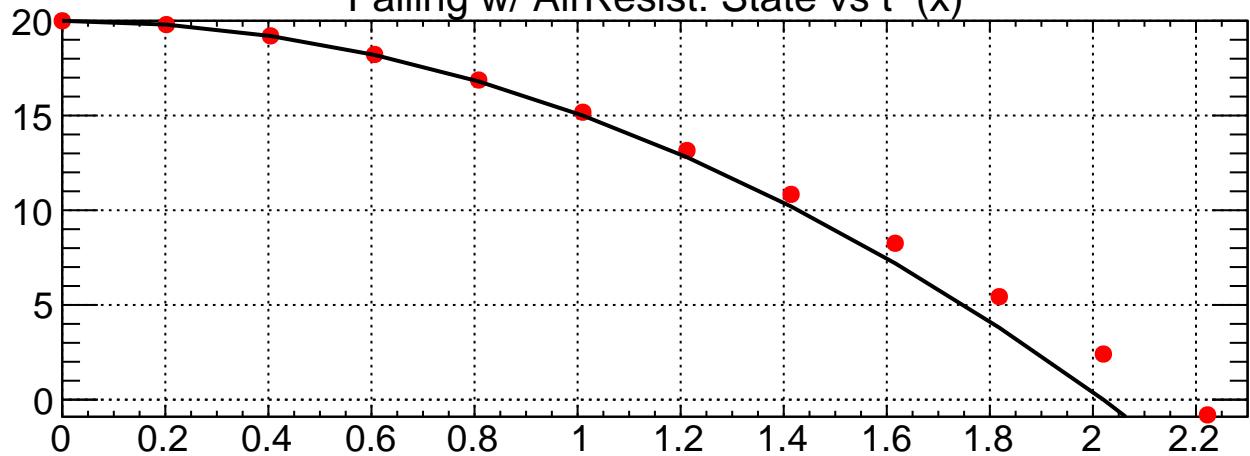


Falling w/ AirResist: State vs t (x)



Falling w/ AirResist: State vs t (v)

