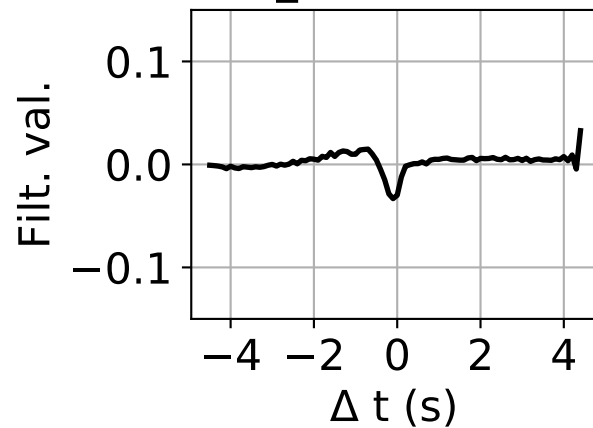
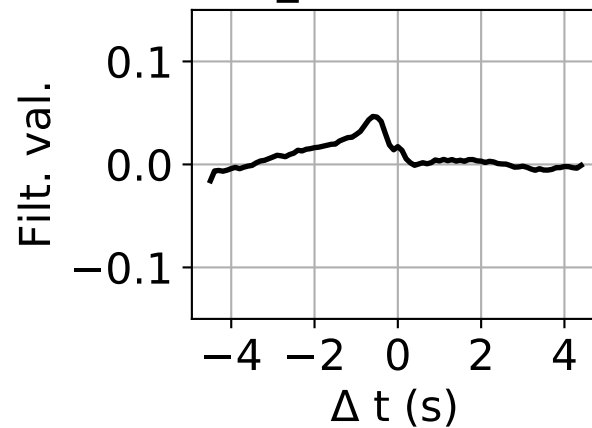


ForVel (R2 = 0.319)  
(R2\_TRN = 0.348)



AbsAngVel (R2 = 0.319)  
(R2\_TRN = 0.348)



Motion (R2 = 0.319)  
(R2\_TRN = 0.348)

