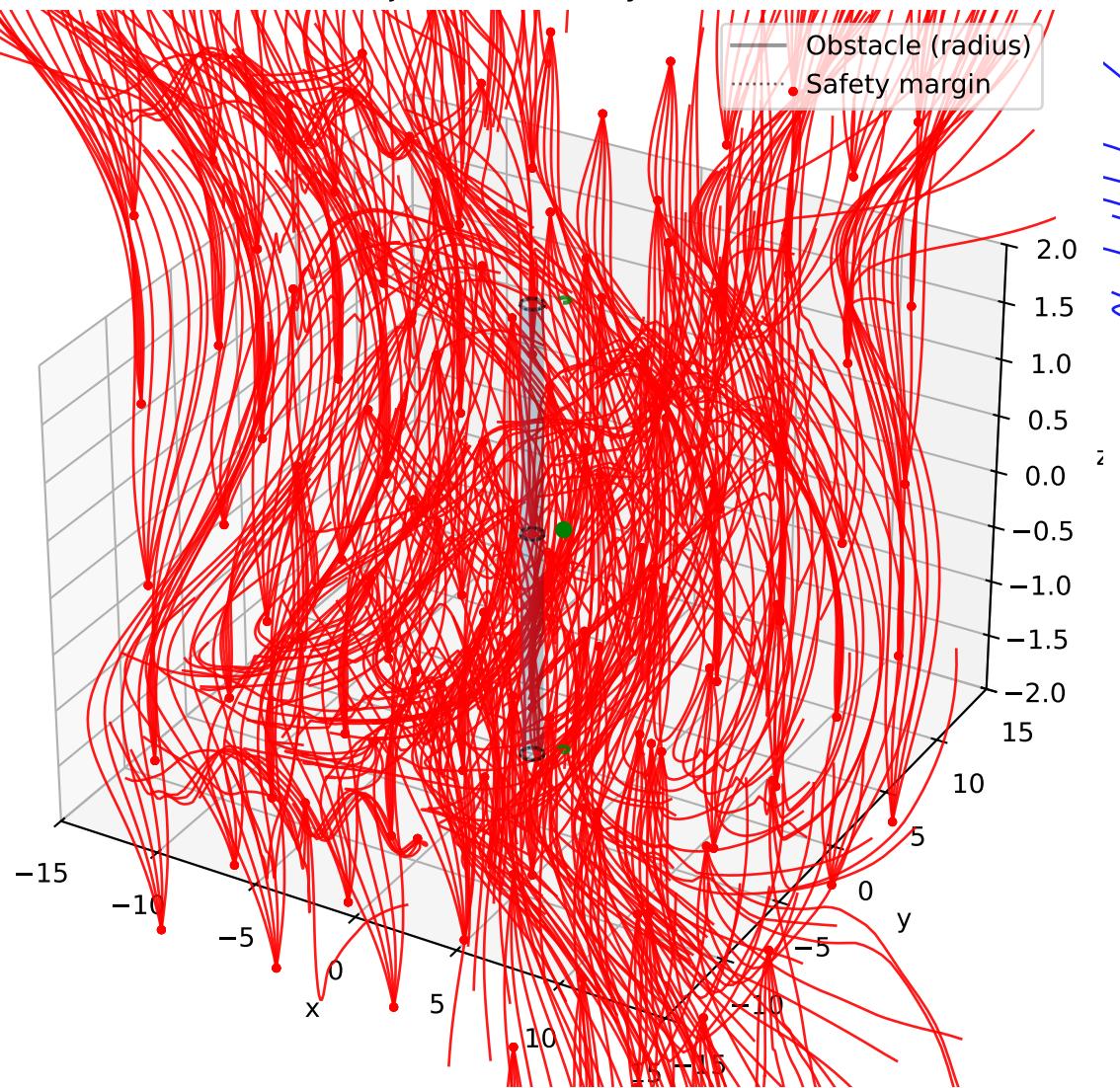


Irajectories in (x, y, z)

Irajectories in (x, y, ω)