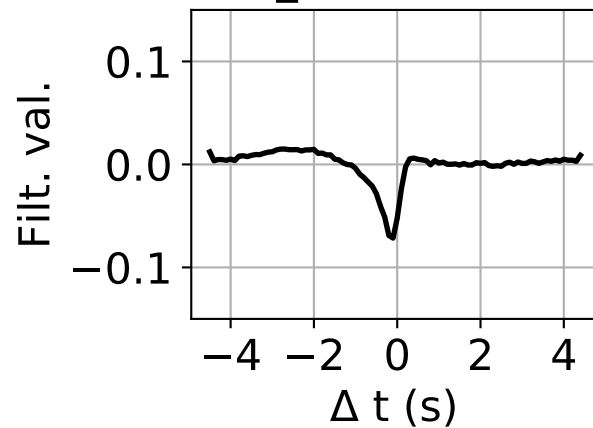
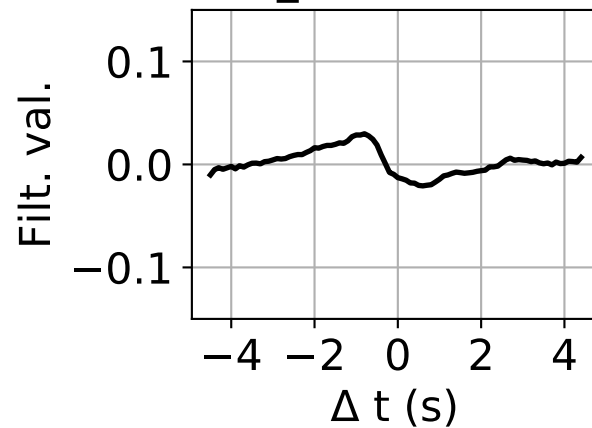


ForVel (R2 = 0.111)
(R2_TRN = 0.102)



AbsAngVel (R2 = 0.111)
(R2_TRN = 0.102)



Motion (R2 = 0.111)
(R2_TRN = 0.102)

