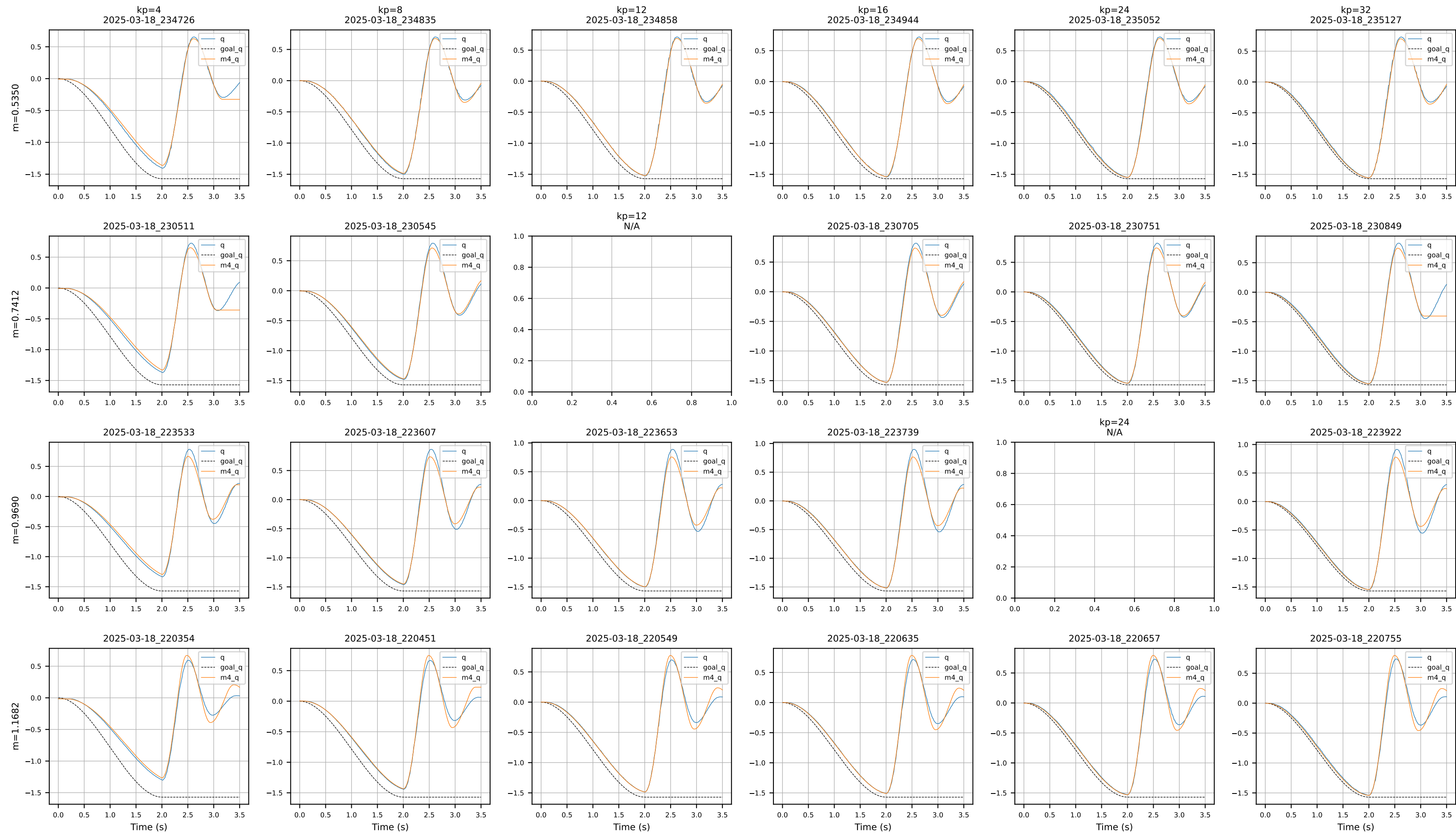
Length: 0.10m, Trajectory: brutal
Repetition: 1



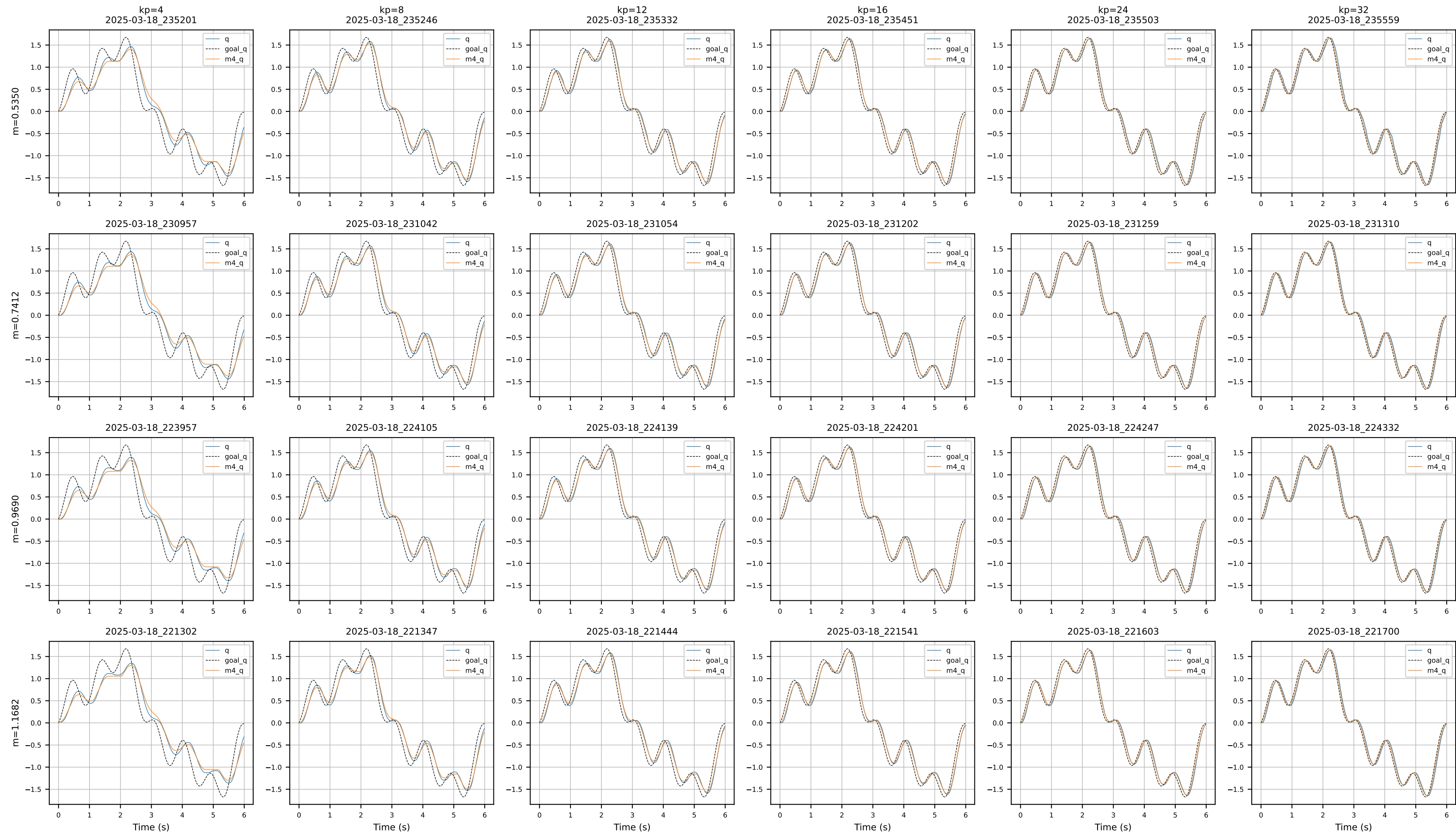
Length: 0.10m, Trajectory: lift_and_drop
Repetition: 0



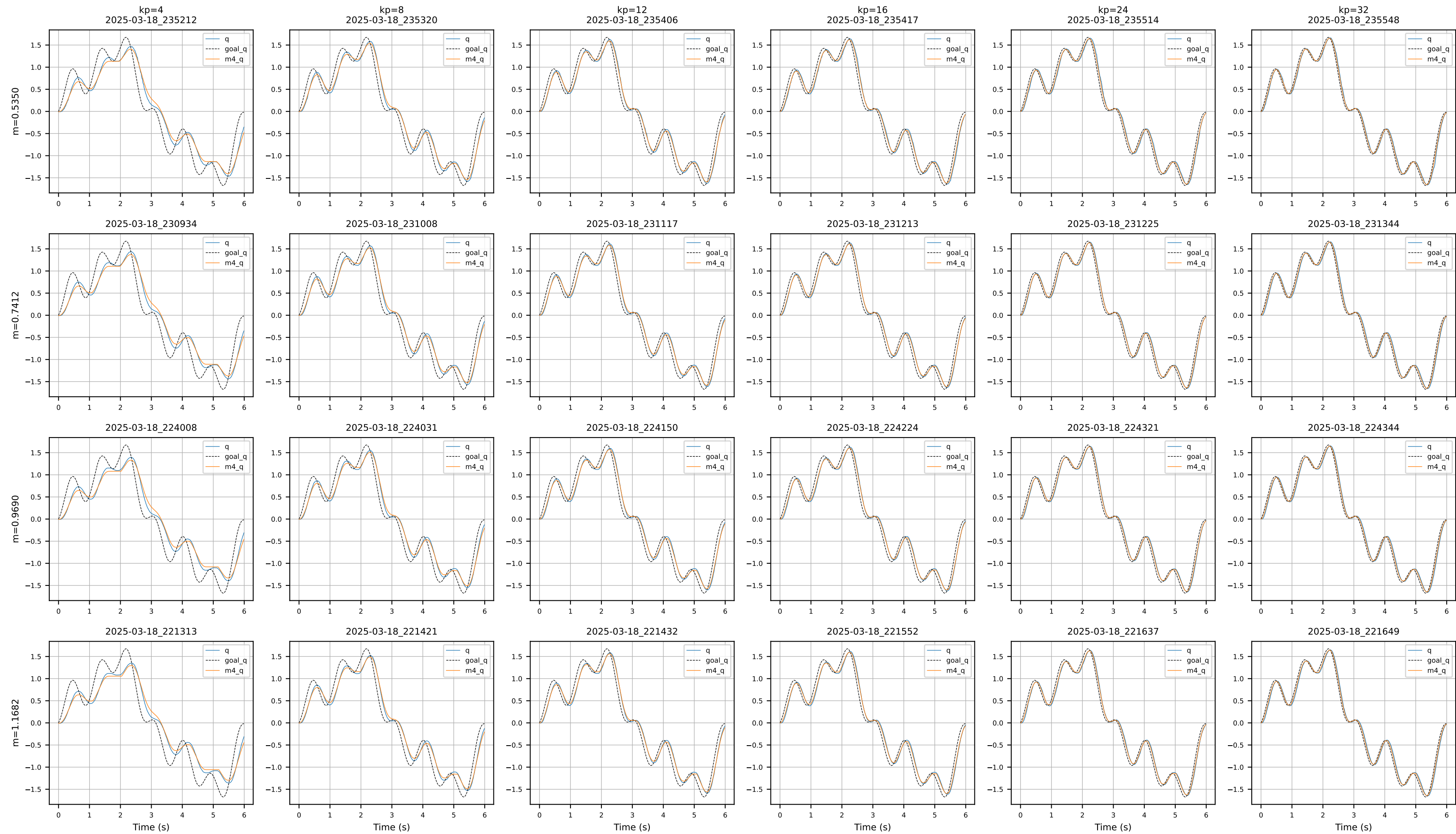
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Repetition: 1



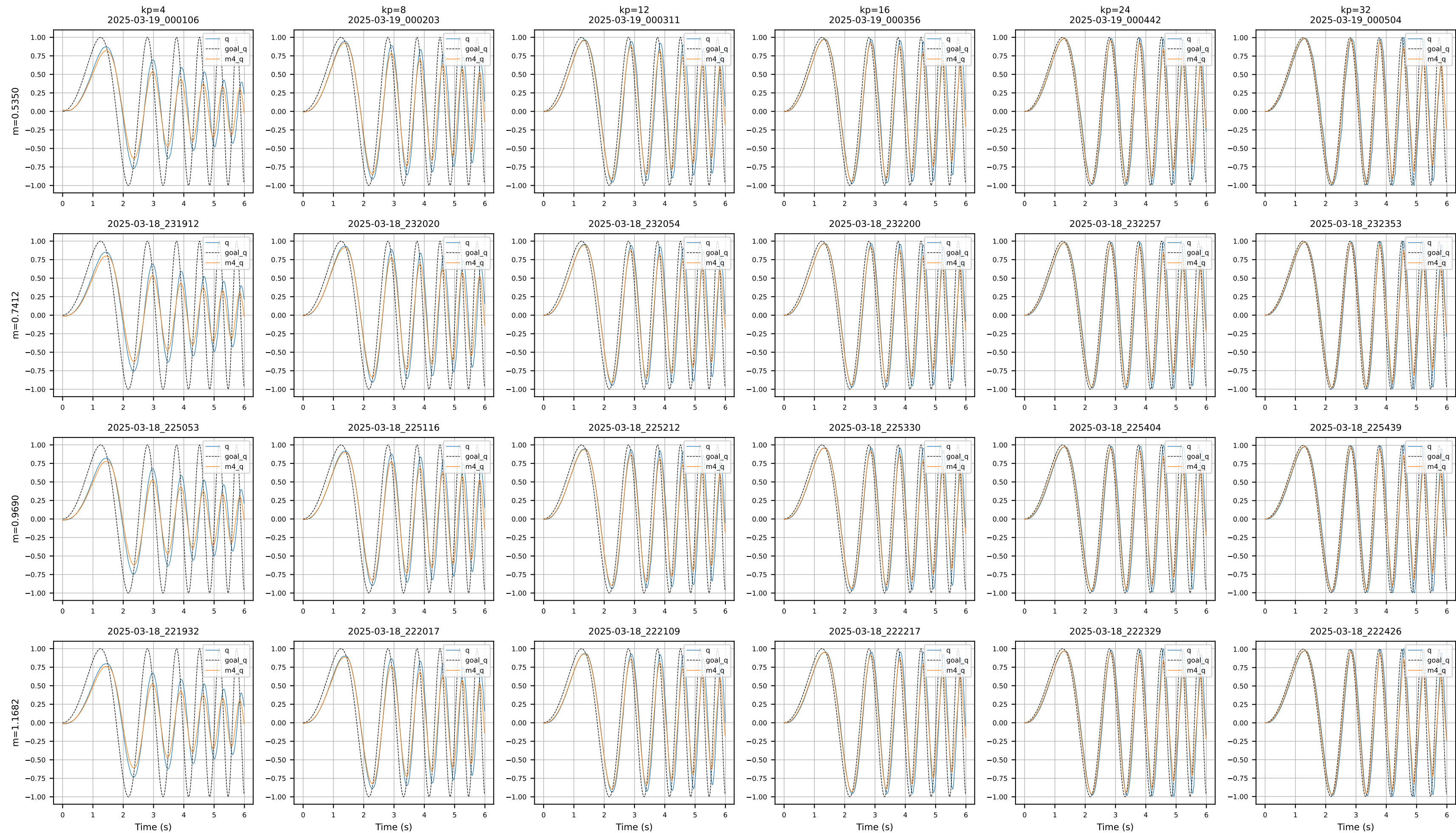
Length: 0.10m, Trajectory: sin_sin
Repetition: 0



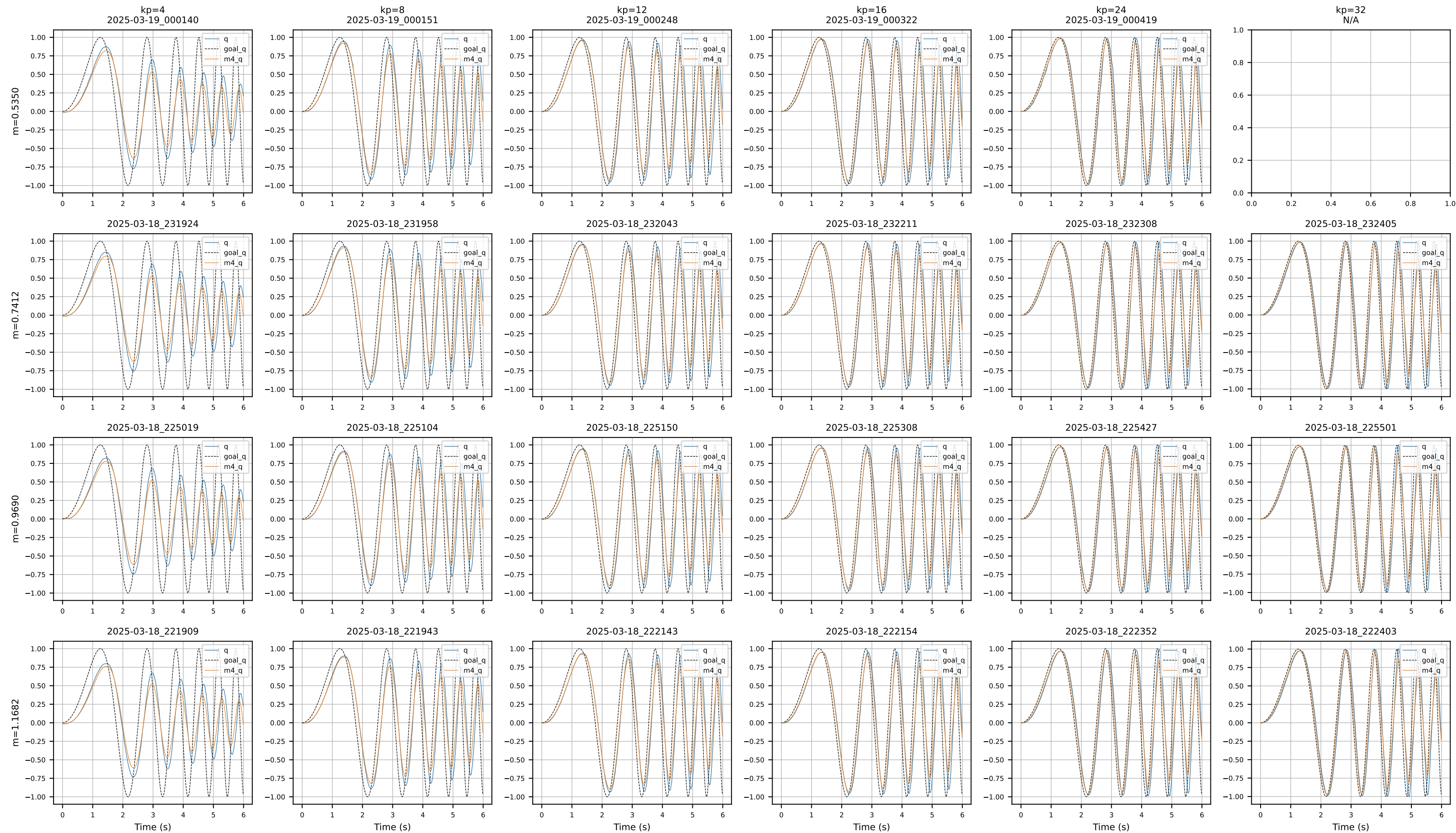
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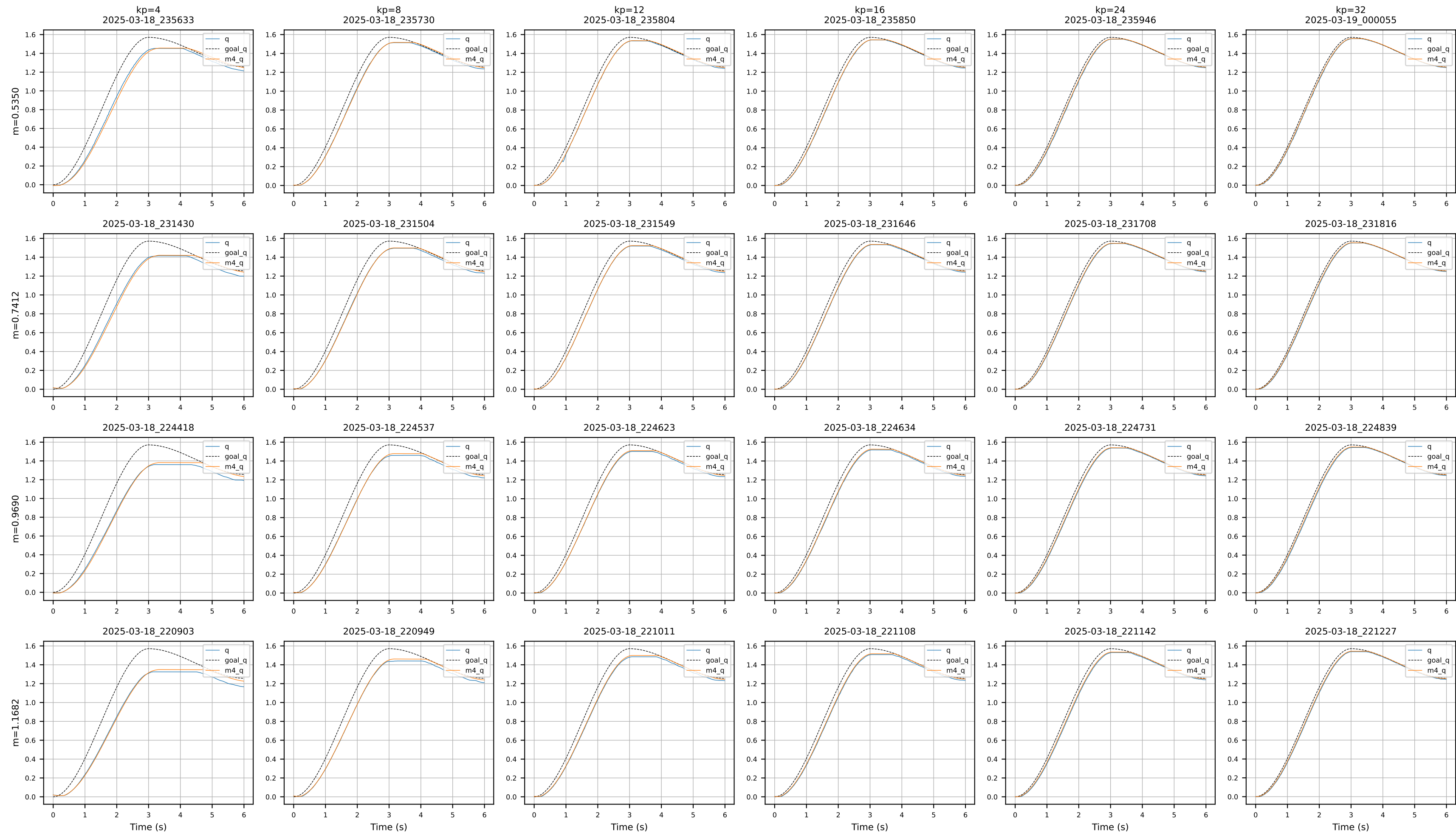
Length: 0.10m, Trajectory: sin_time_square
Repetition: 0



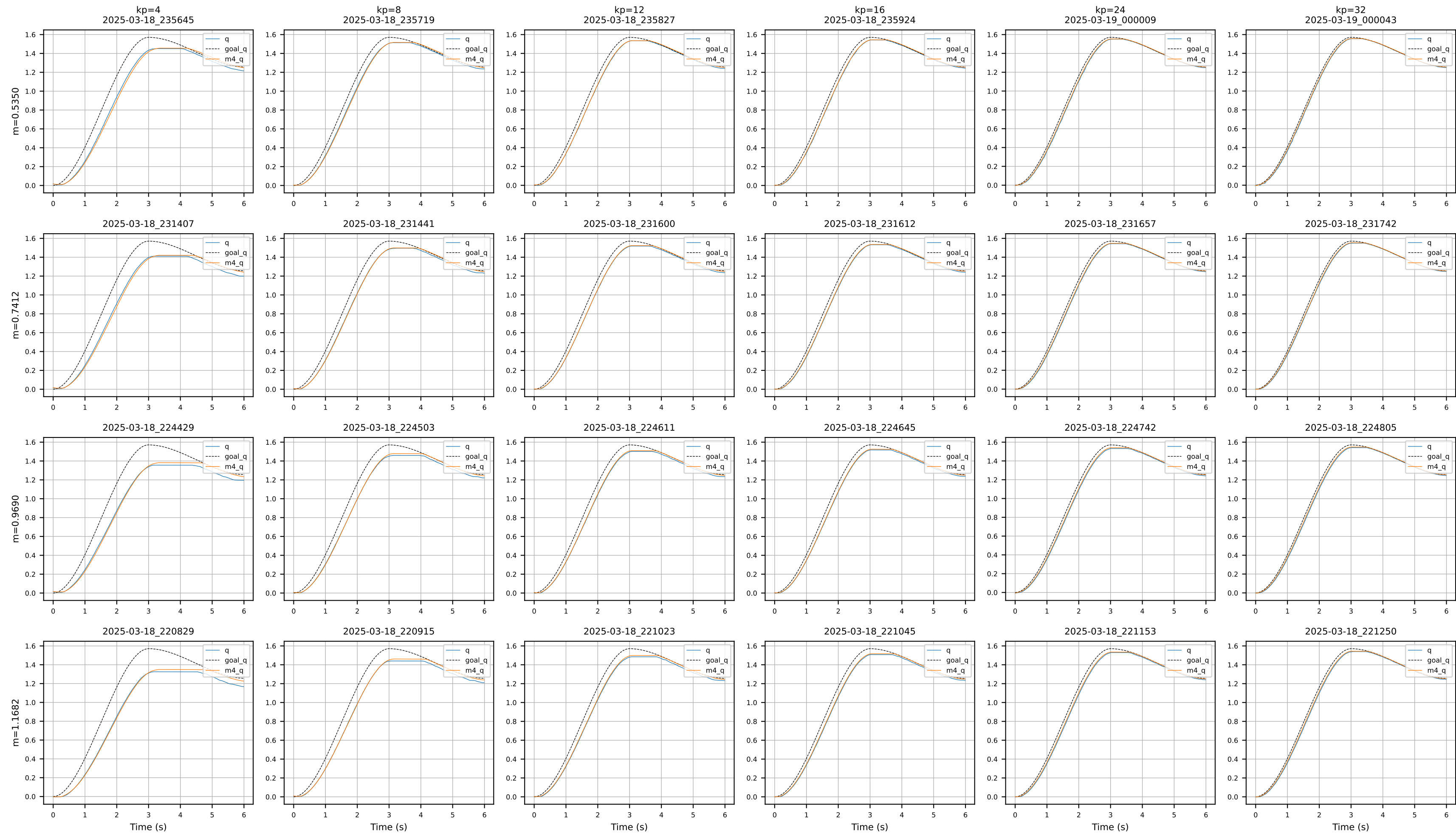
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Repetition: 1



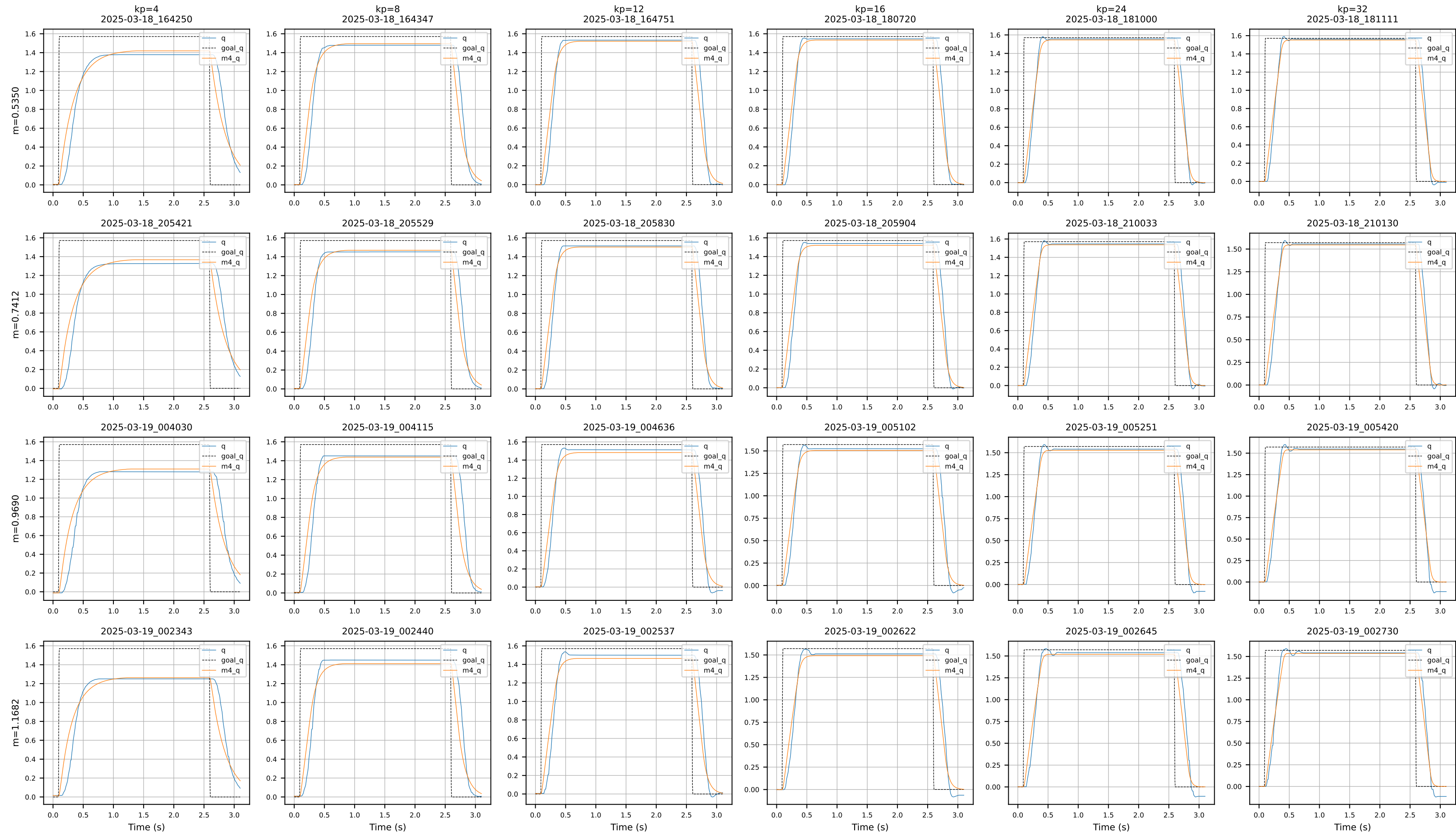
Length: 0.10m, Trajectory: up_and_down
Repetition: 0



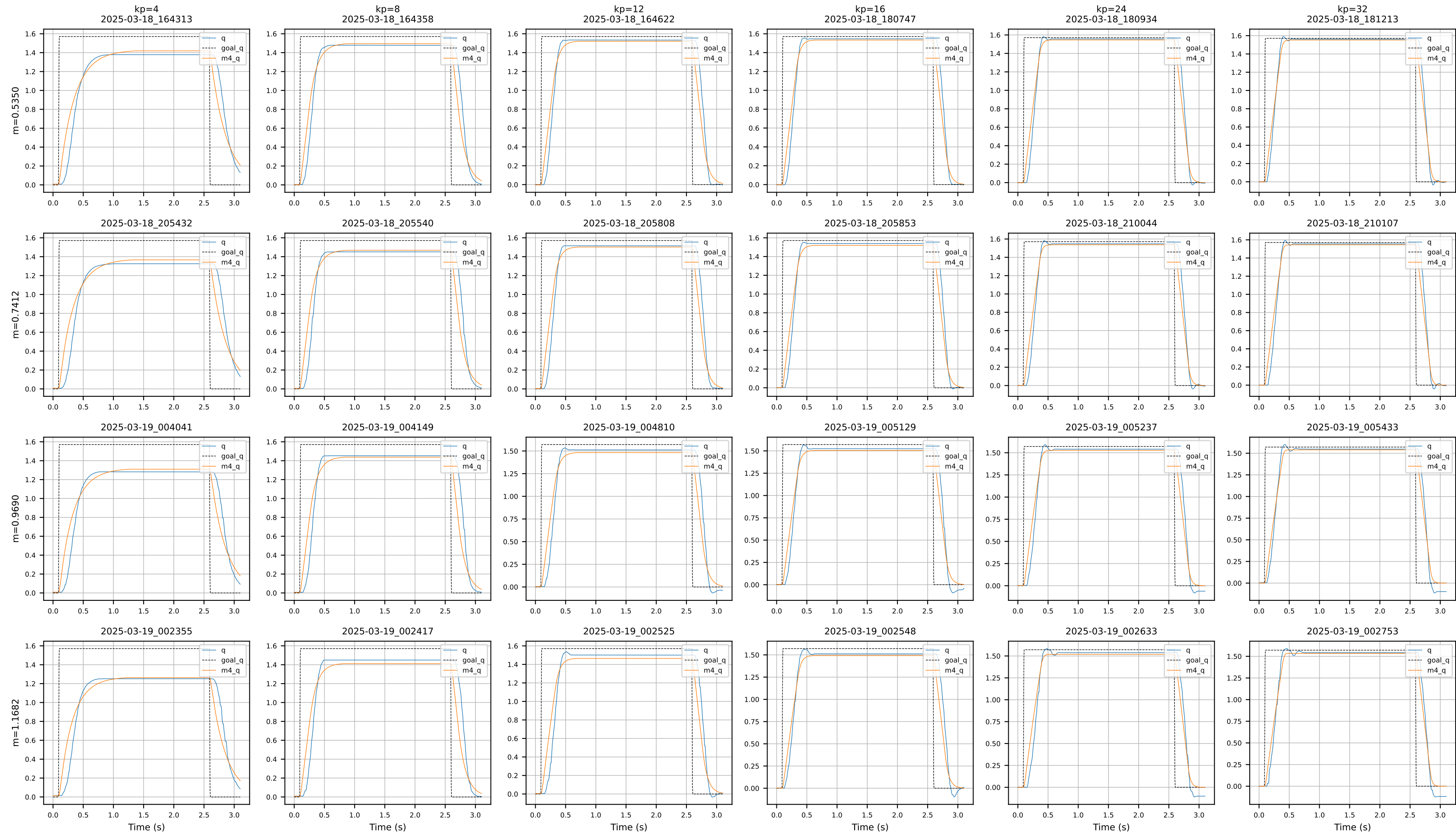
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Repetition: 1



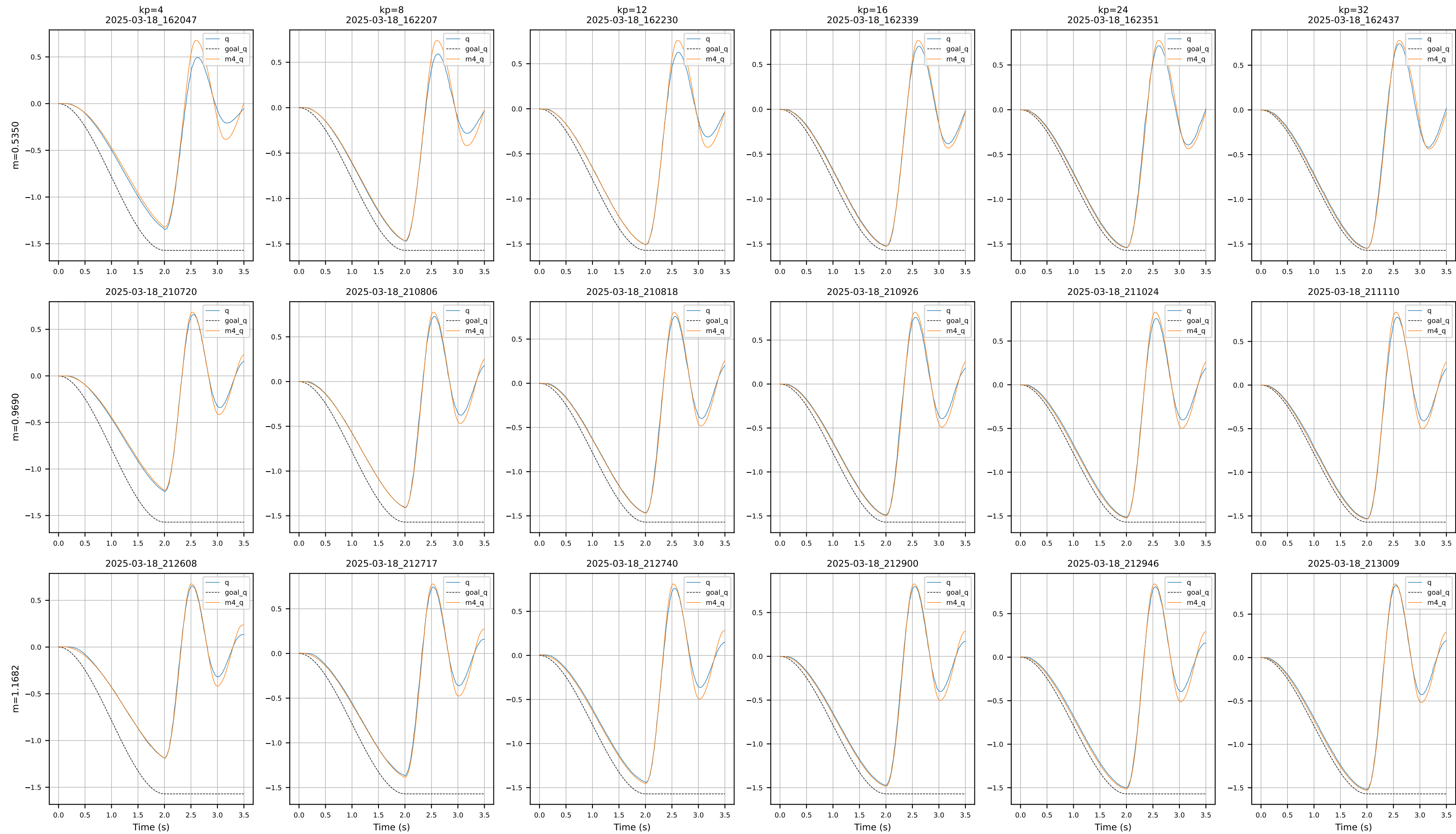
Length: 0.15m, Trajectory: brutal
Repetition: 0



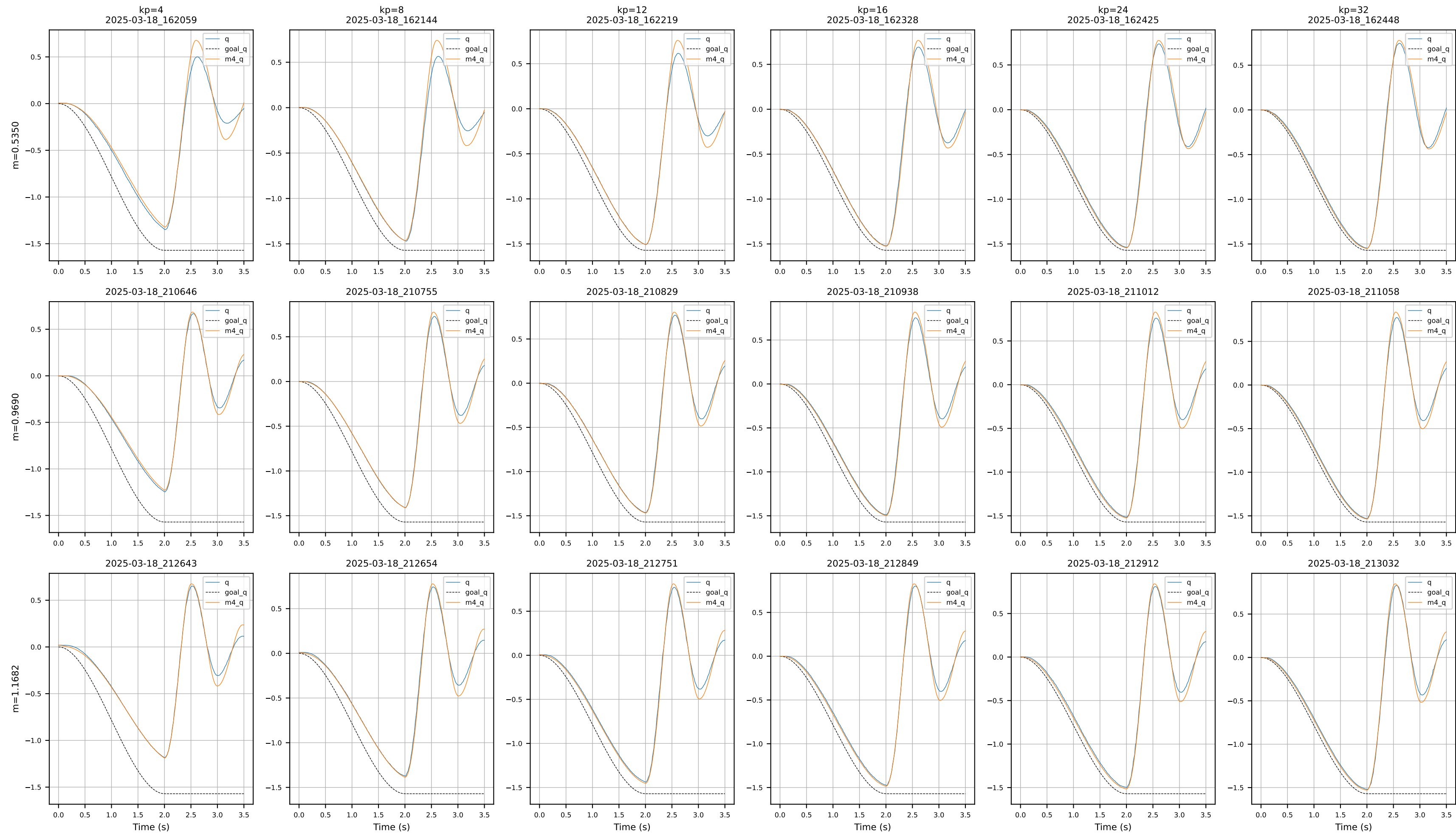
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Repetition: 1



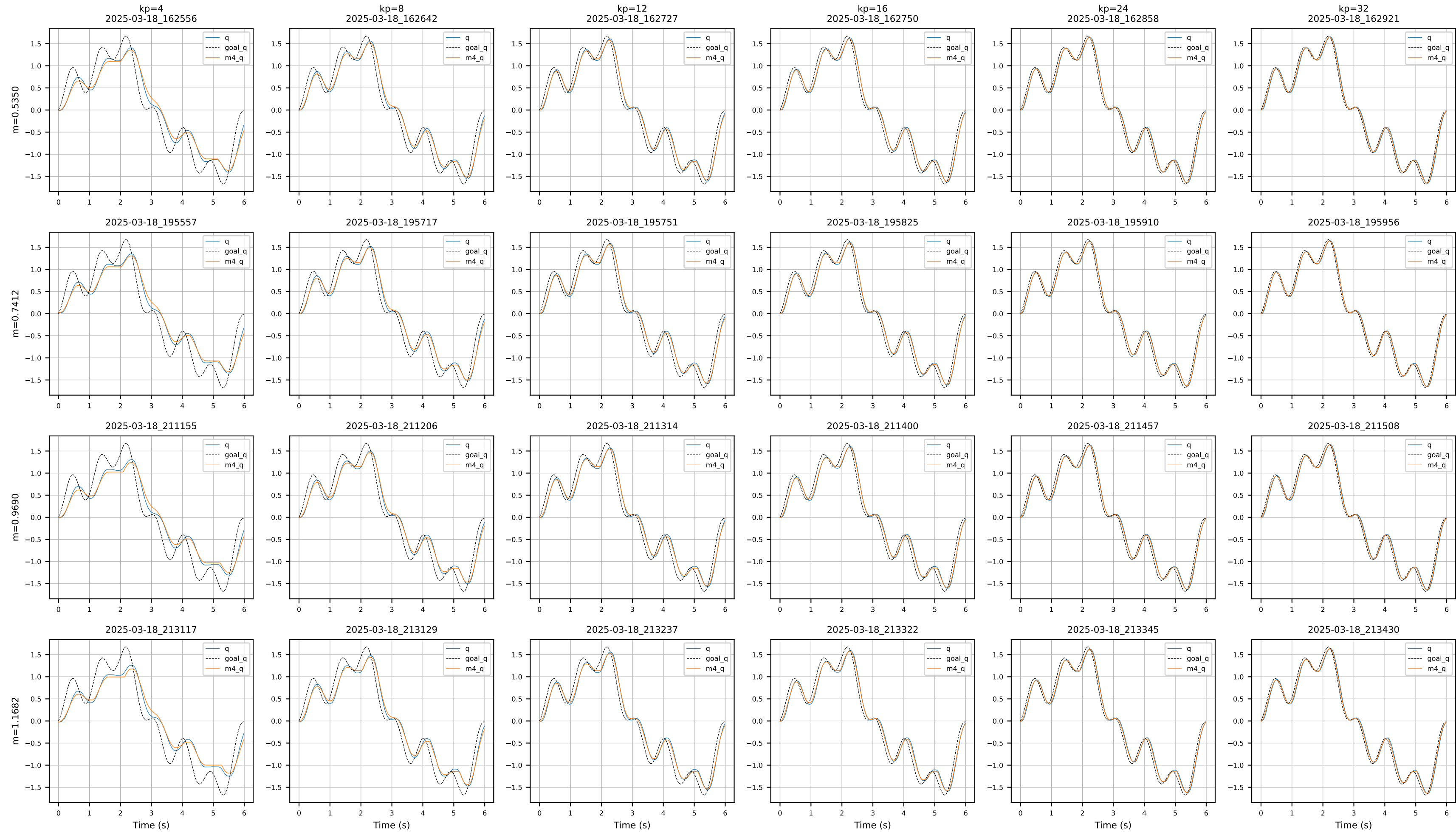
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Repetition: 0



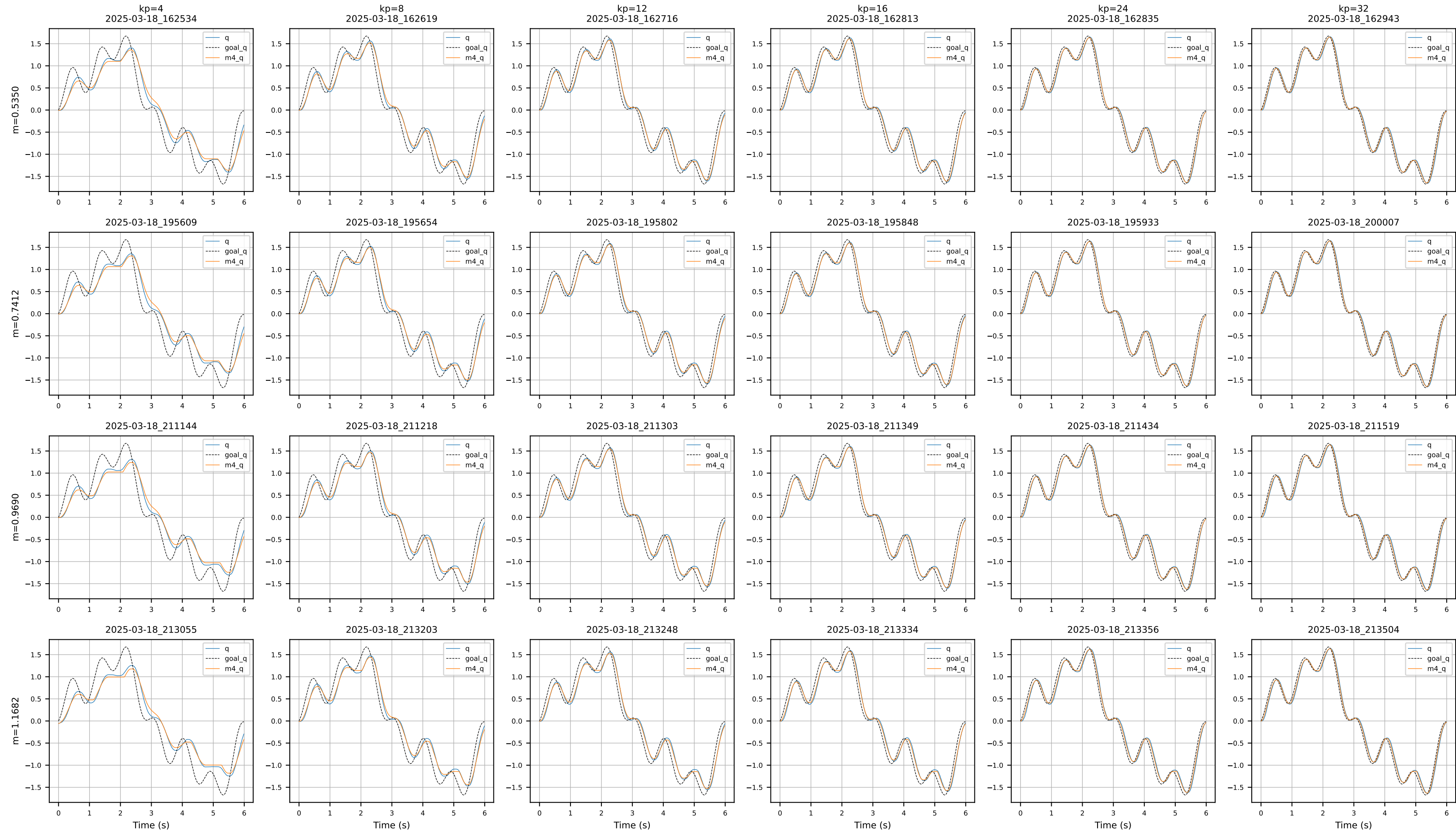
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Repetition: 1



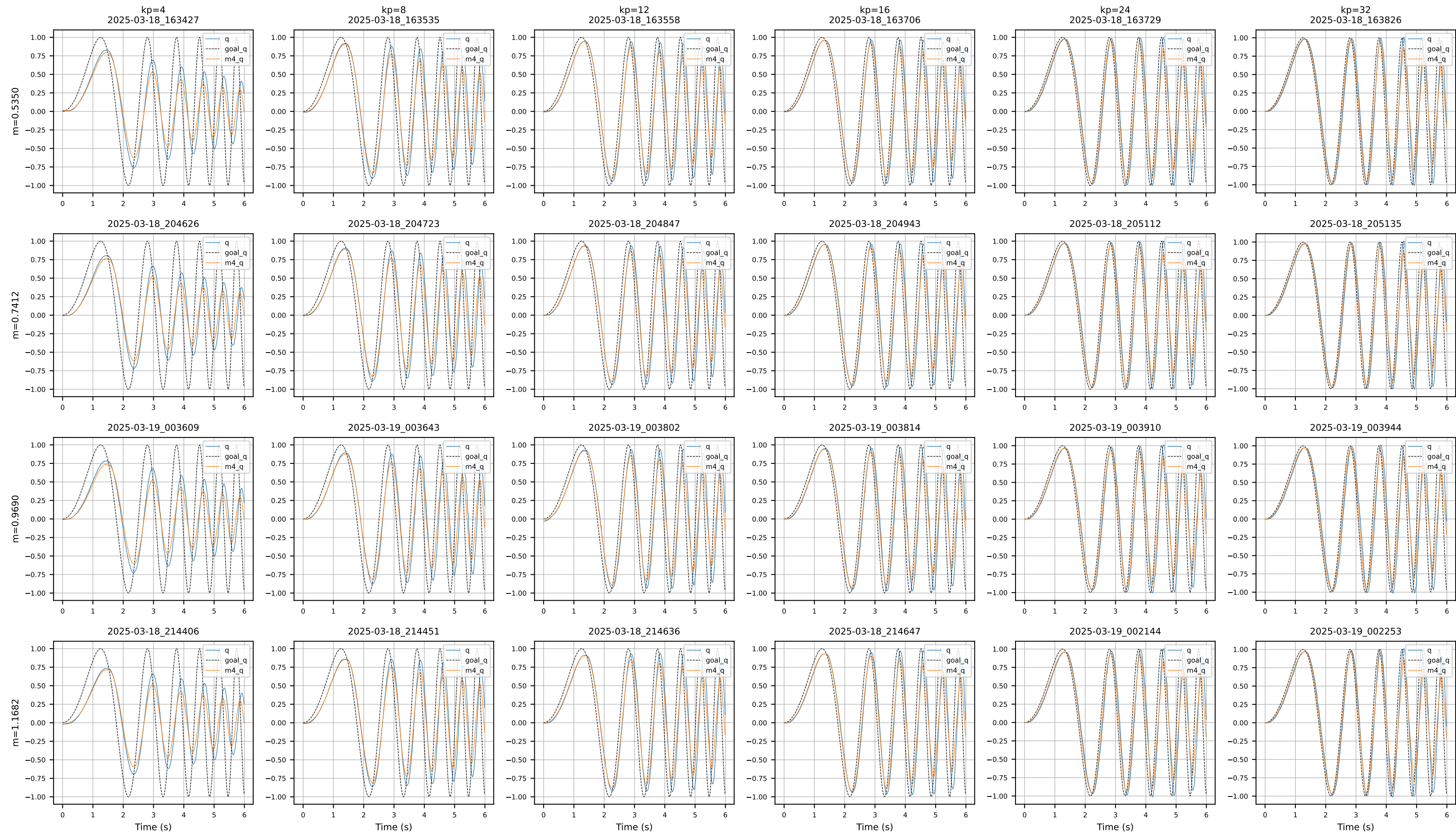
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Repetition: 0



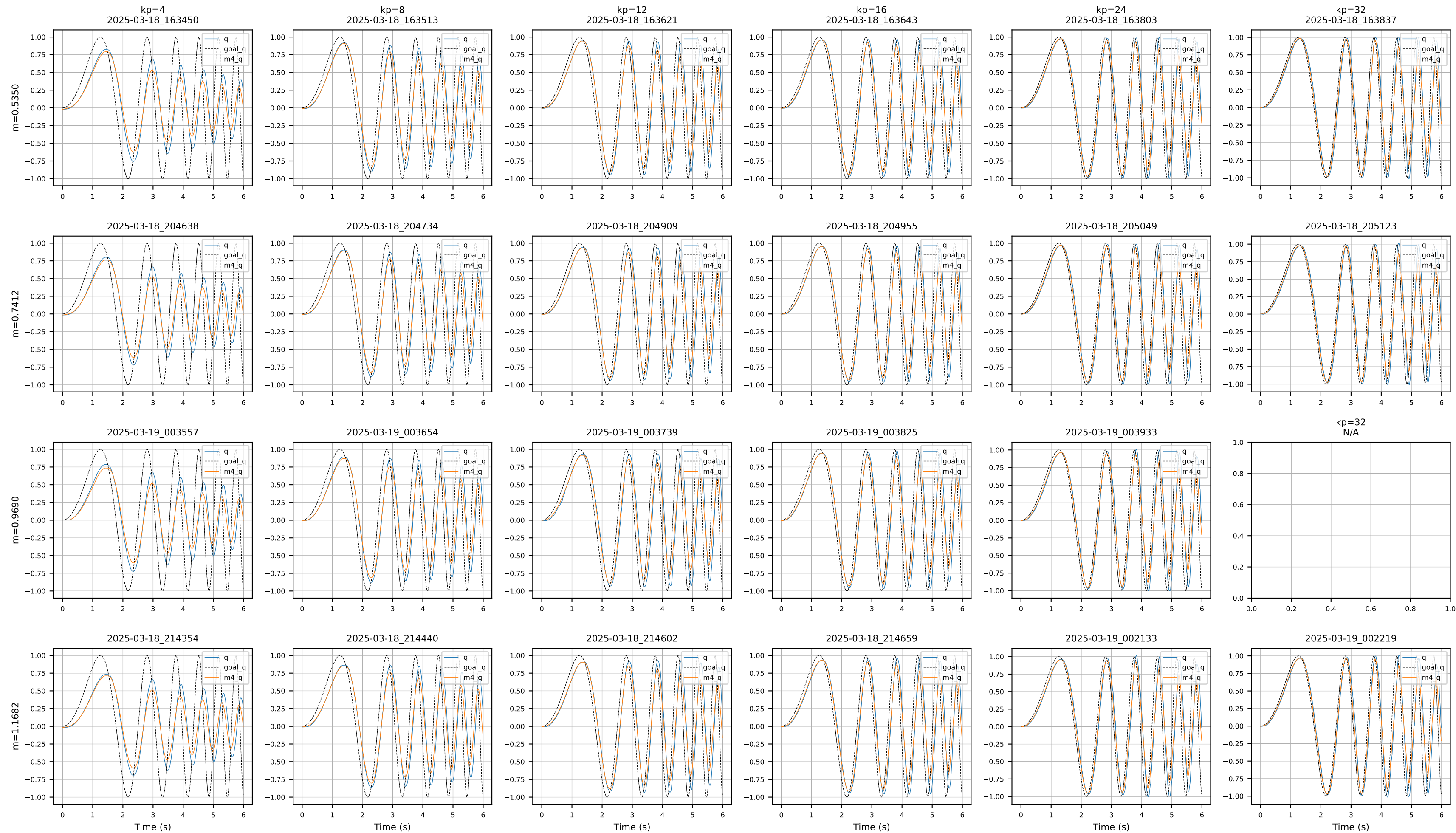
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Repetition: 1



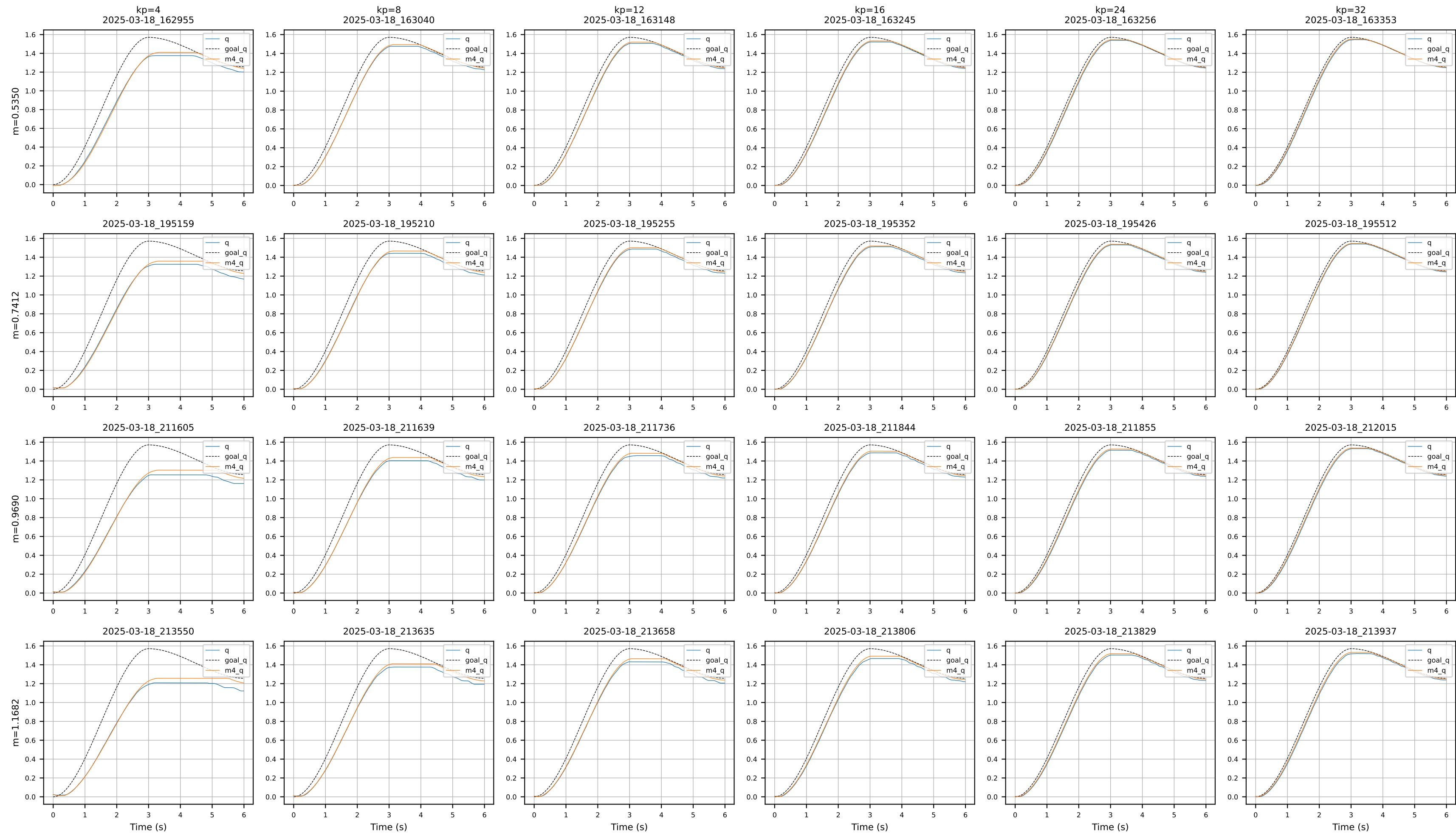
Length: 0.15m, Trajectory: sin_time_square
Repetition: 0



Length: 0.15m, Trajectory: sin_time_square
Repetition: 1



Length: 0.15m, Trajectory: up_and_down
Repetition: 0



Length: 0.15m, Trajectory: up_and_down
Repetition: 1

