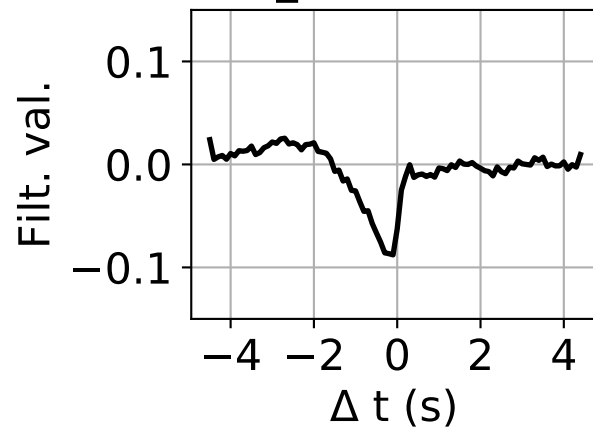
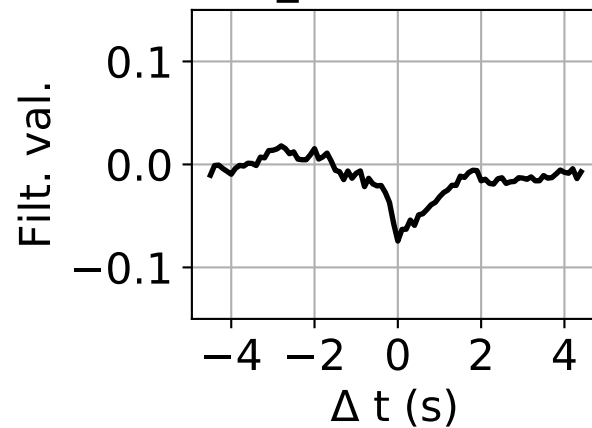


ForVel (R2 = 0.169)
(R2_TRN = 0.160)



AbsAngVel (R2 = 0.169)
(R2_TRN = 0.160)



Motion (R2 = 0.169)
(R2_TRN = 0.160)

