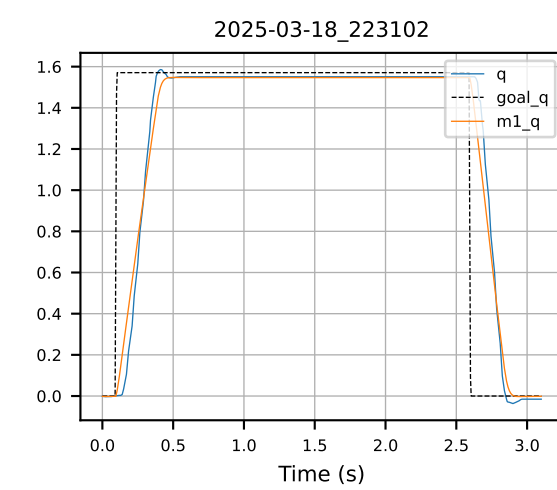
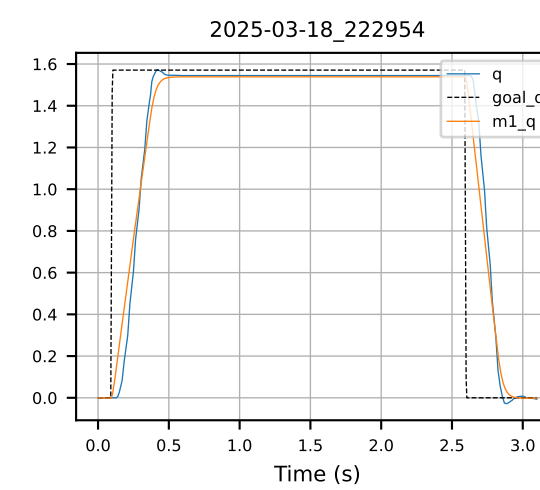
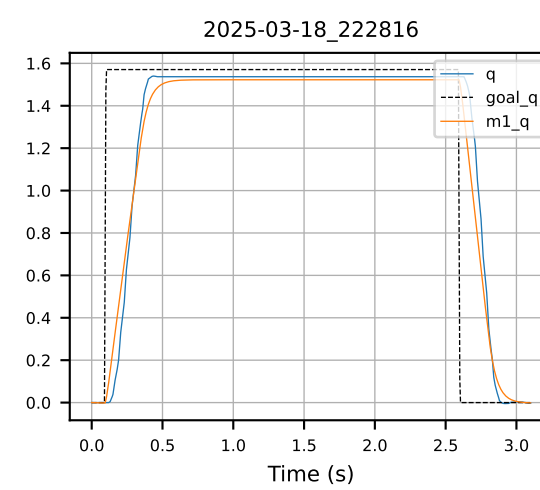
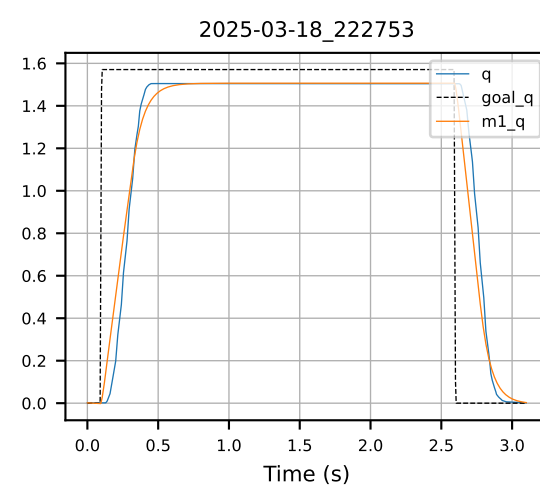
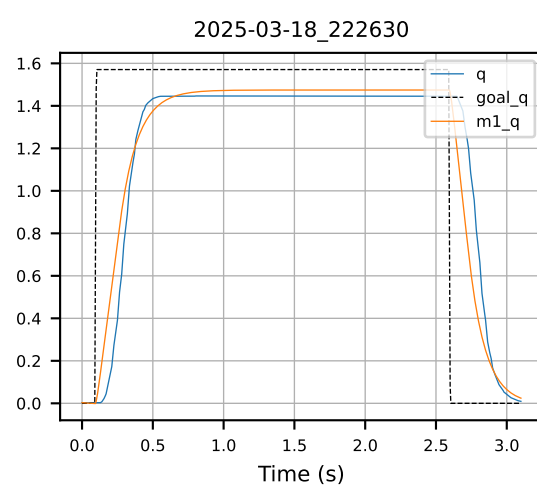
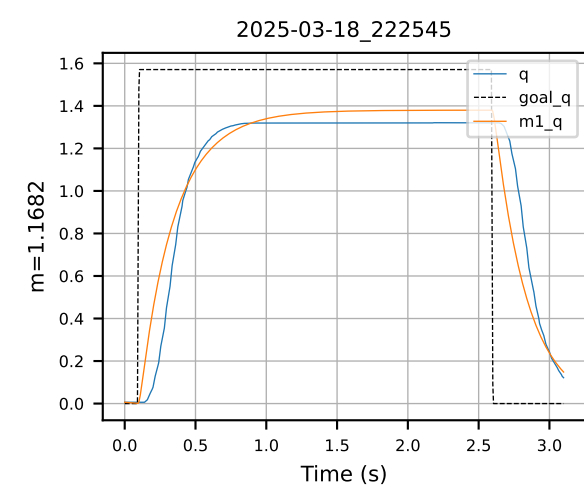
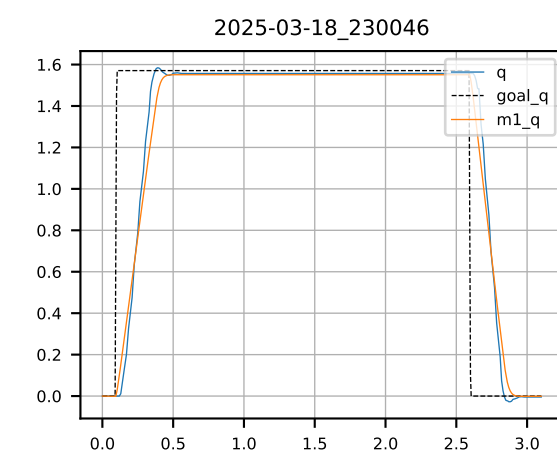
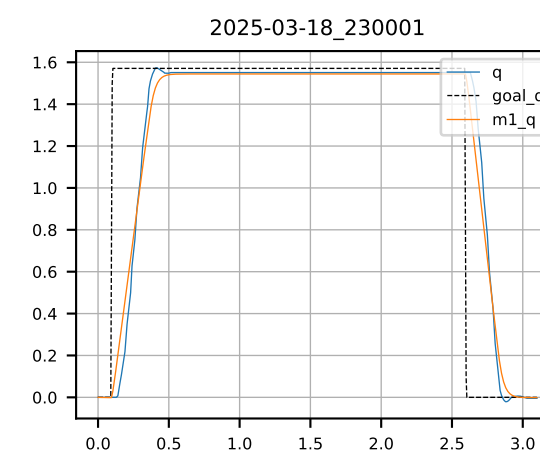
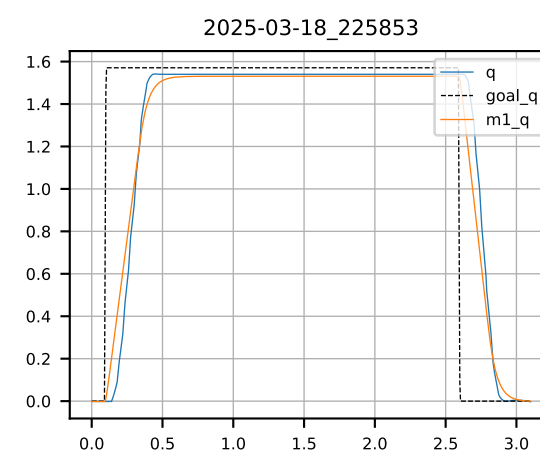
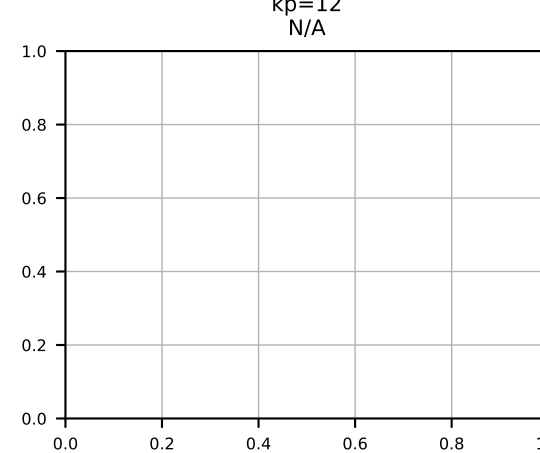
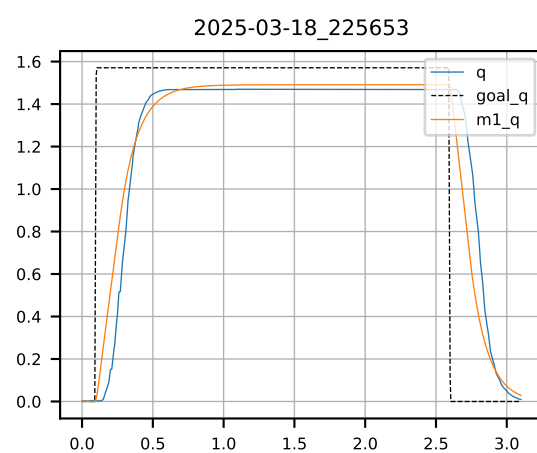
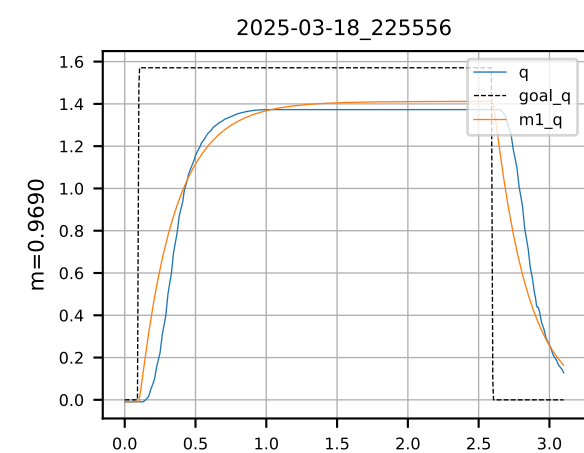
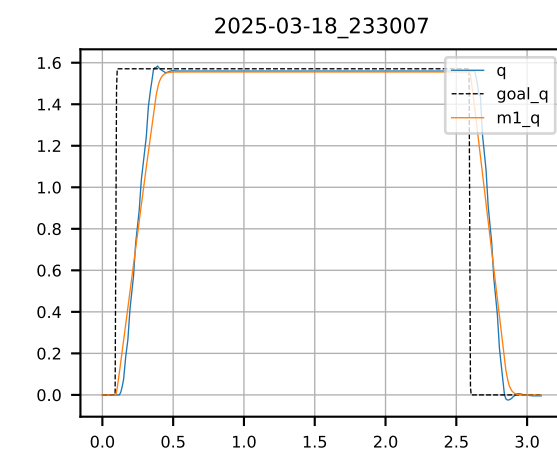
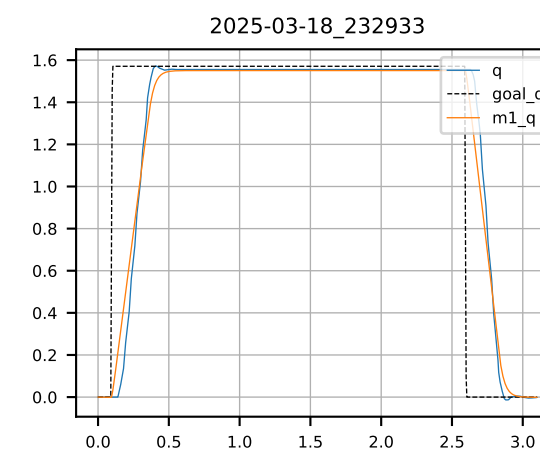
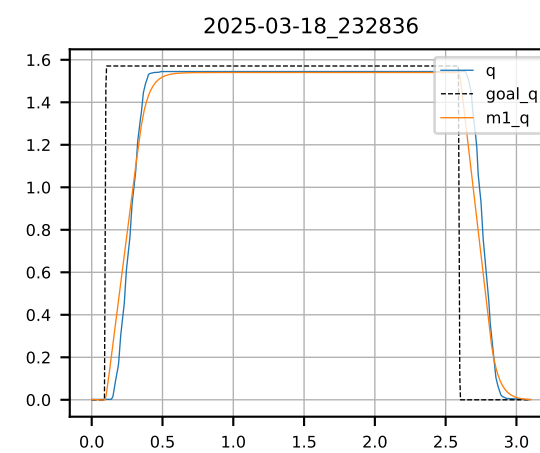
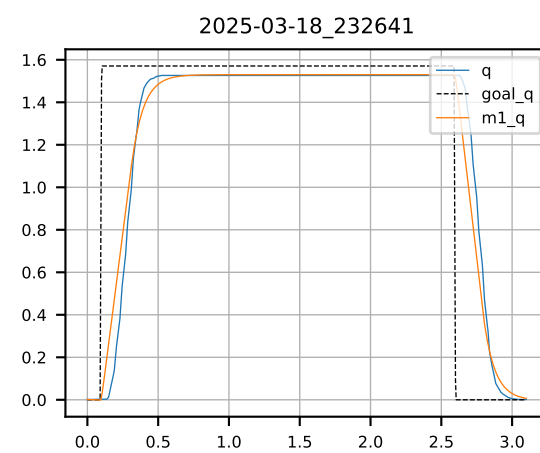
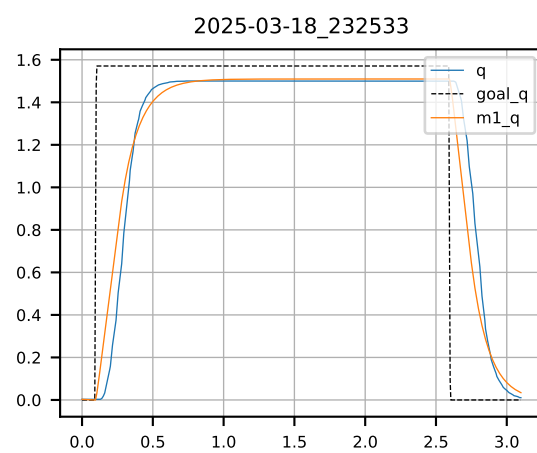
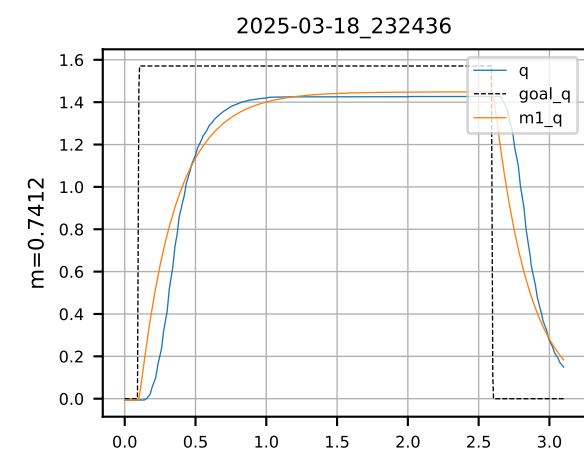
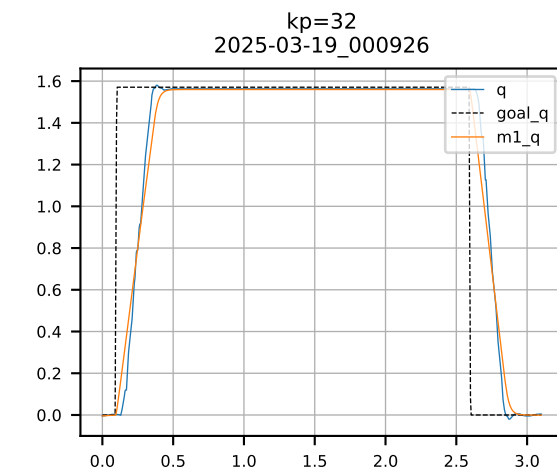
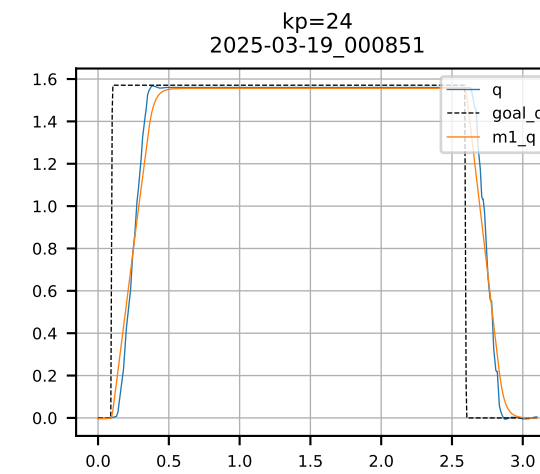
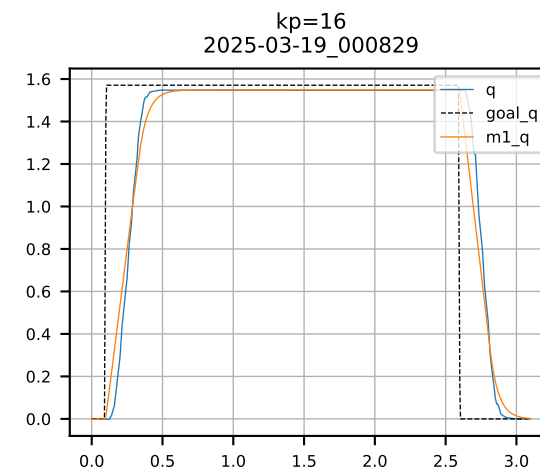
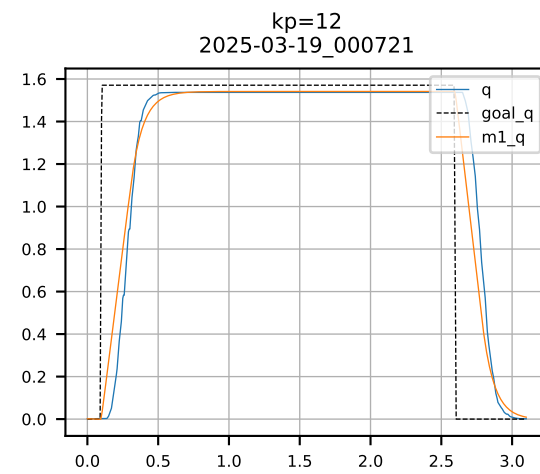
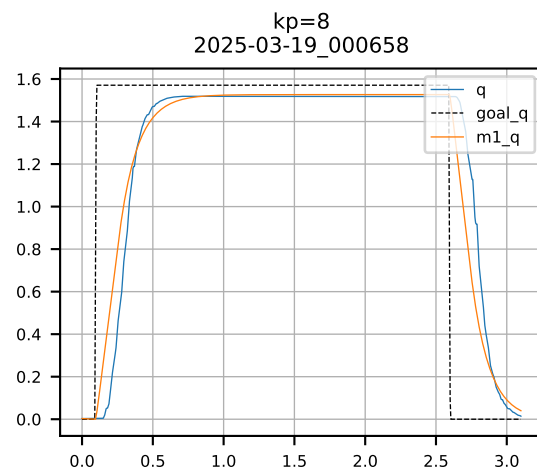
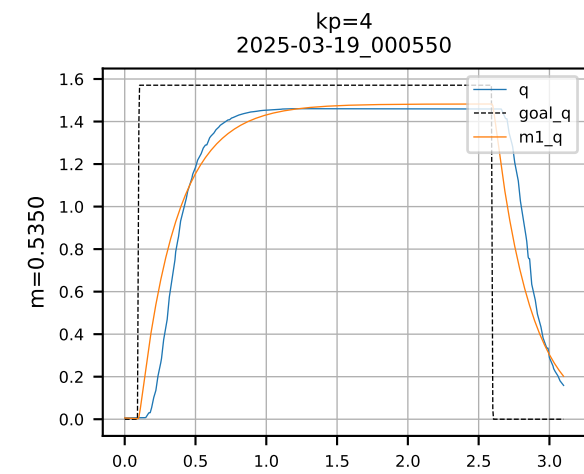
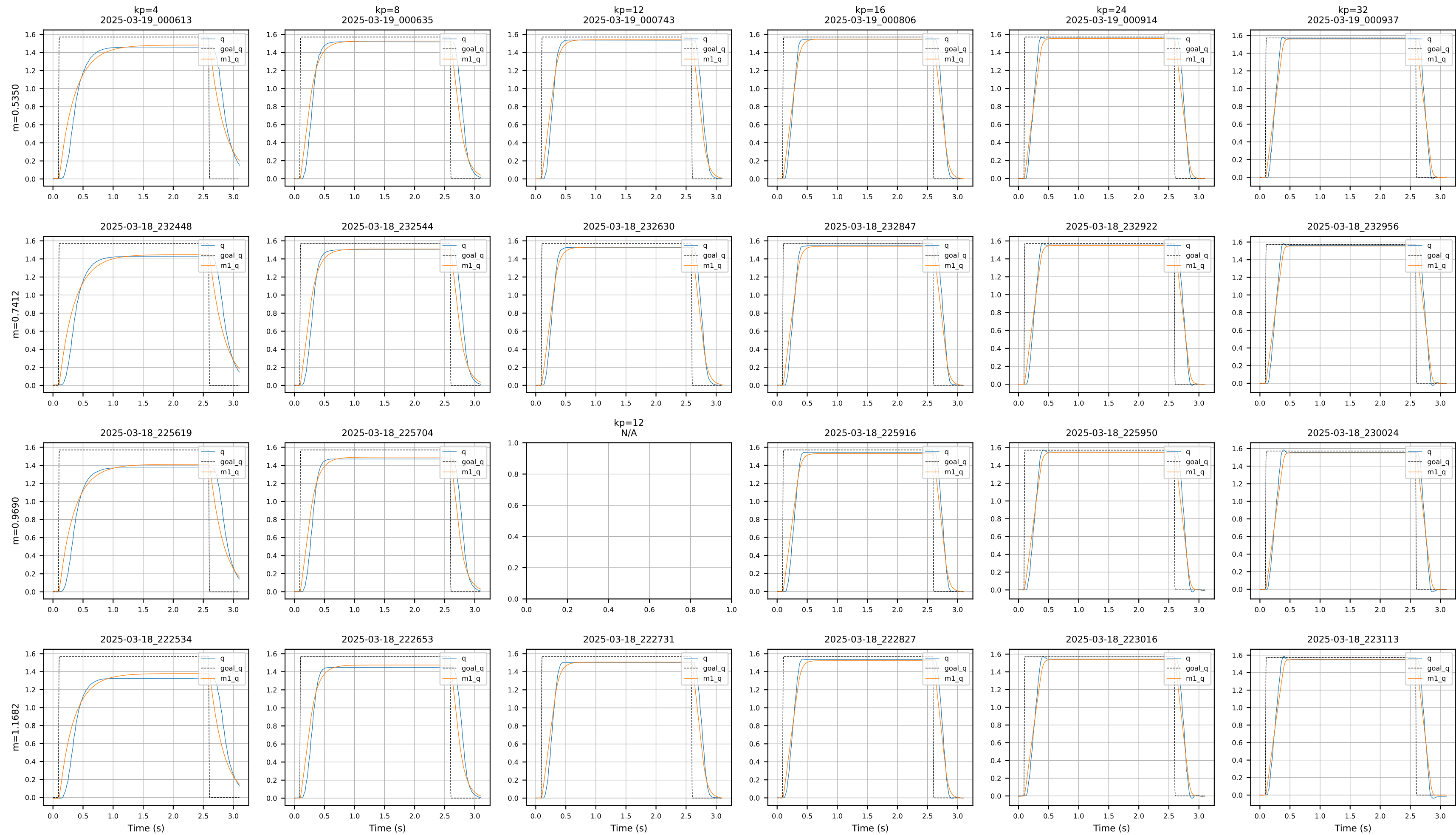


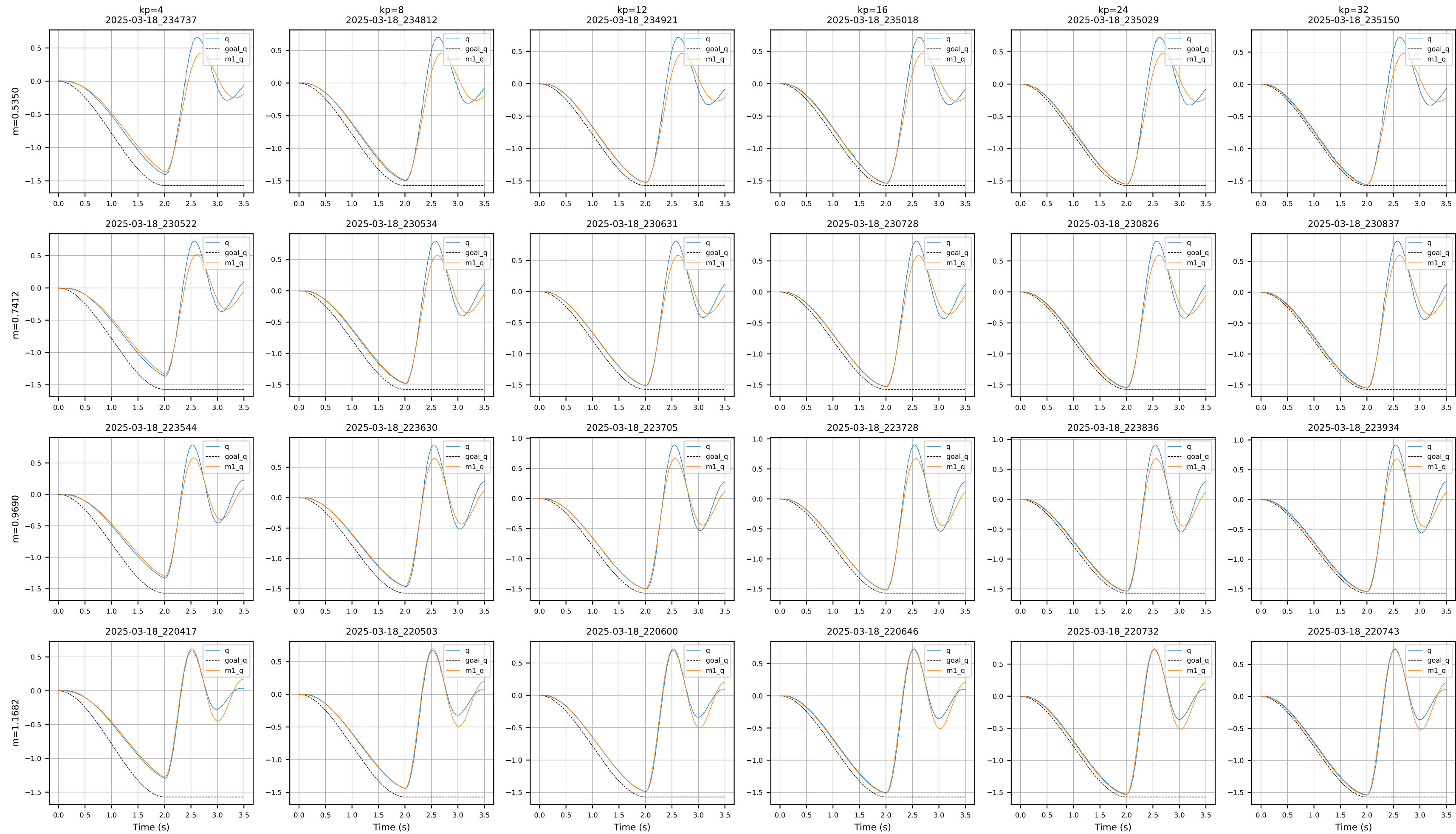
Length: 0.10m, Trajectory: brutal  
Repetition: 0



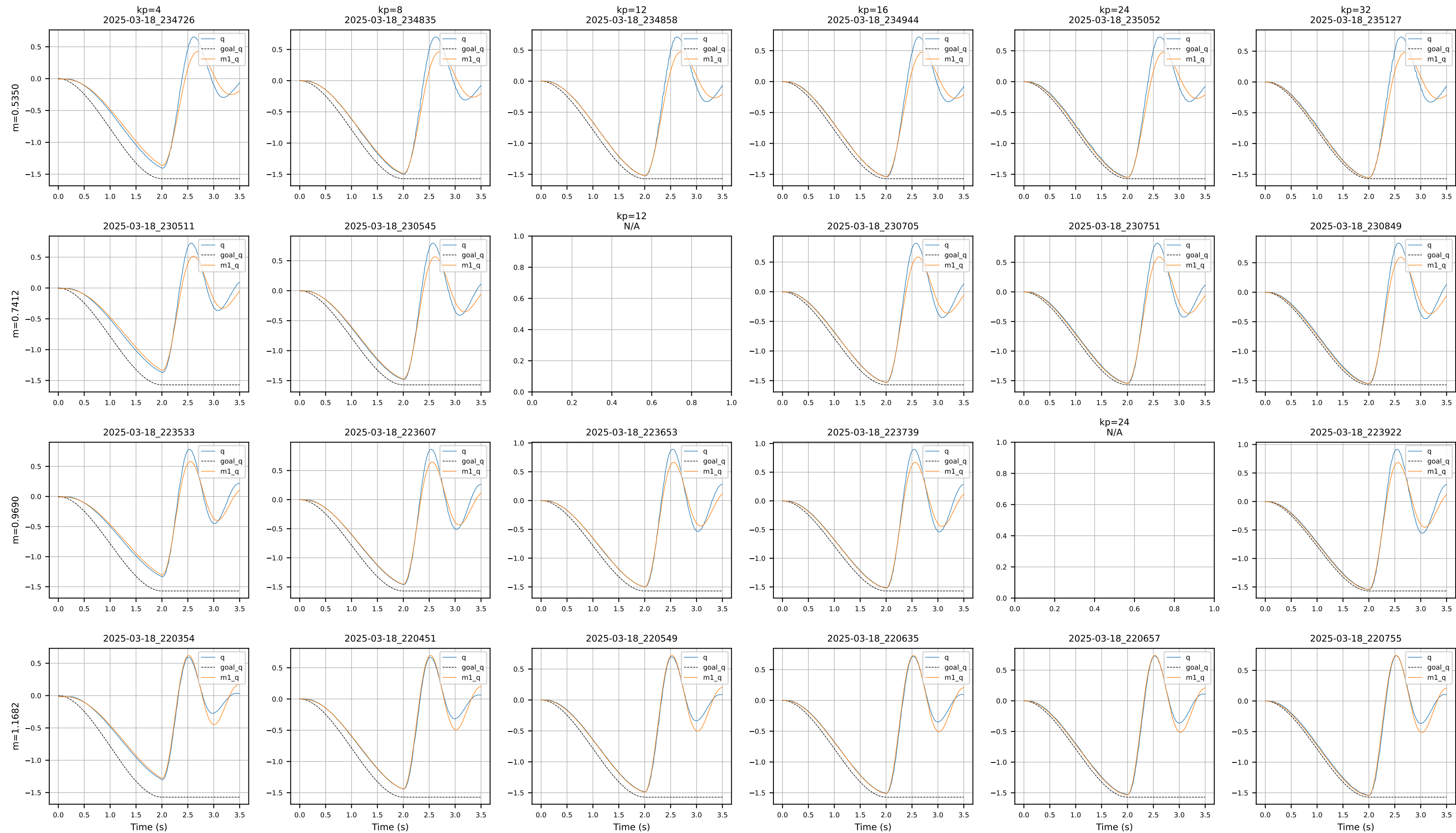
Length: 0.10m, Trajectory: brutal  
Repetition: 1



Length: 0.10m, Trajectory: lift\_and\_drop  
Repetition: 0

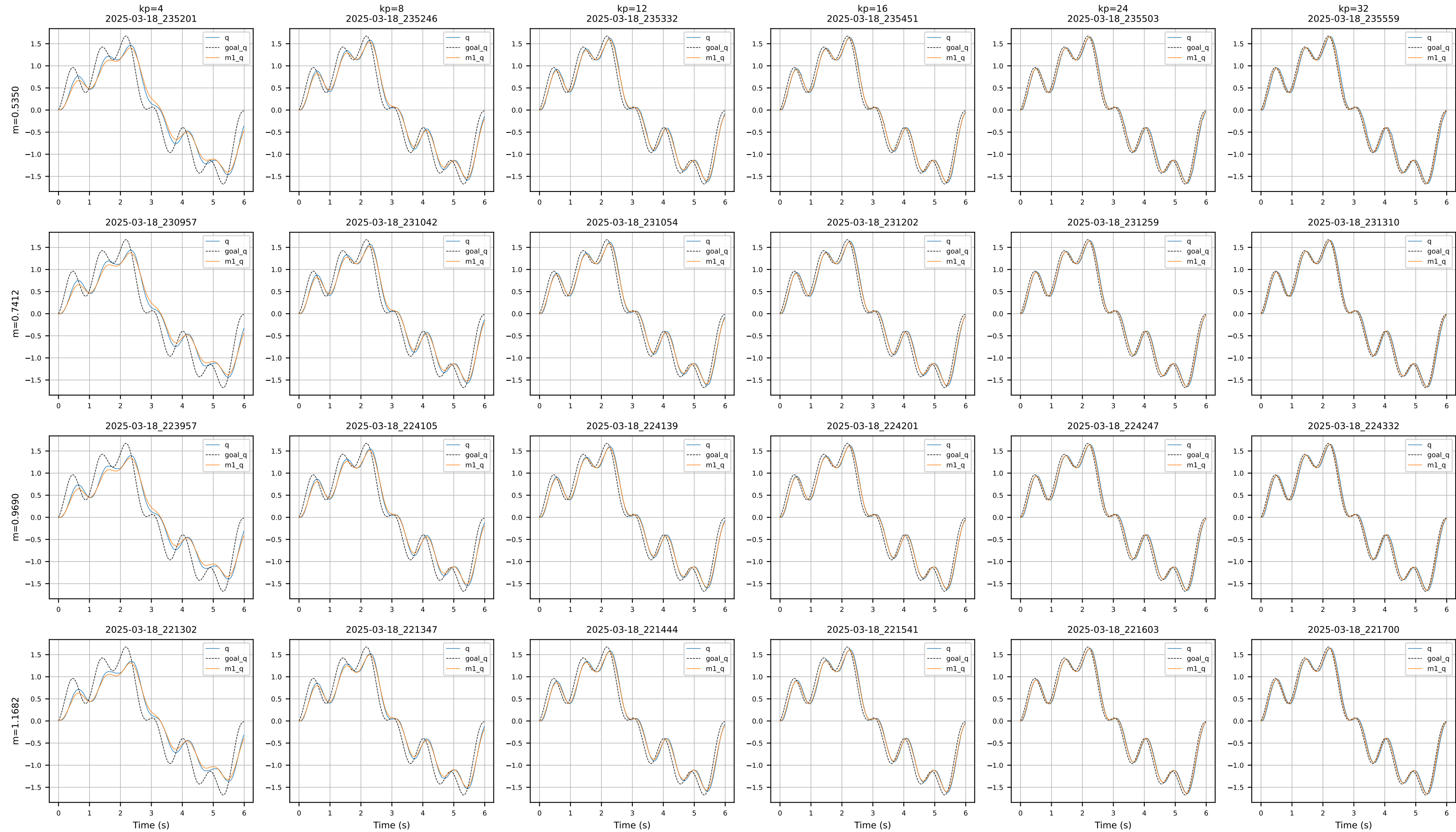


Length: 0.10m, Trajectory: lift\_and\_drop  
Repetition: 1

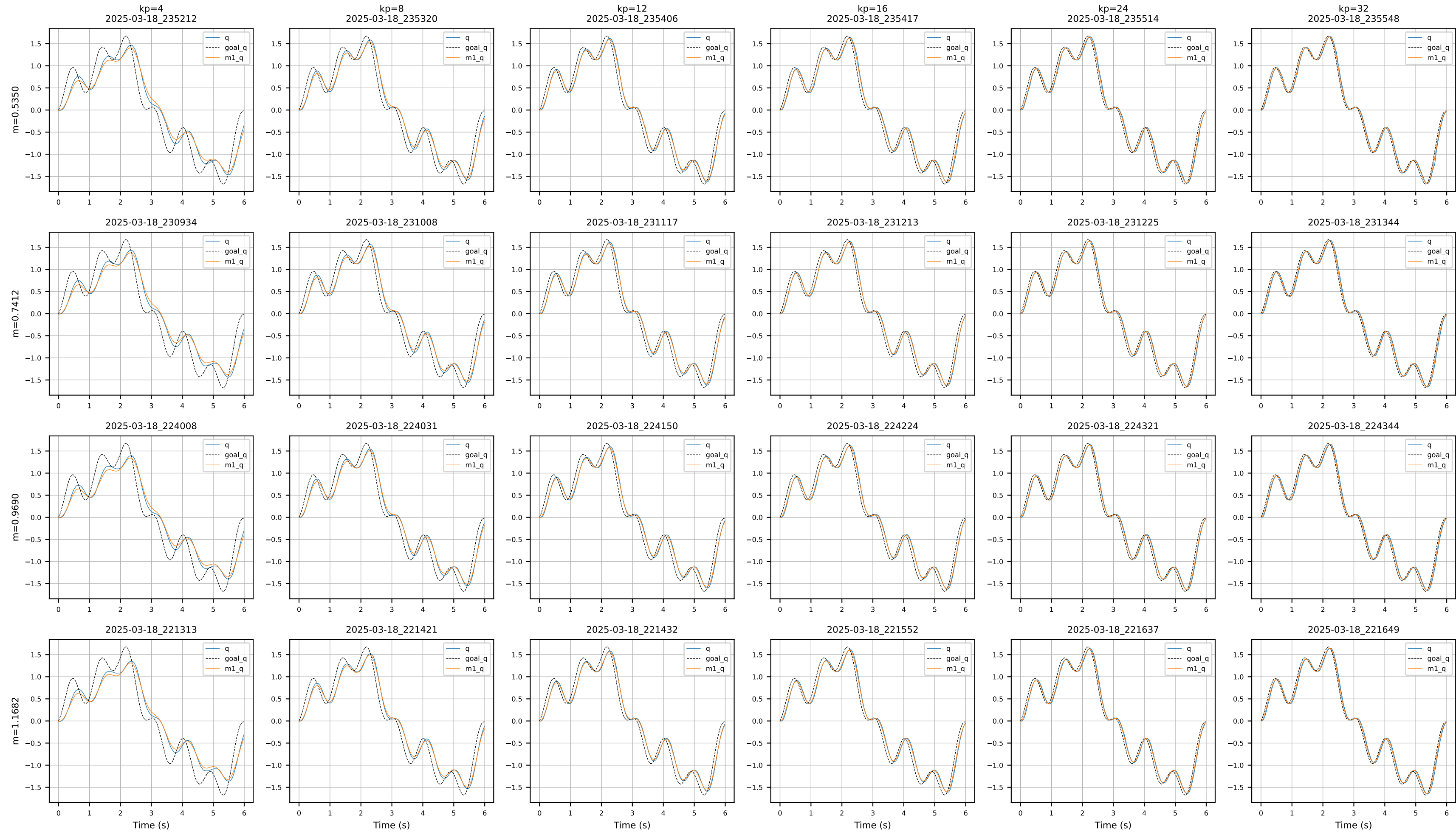




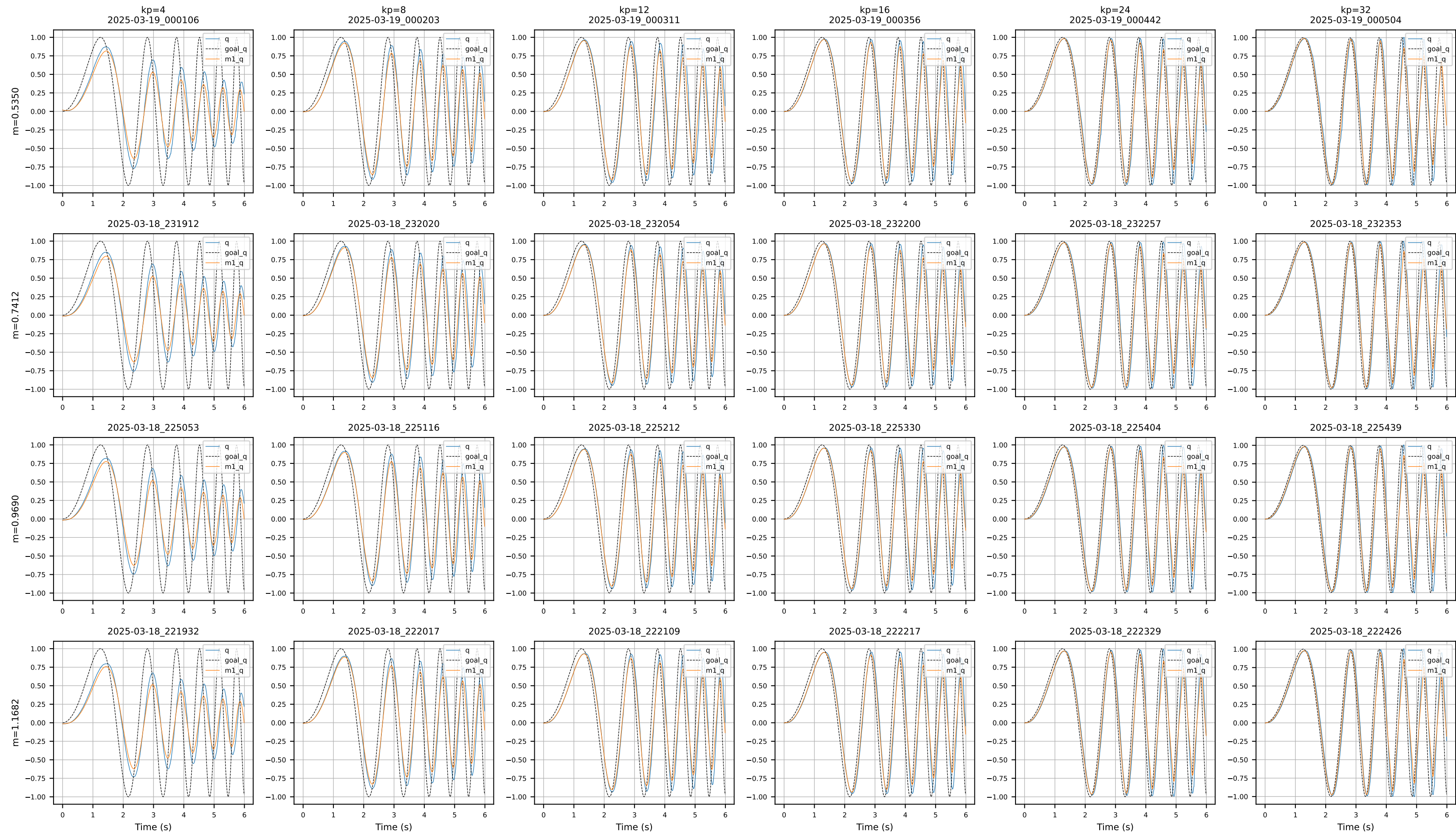
Length: 0.10m, Trajectory: sin\_sin  
Repetition: 0



Length: 0.10m, Trajectory: sin\_sin  
Repetition: 1

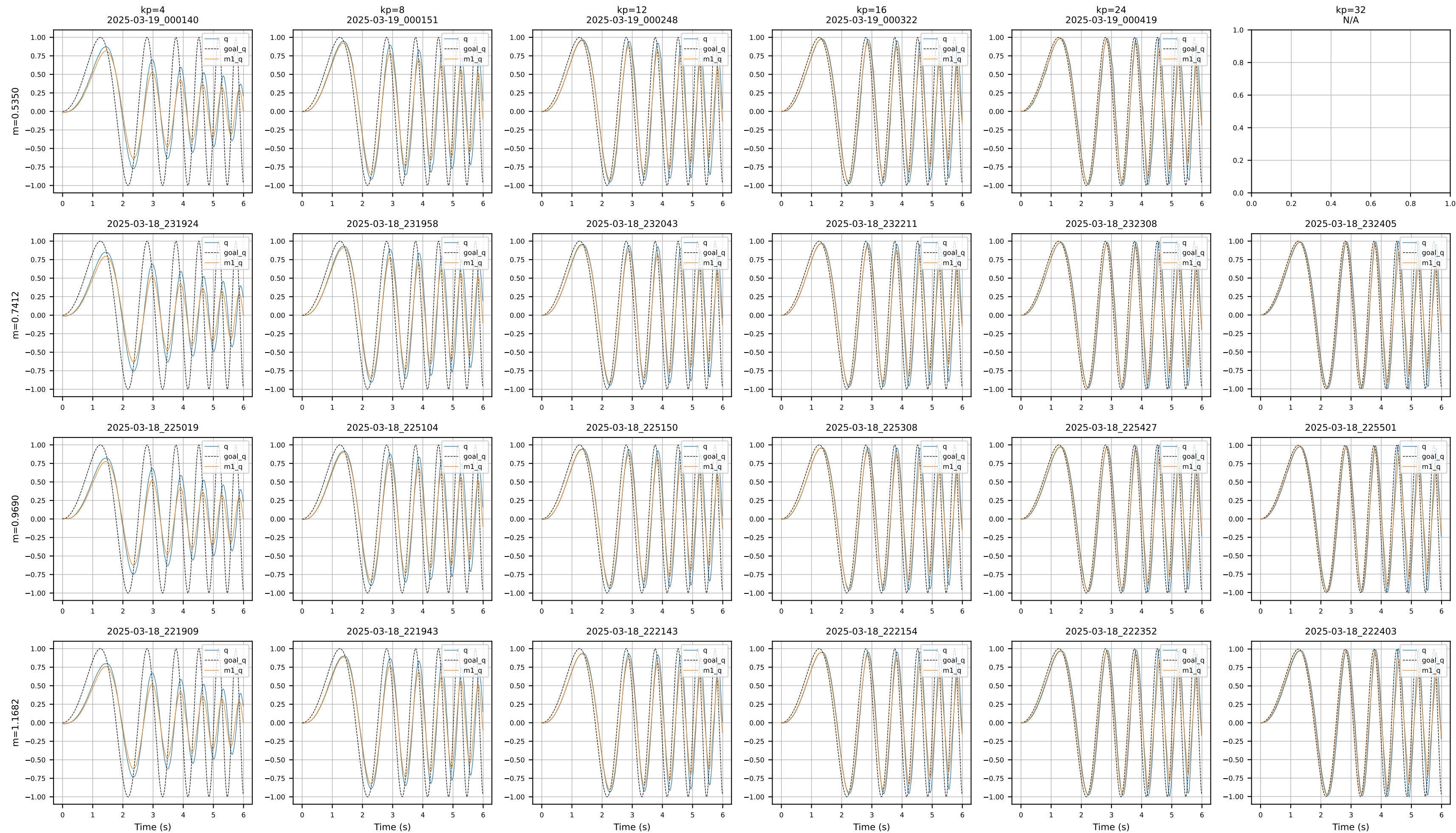


Length: 0.10m, Trajectory: sin\_time\_square  
Repetition: 0



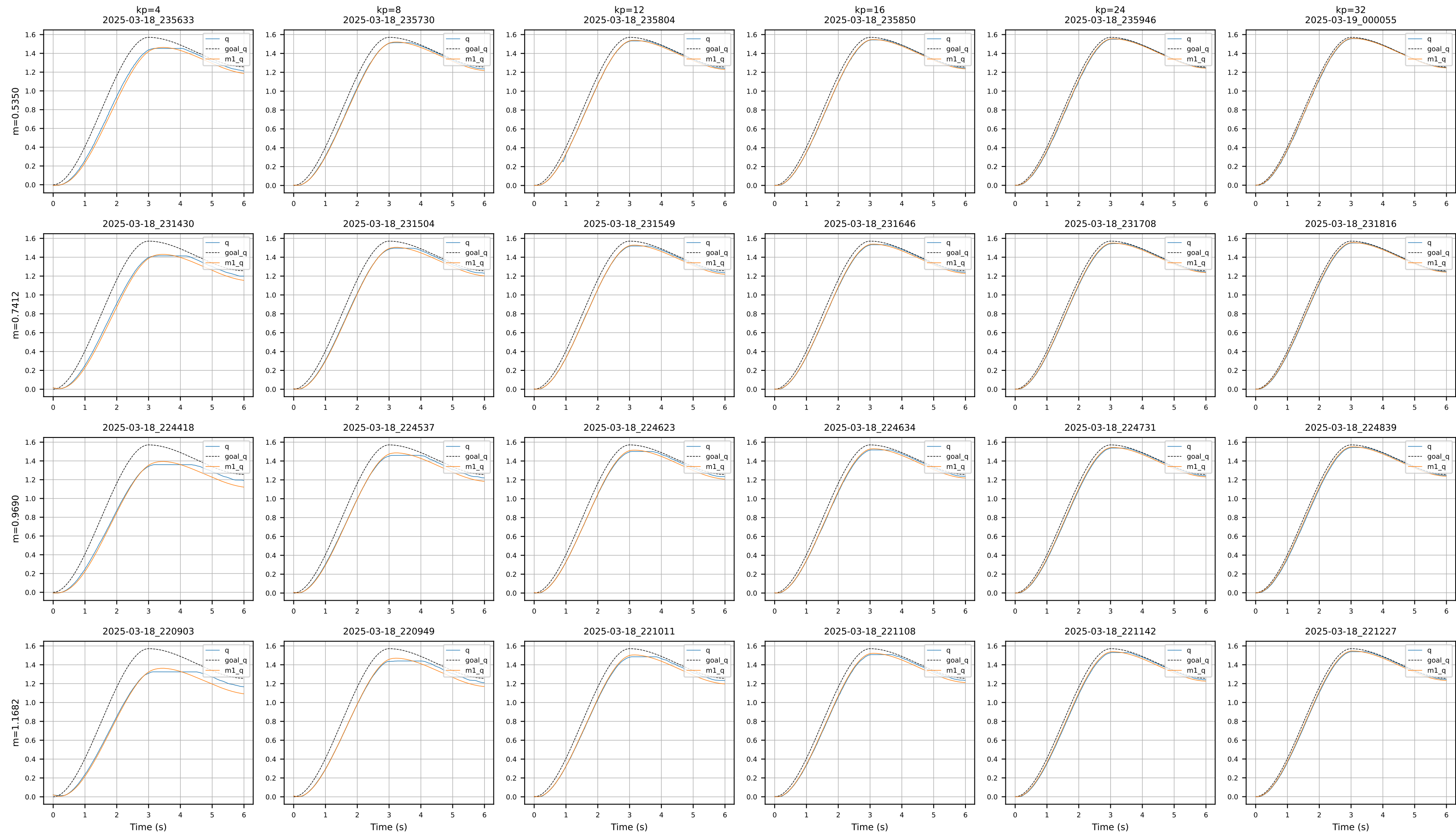


Length: 0.10m, Trajectory: sin\_time\_square  
Repetition: 1

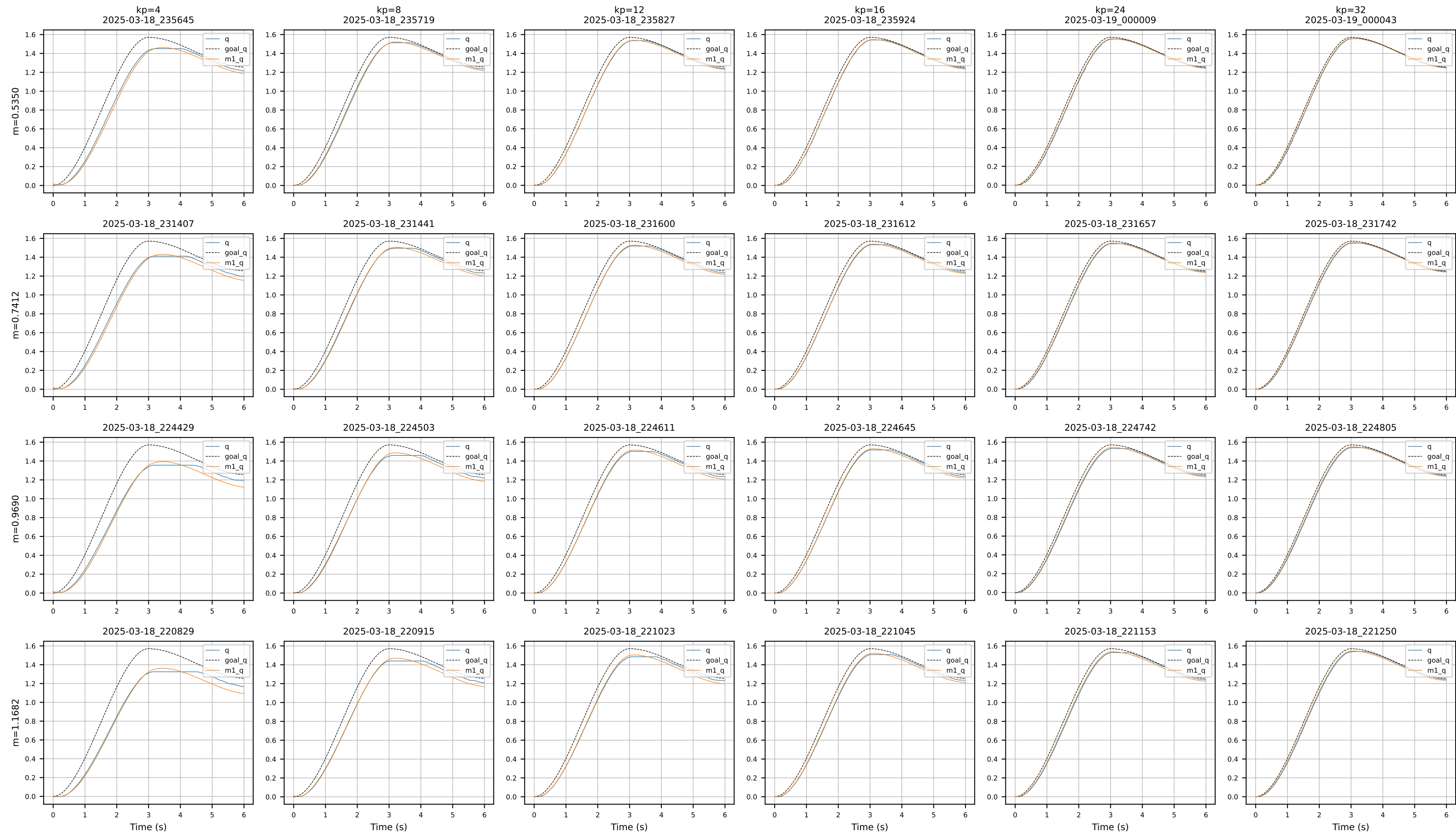




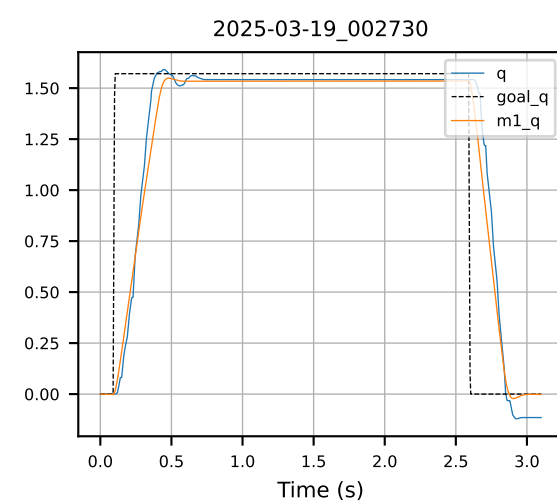
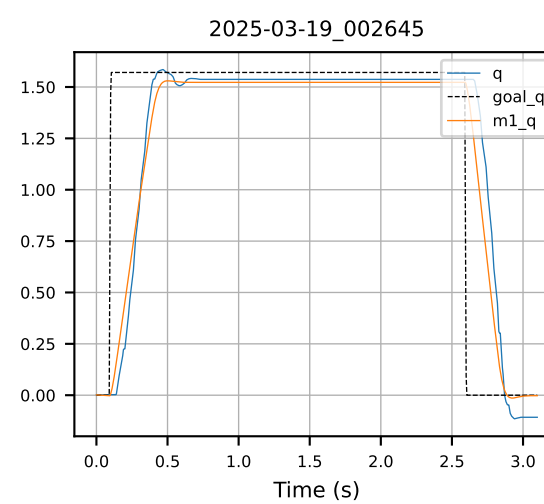
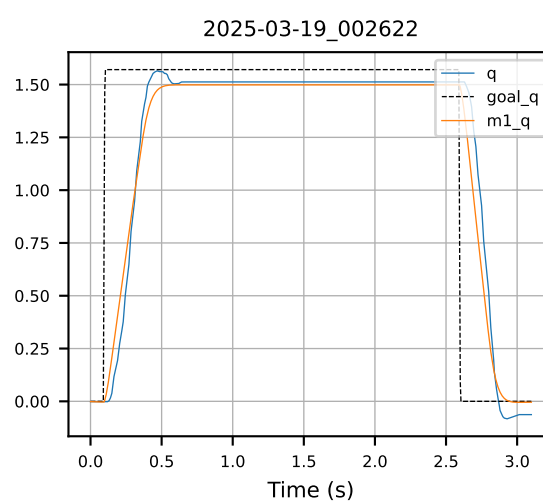
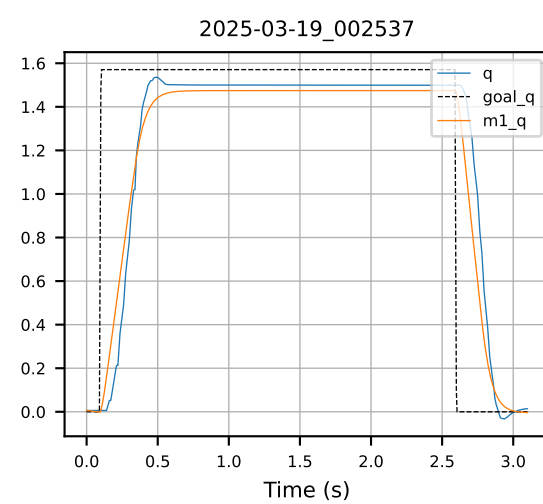
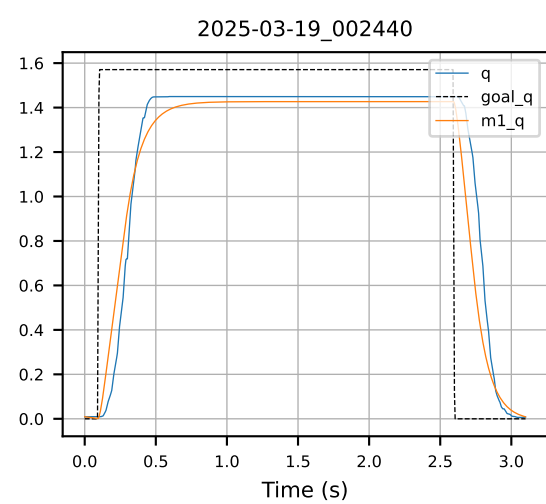
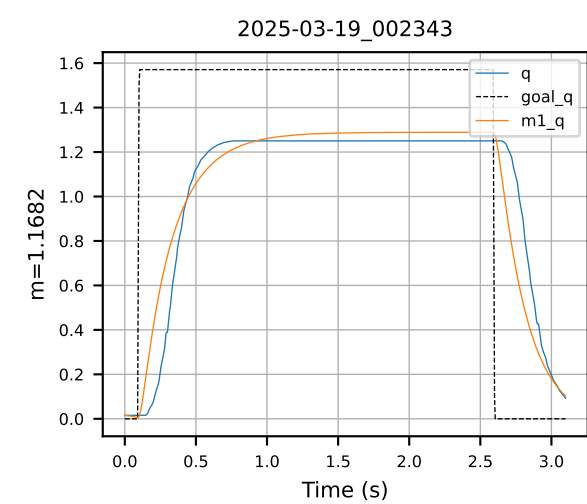
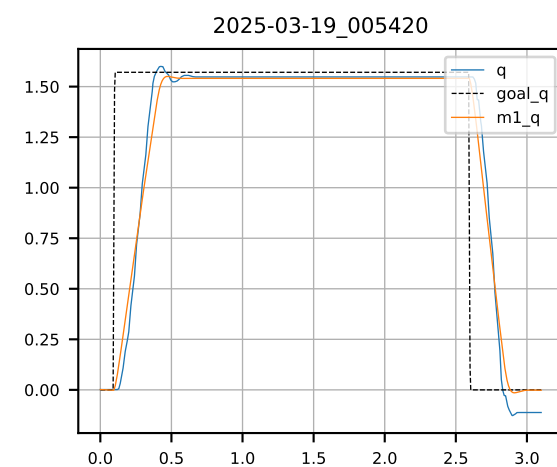
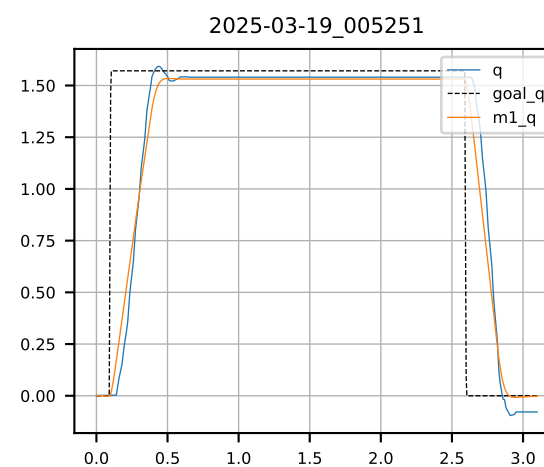
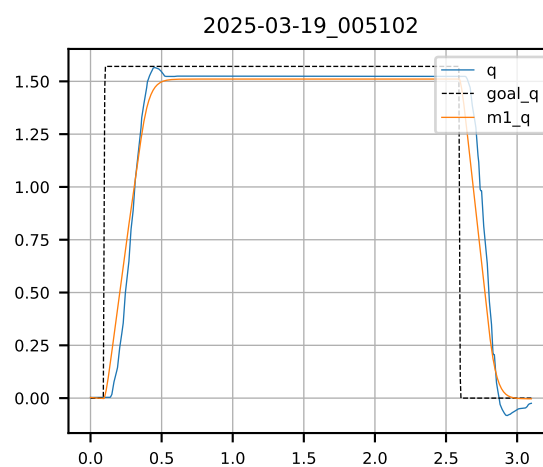
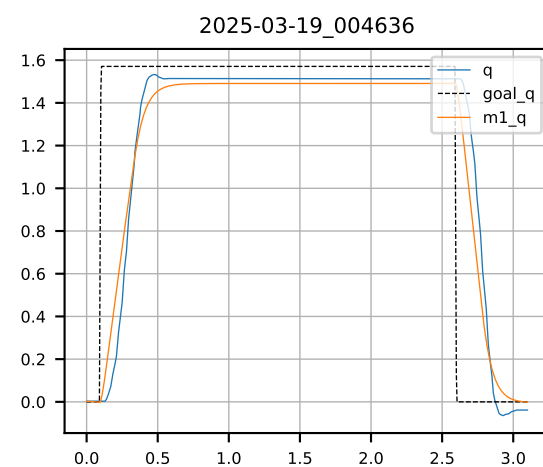
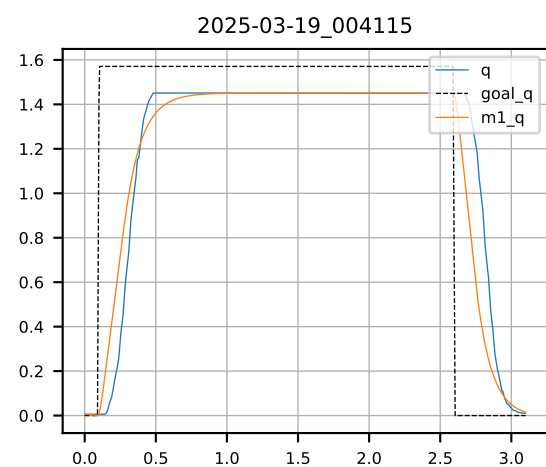
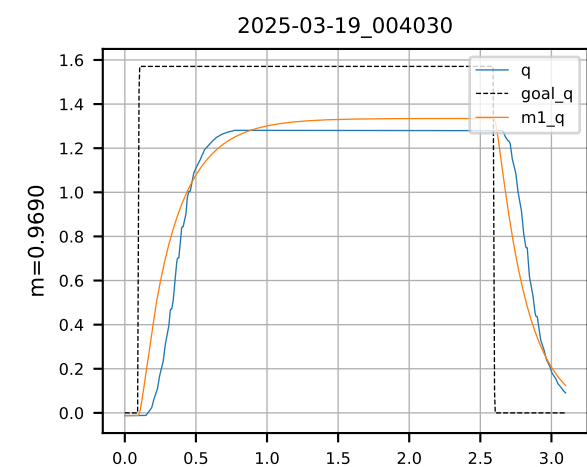
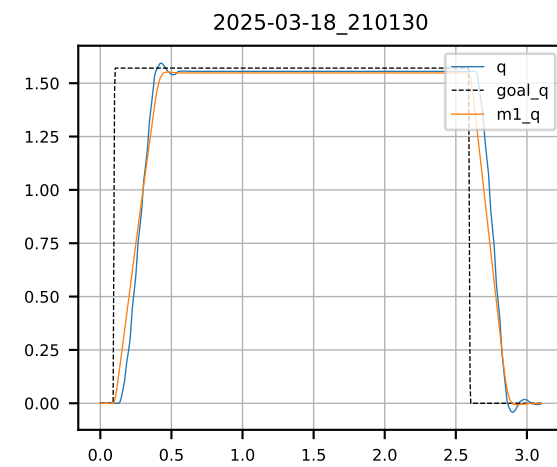
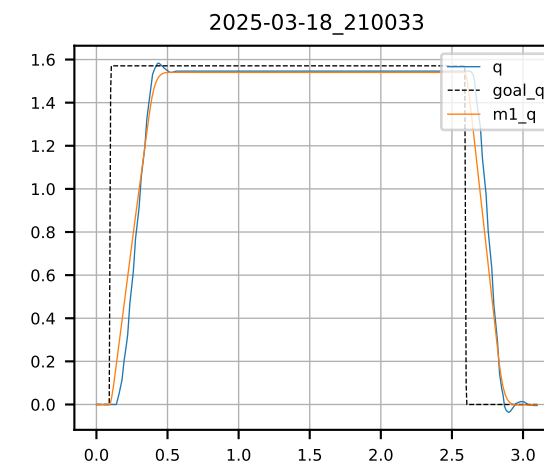
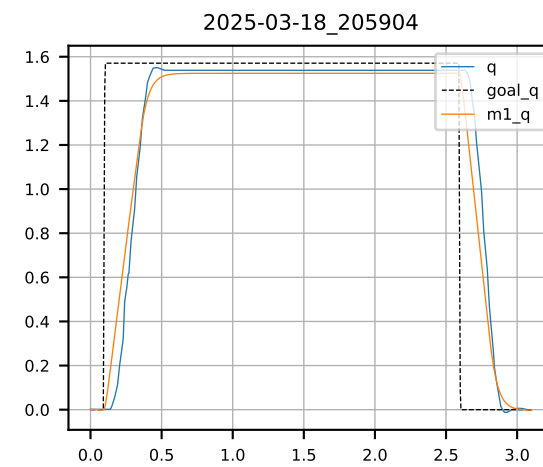
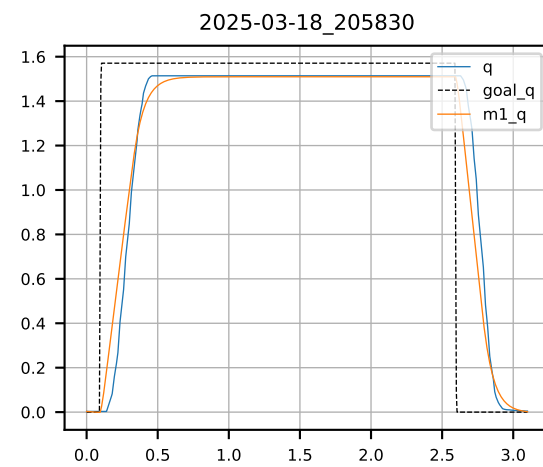
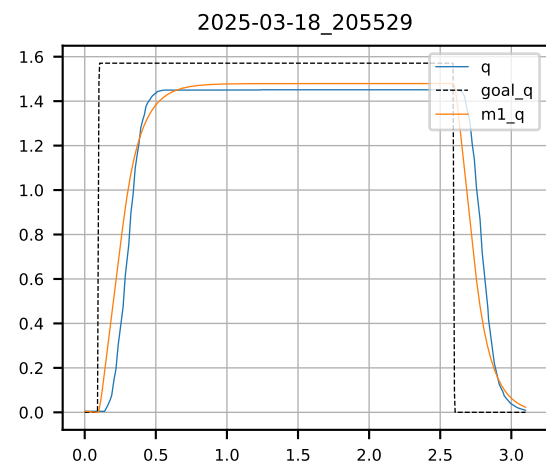
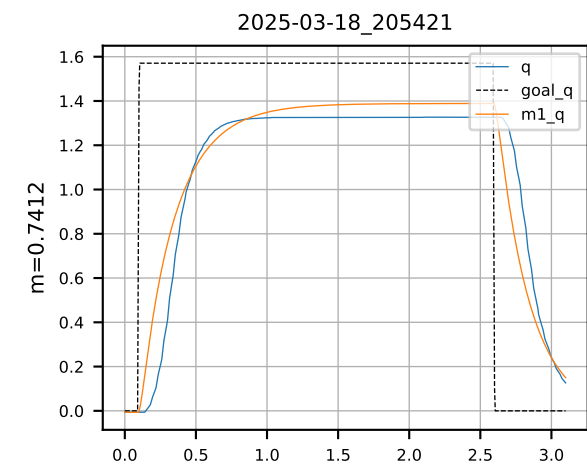
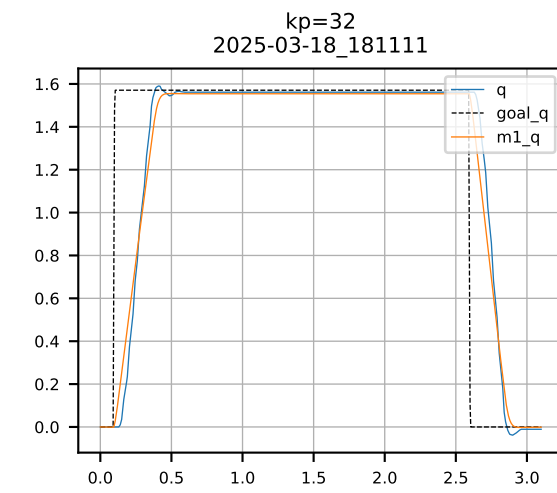
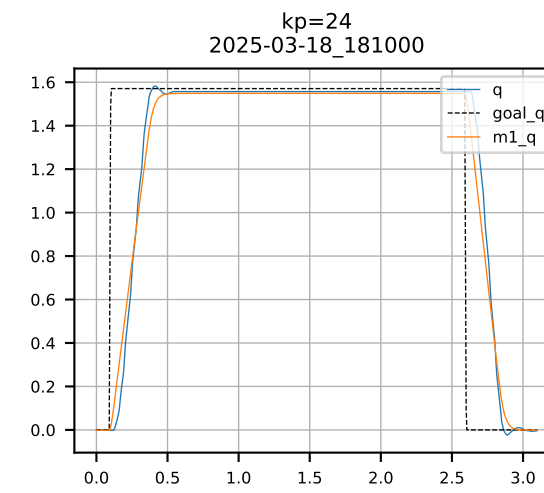
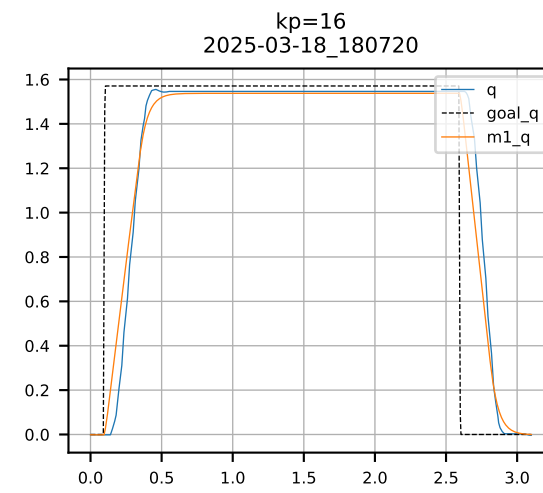
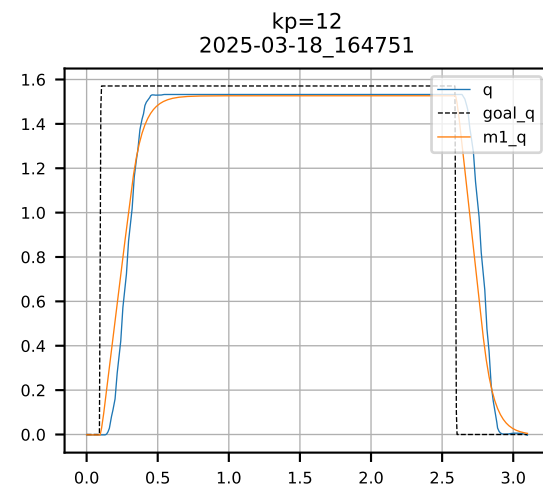
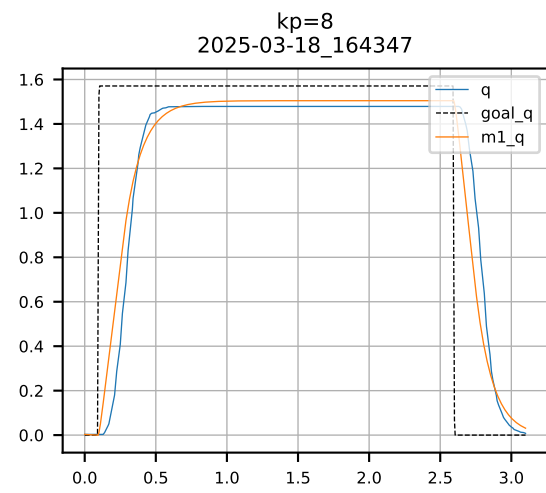
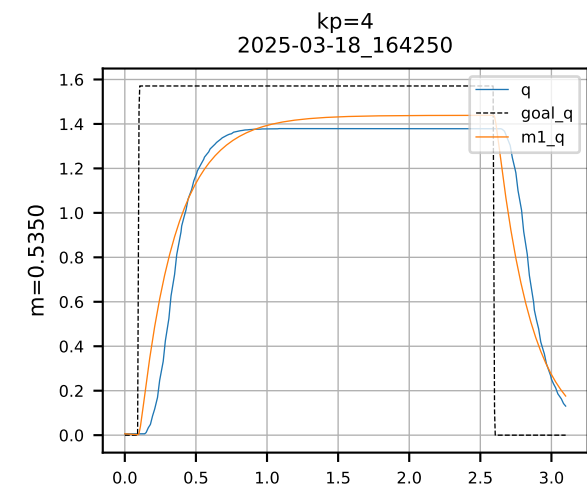
Length: 0.10m, Trajectory: up\_and\_down  
Repetition: 0



Length: 0.10m, Trajectory: up\_and\_down  
Repetition: 1

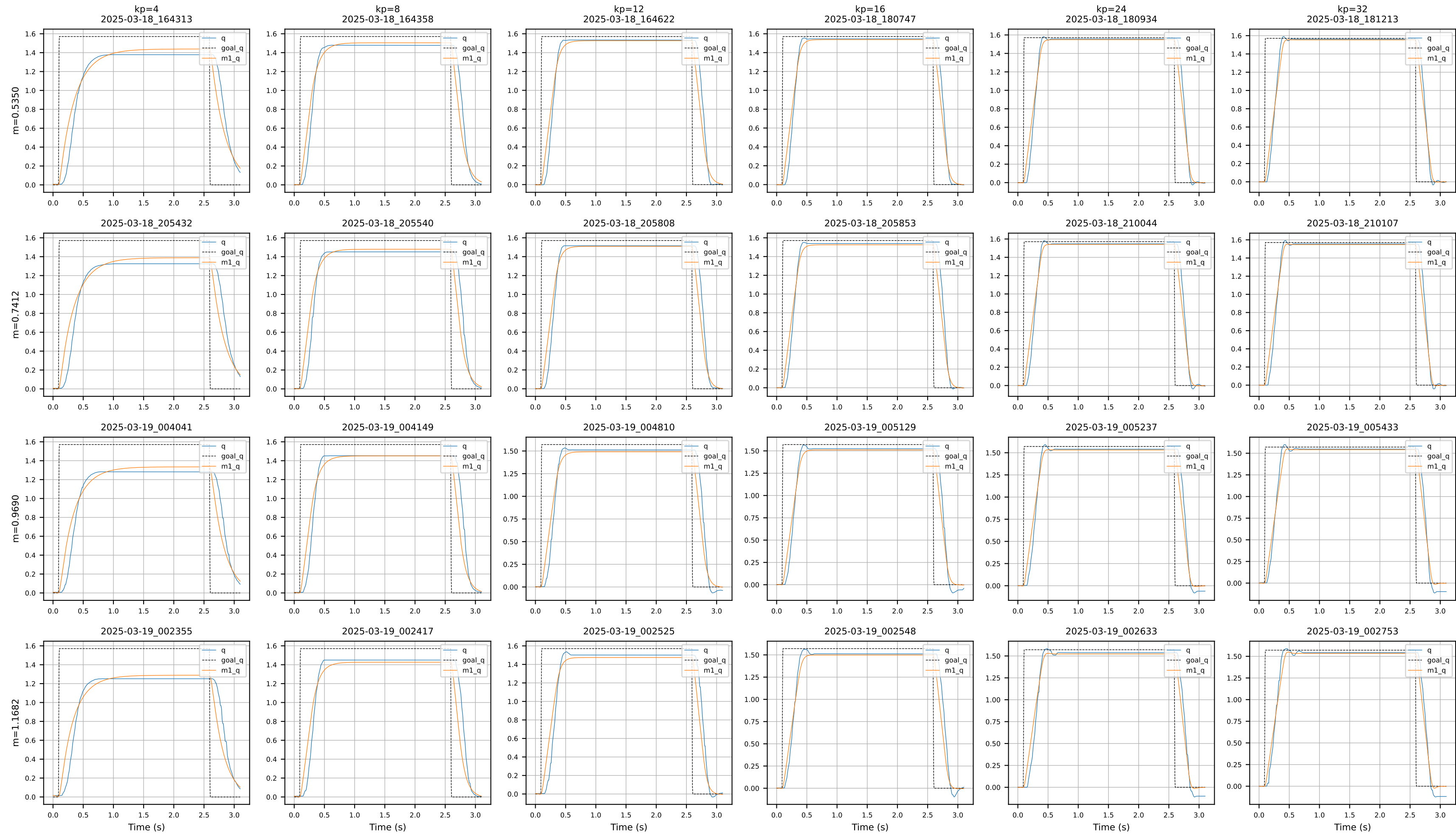


Length: 0.15m, Trajectory: brutal  
Repetition: 0

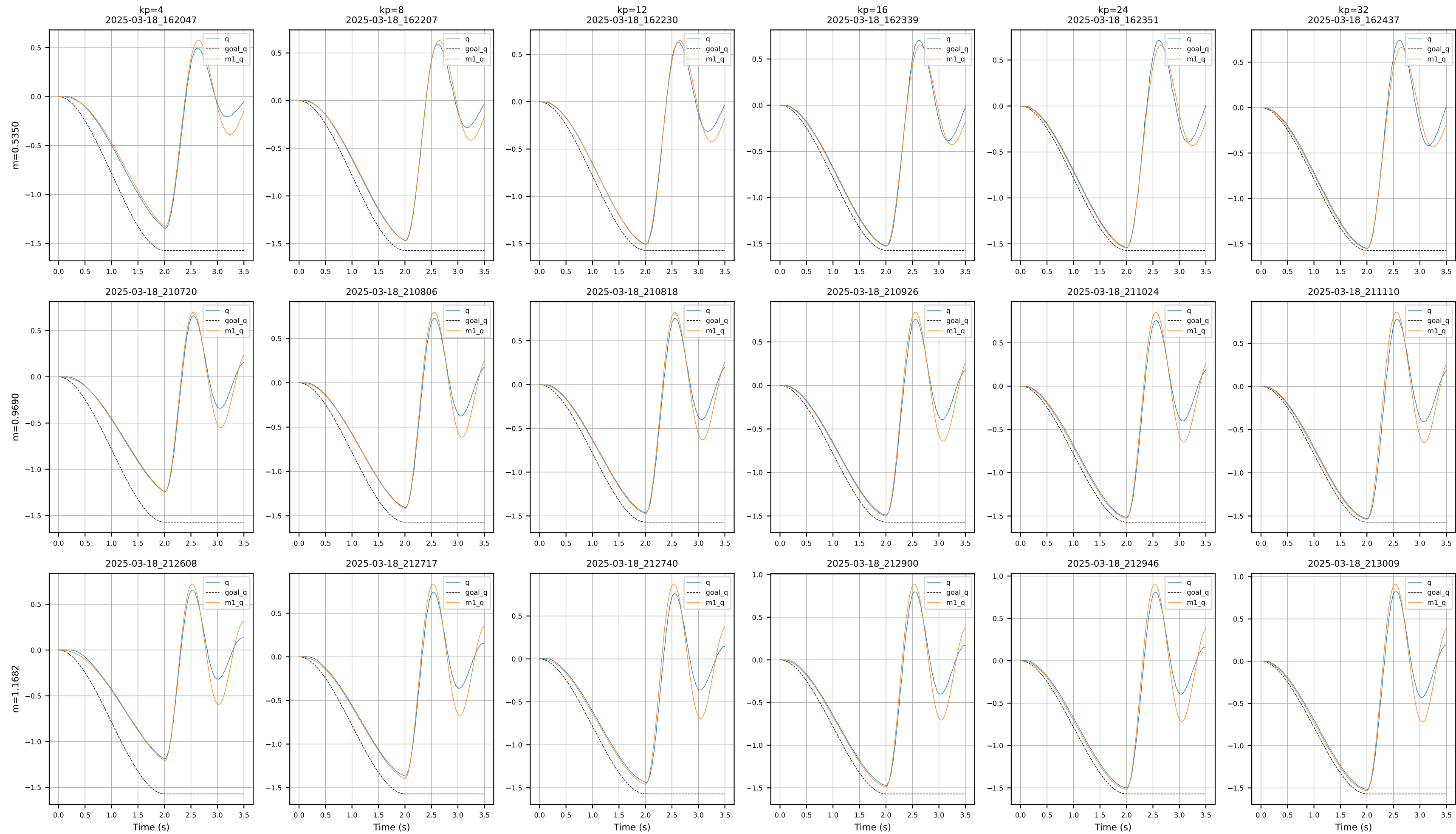




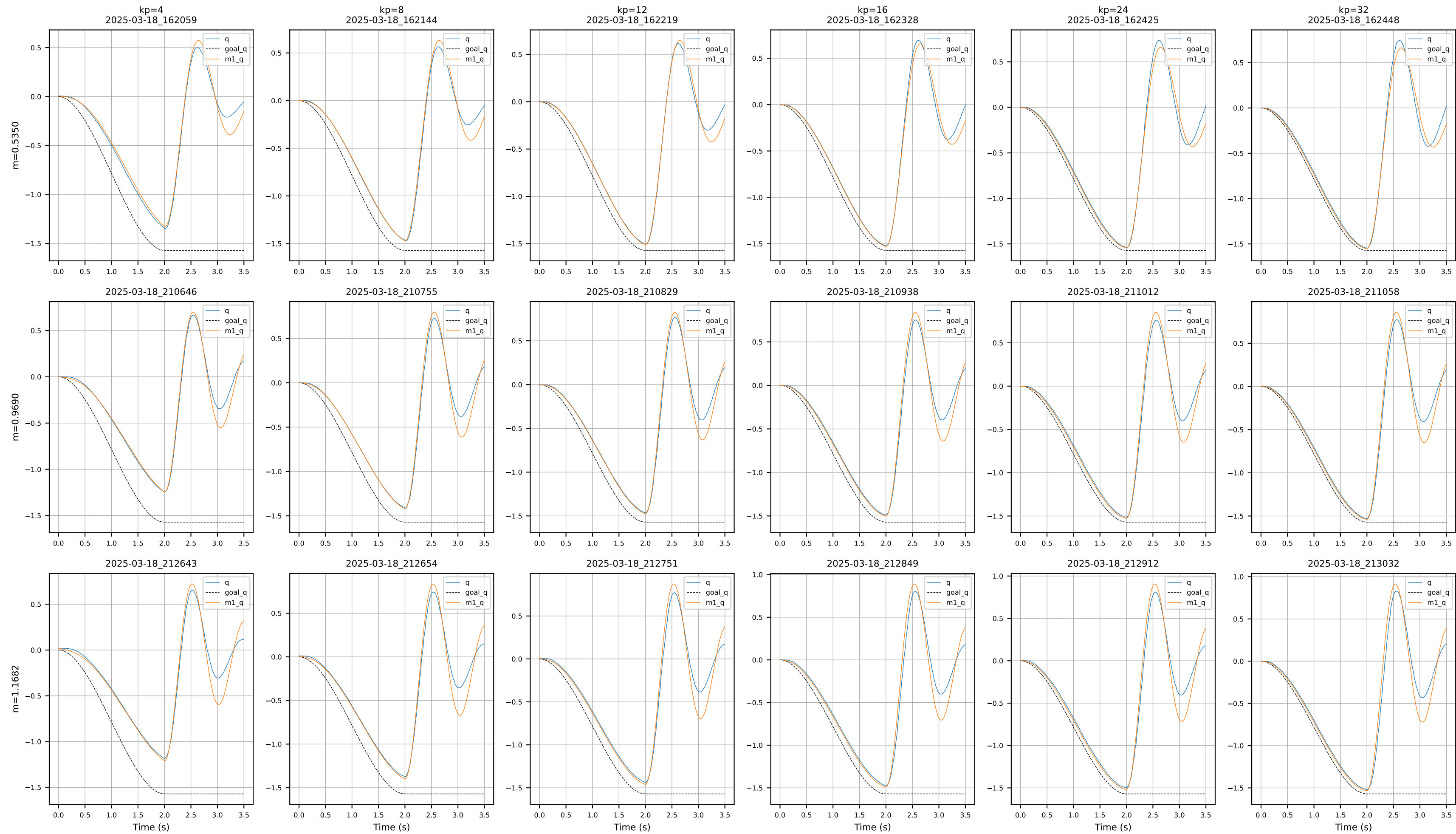
Length: 0.15m, Trajectory: brutal  
Repetition: 1



Length: 0.15m, Trajectory: lift\_and\_drop  
Repetition: 0

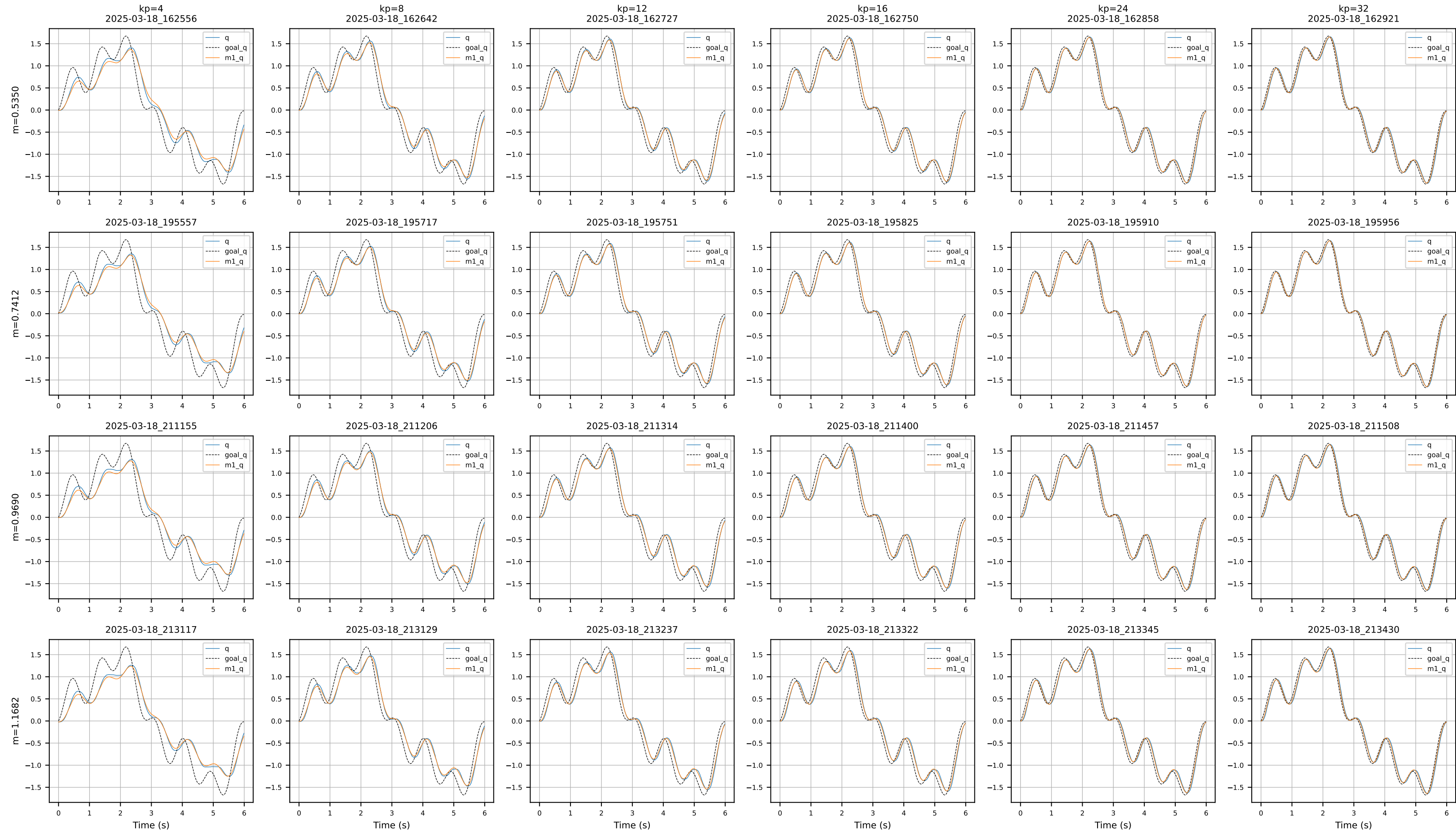


Length: 0.15m, Trajectory: lift\_and\_drop  
Repetition: 1

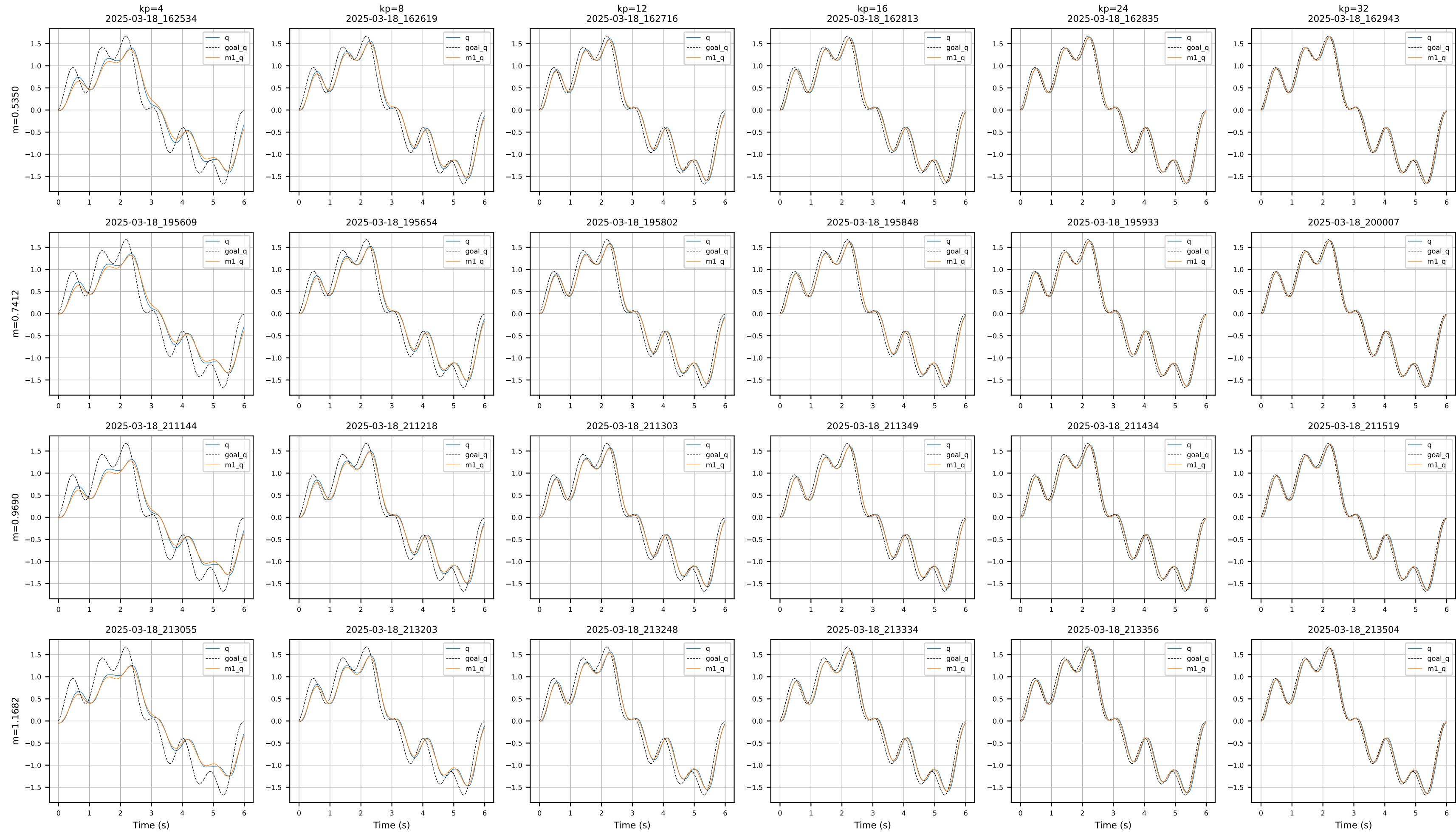




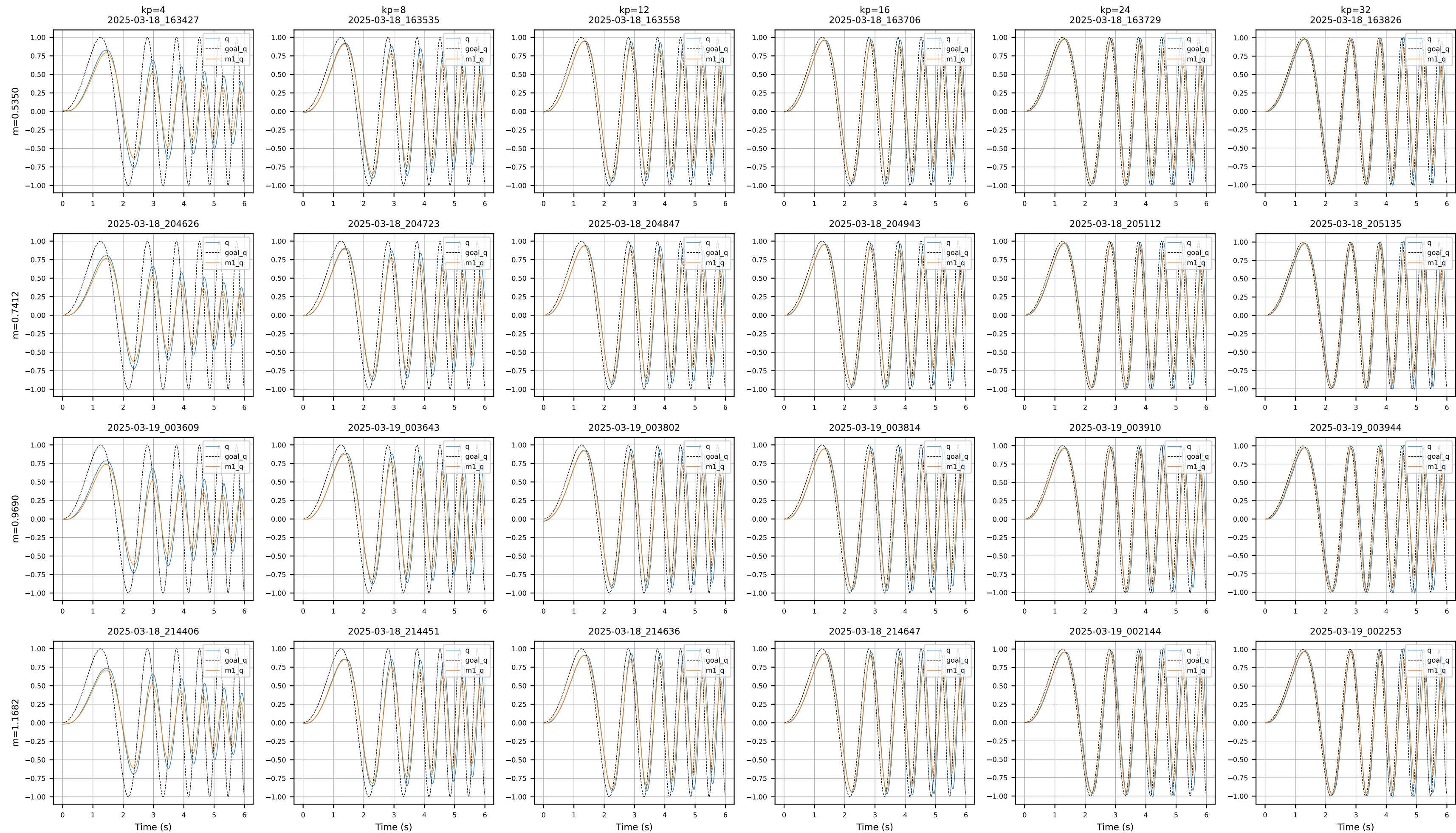
Length: 0.15m, Trajectory: sin\_sin  
Repetition: 0



Length: 0.15m, Trajectory: sin\_sin  
Repetition: 1

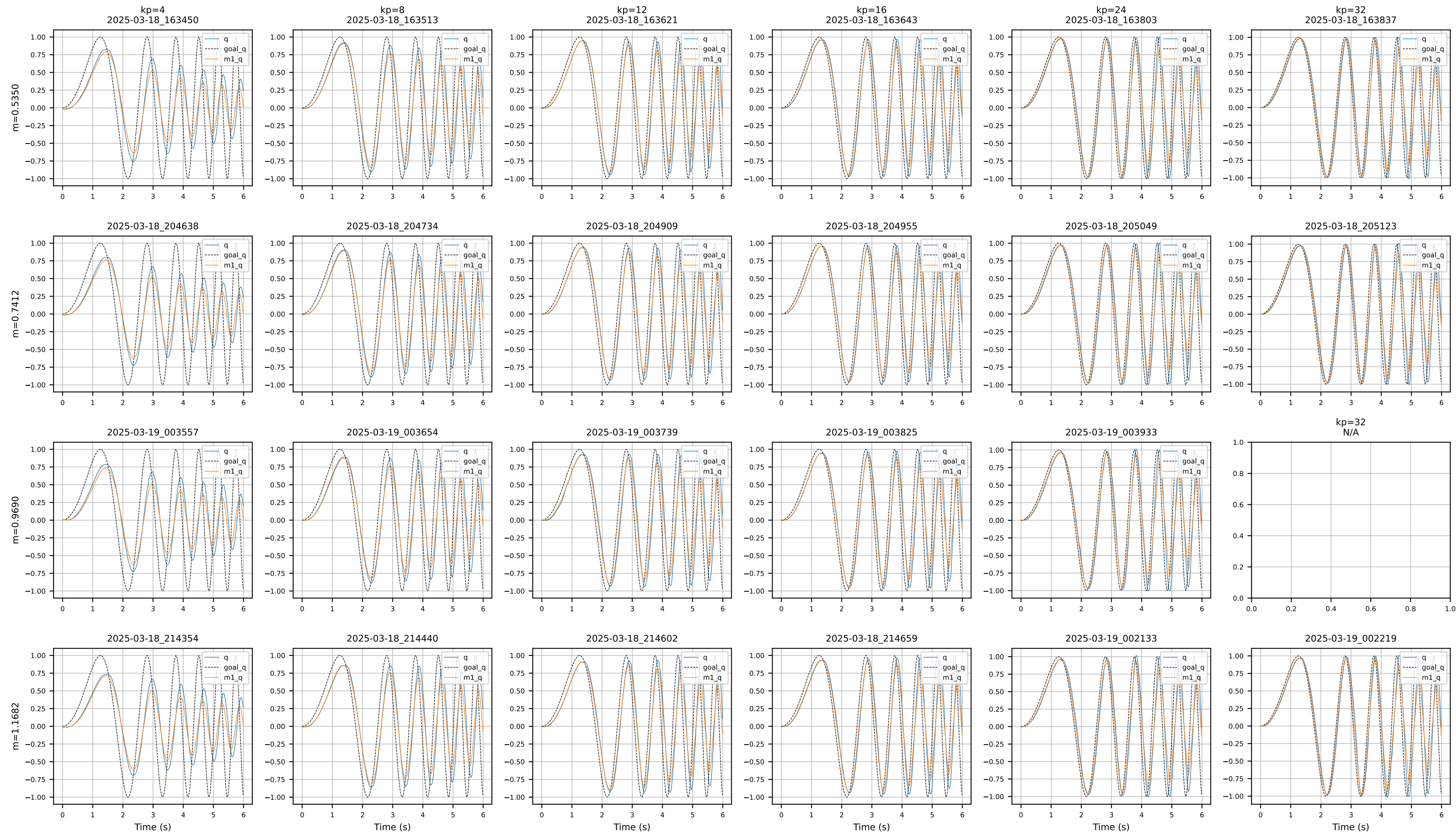


Length: 0.15m, Trajectory: sin\_time\_square  
Repetition: 0

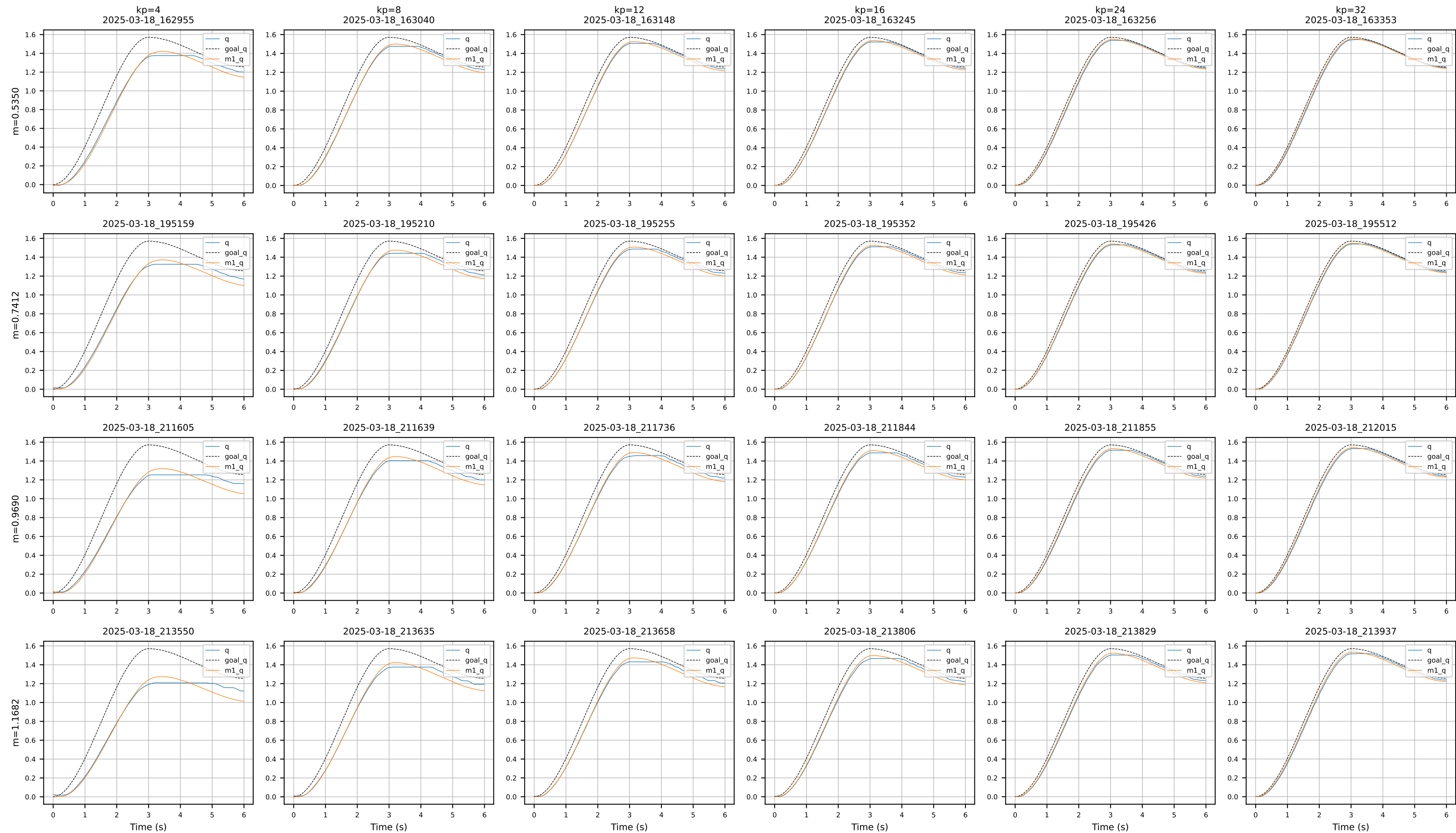




Length: 0.15m, Trajectory: sin\_time\_square  
Repetition: 1



Length: 0.15m, Trajectory: up\_and\_down  
Repetition: 0



Length: 0.15m, Trajectory: up\_and\_down  
Repetition: 1

