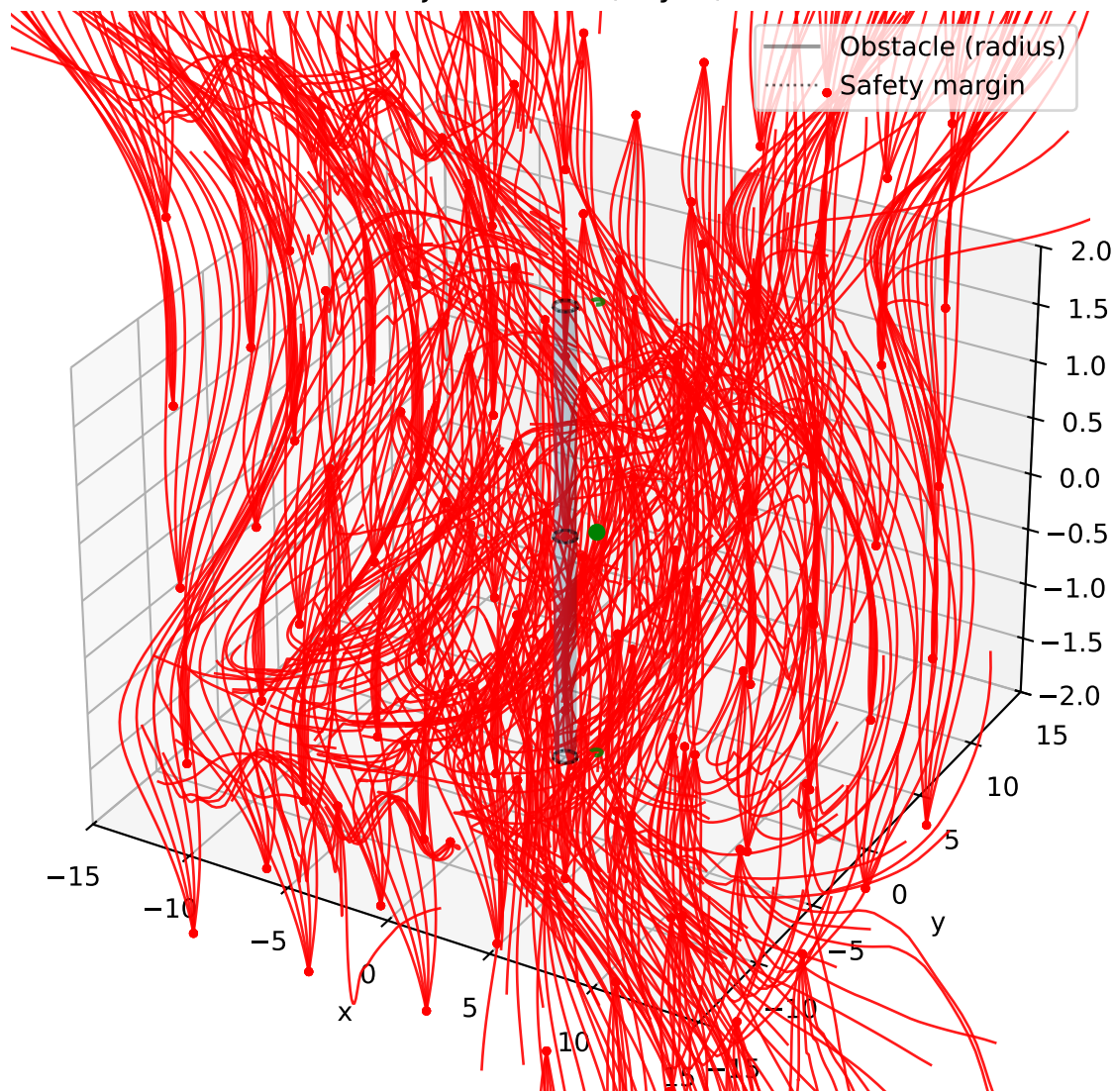


Trajectories in (x, y, z) Trajectories in (x, y, ω) 