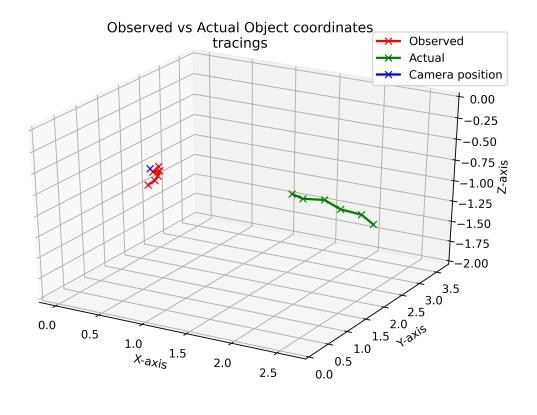
Plotting linear motion trace

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[1]: from mpl toolkits.mplot3d import axes3d
import matplotlib.pyplot as plt
import numpy as np
X,Y,Z = [0.02,0.1,0.12,0.16,0.08,0.15],[2.2,2.2,2.24,2.2,2.2,2.2],[-1.17,-1.
\hookrightarrow1,-1.05,-0.97,-1,-0.92]
X1,Y1,Z1 = [2.62,2.5,2.25,2.1,1.84,1.74],[2.1,2.07,2.12,2.05,2.1,2.05],[-1.
\hookrightarrow 1, -1, -1, -0.9, -0.95, -0.9
x2,y2,z2 = [0],[2.3],[-1.22]
fig = plt.figure(figsize=(60,40), dpi=500)
ax = fig.add_subplot(666, projection='3d')
#ax.view_init(azim=-20)
ax.set_xlabel('X-axis')
ax.set_ylabel('Y-axis')
ax.set_zlabel('Z-axis')
\# ax.set\_xlim3d(-1,2)
ax.set_ylim3d(0,3.78)
ax.set_zlim3d(-2,0)
ax.plot(X, Y, Z, marker='x',color='red', linewidth=2, label='Observed')
ax.plot(X1, Y1, Z1,marker='x',color='green', linewidth=2, label='Actual')
ax.plot(x2, y2, z2,marker='x',color='blue', linewidth=2, label='Camera_
→position')
plt.title('Observed vs Actual Object coordinates\ntracings')
plt.legend()
plt.show()
```



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