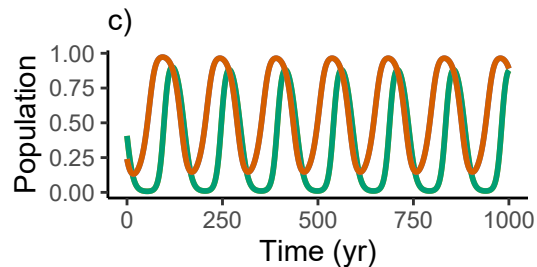
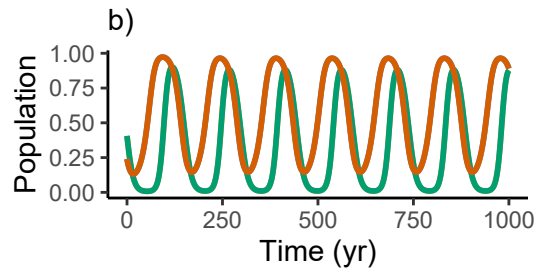
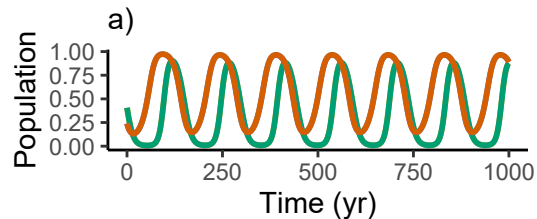
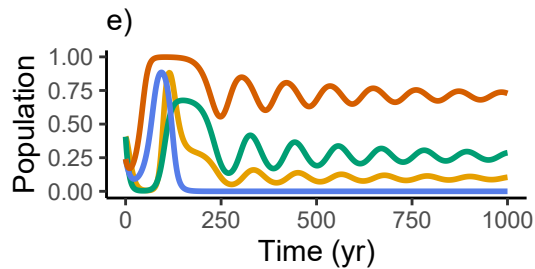
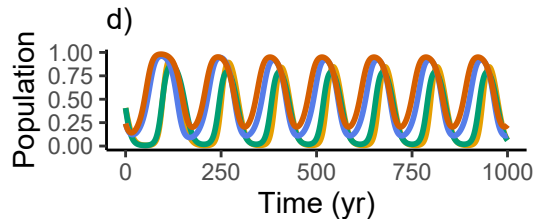


Symmetrical Movement



Asymmetrical Movement



Variable

F_1

F_2

X_1

X_2

