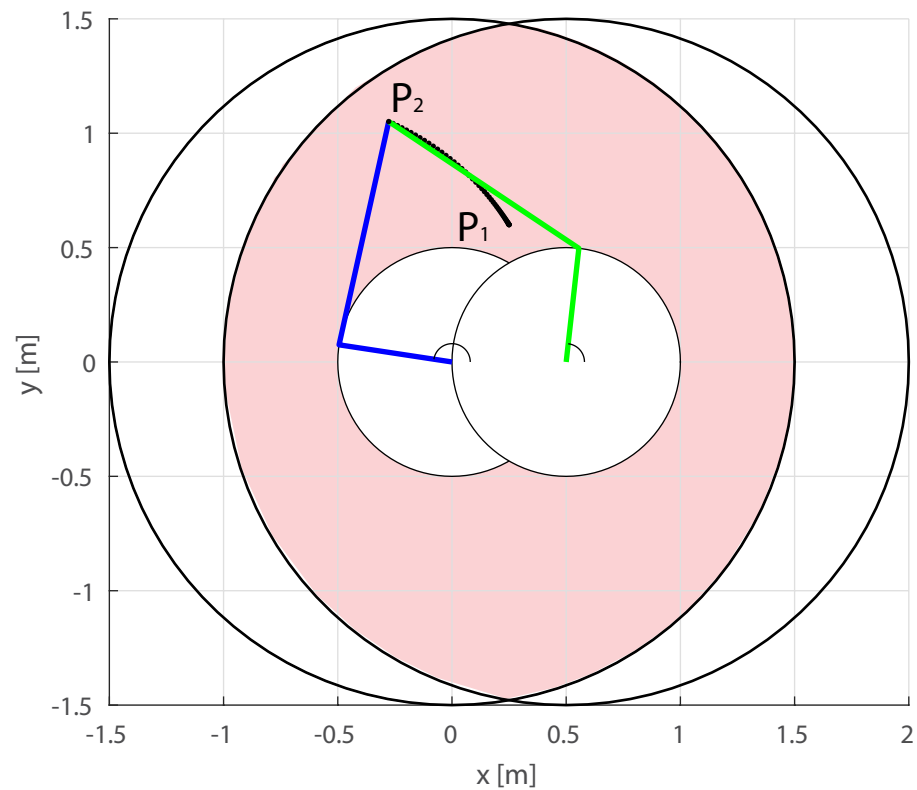


Manipulators poses and trajectory in 2D



Manipulators poses and trajectory in 3D

