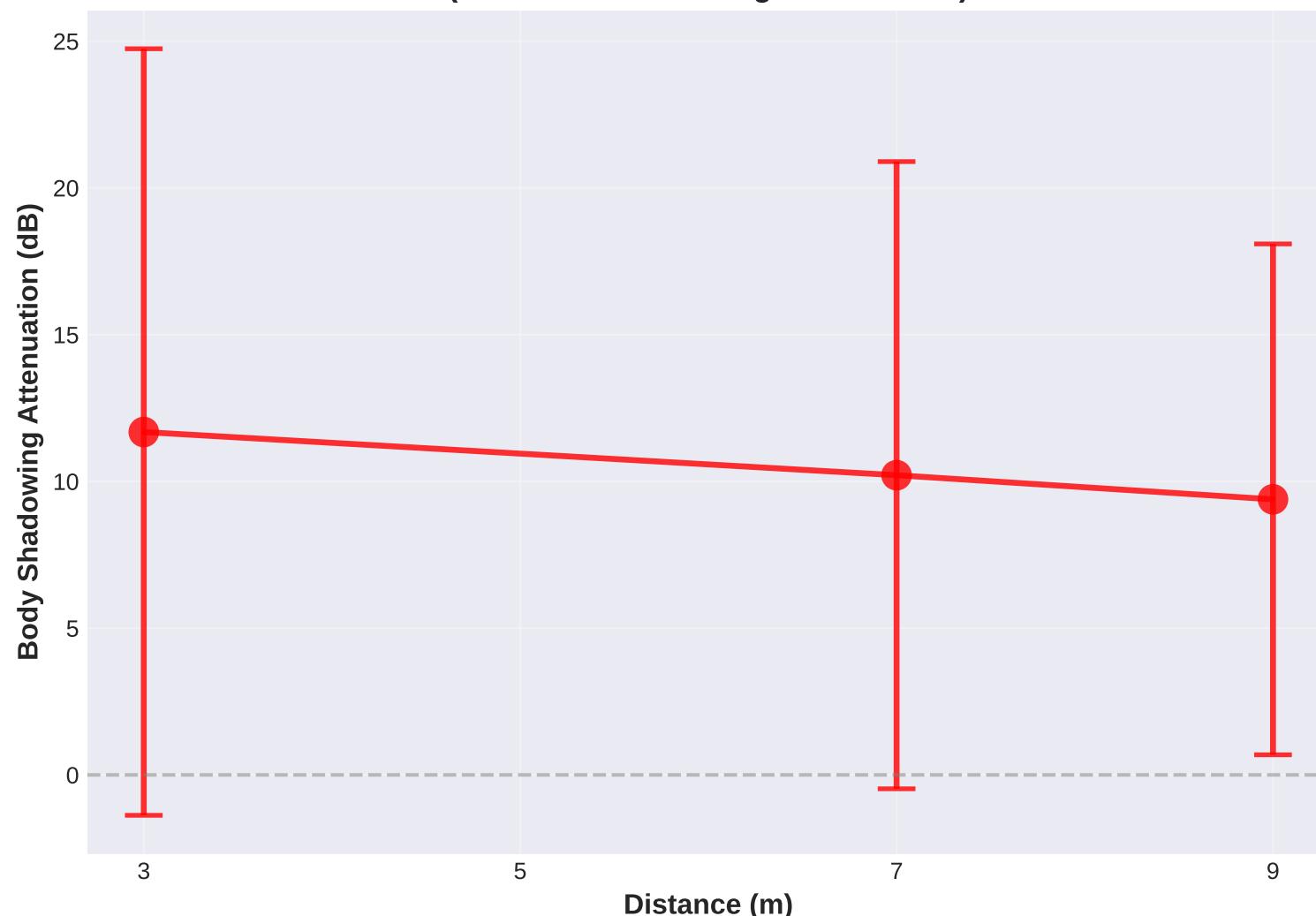
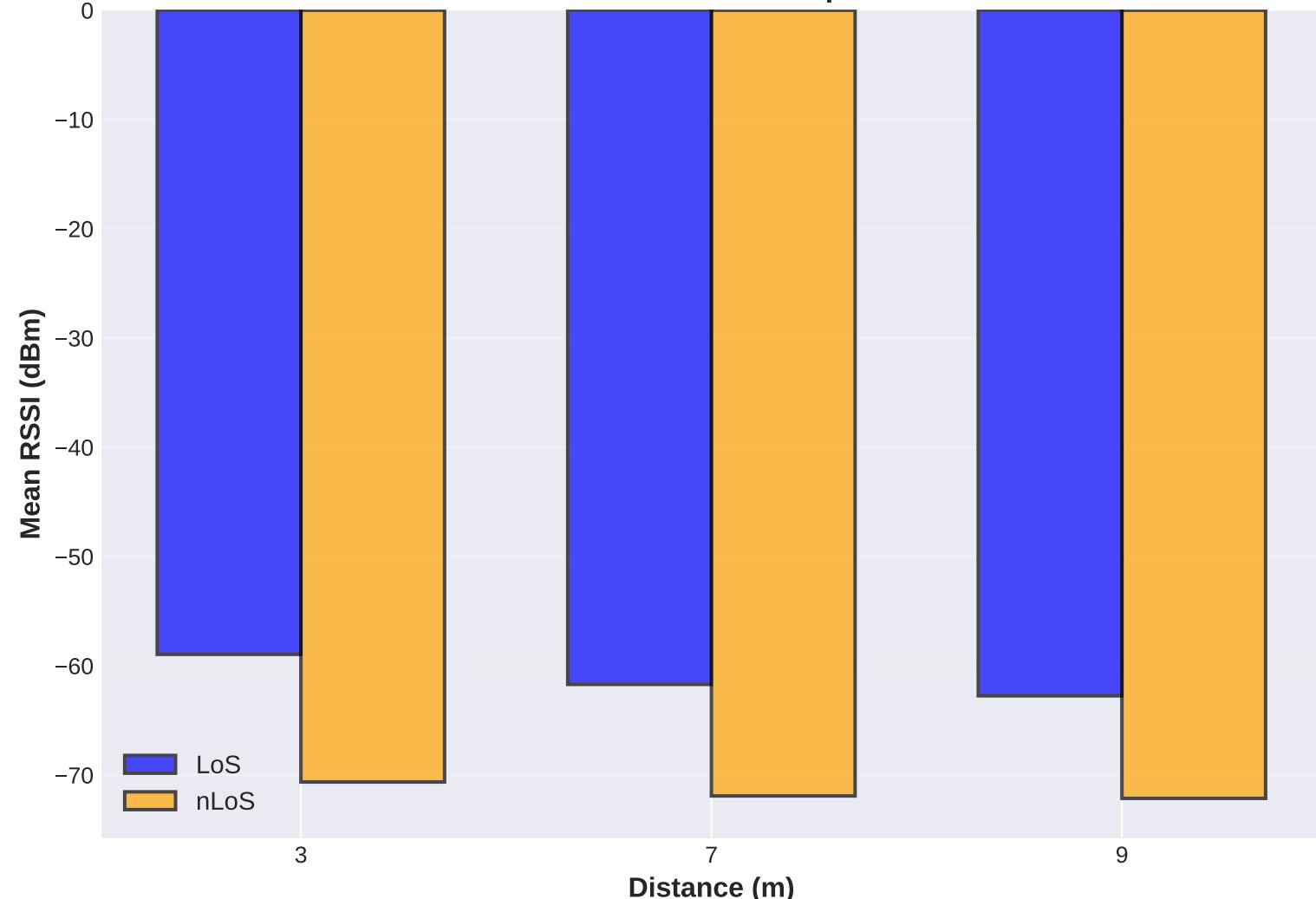


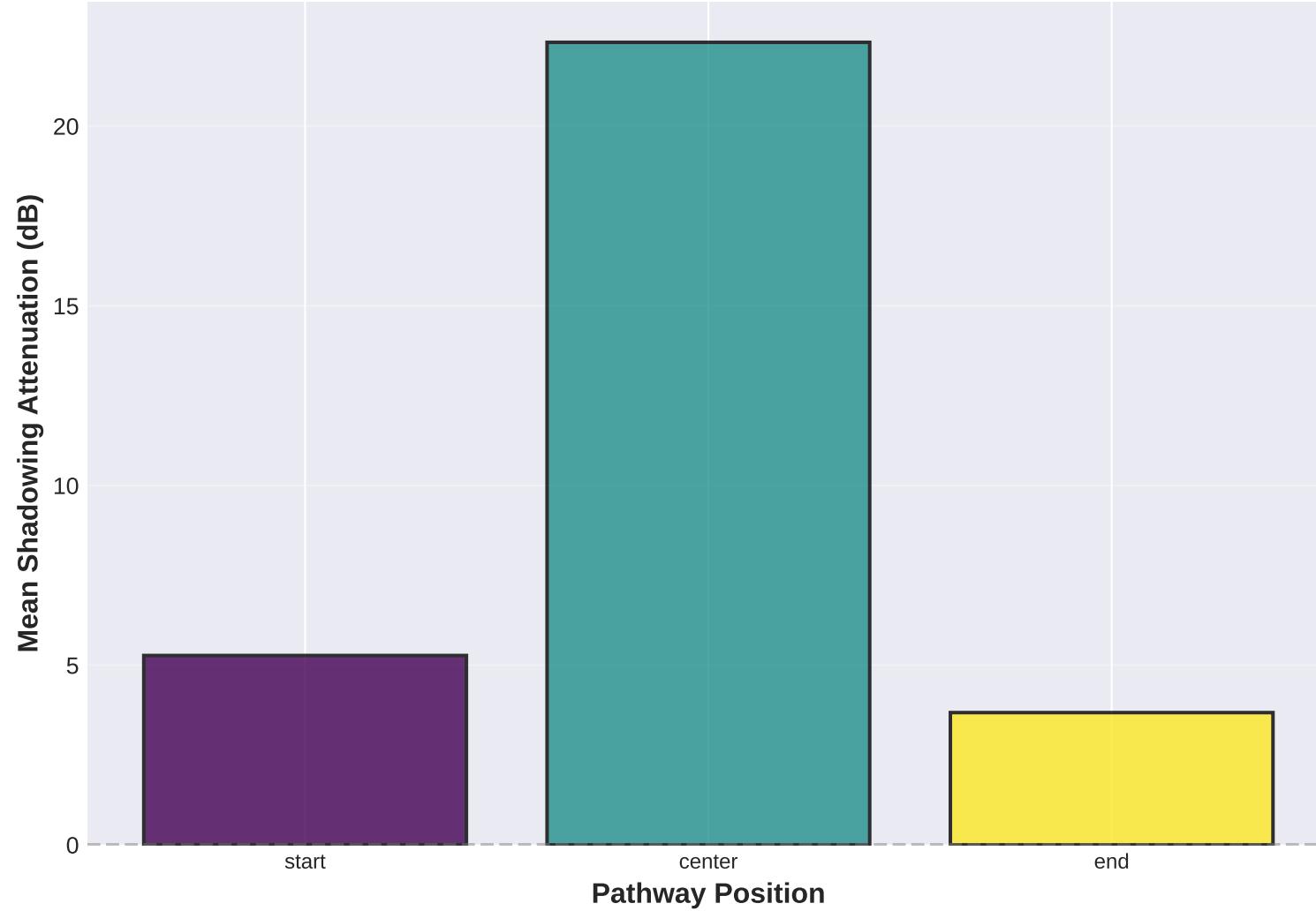
**Body Shadowing Effect vs Distance**  
(Positive = LoS stronger than nLoS)



**LoS vs nLoS RSSI Comparison**



**Body Shadowing by Pathway Position**



**Shadowing Consistency vs Distance**  
(Lower = More Consistent)

