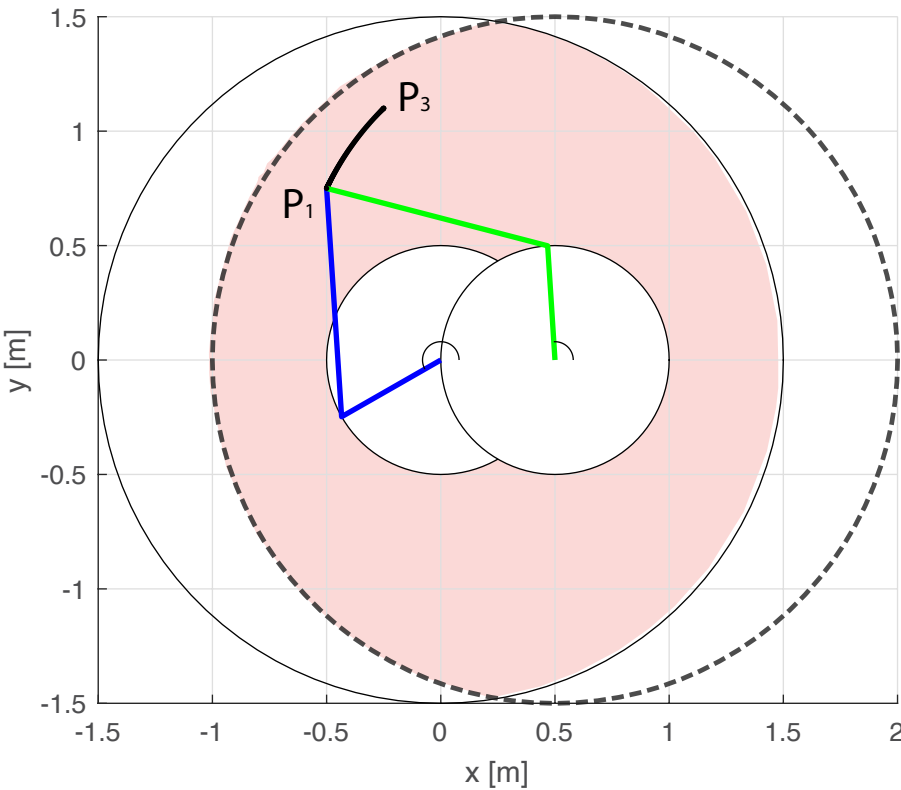
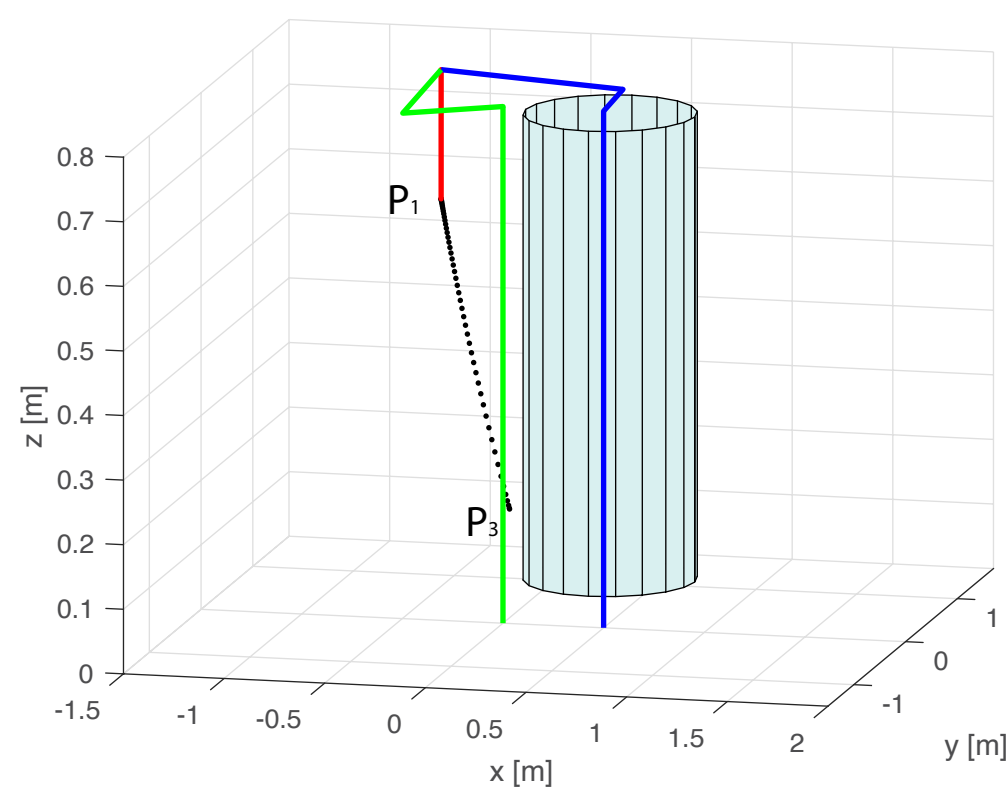


Manipulators poses and trajectory in the WS



Manipulators poses and trajectory in 3D



Manipulators poses and trajectory in 2D

