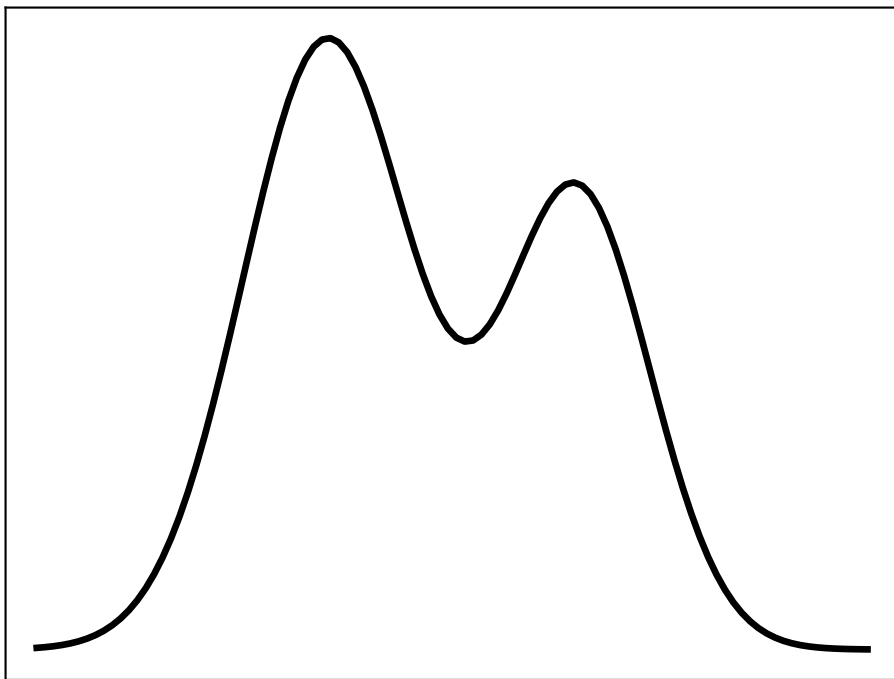


Fluence



Time



Optimal leaves motion

