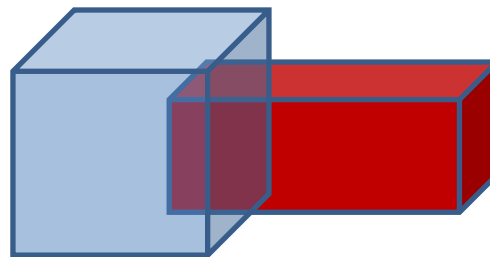
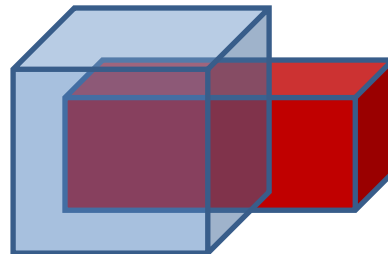


Revolute



Prismatic



Motion on a plane