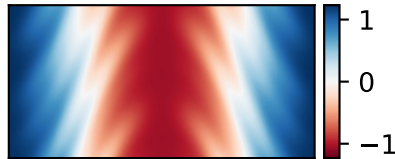
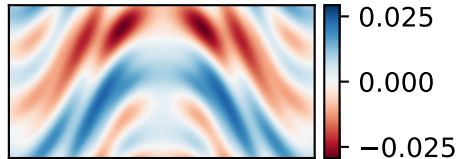


Last conditioning frames

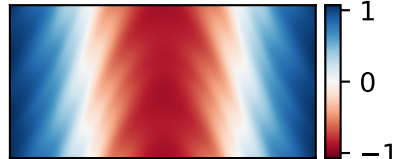
s



p



v_x



v_y

