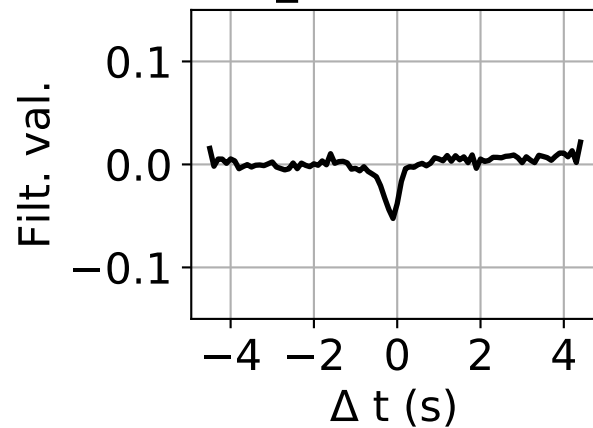
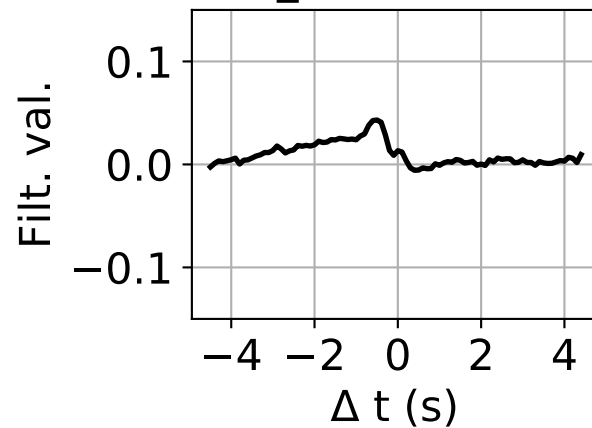


ForVel (R2 = 0.123)
(R2_TRN = 0.106)



AbsAngVel (R2 = 0.123)
(R2_TRN = 0.106)



Motion (R2 = 0.123)
(R2_TRN = 0.106)

