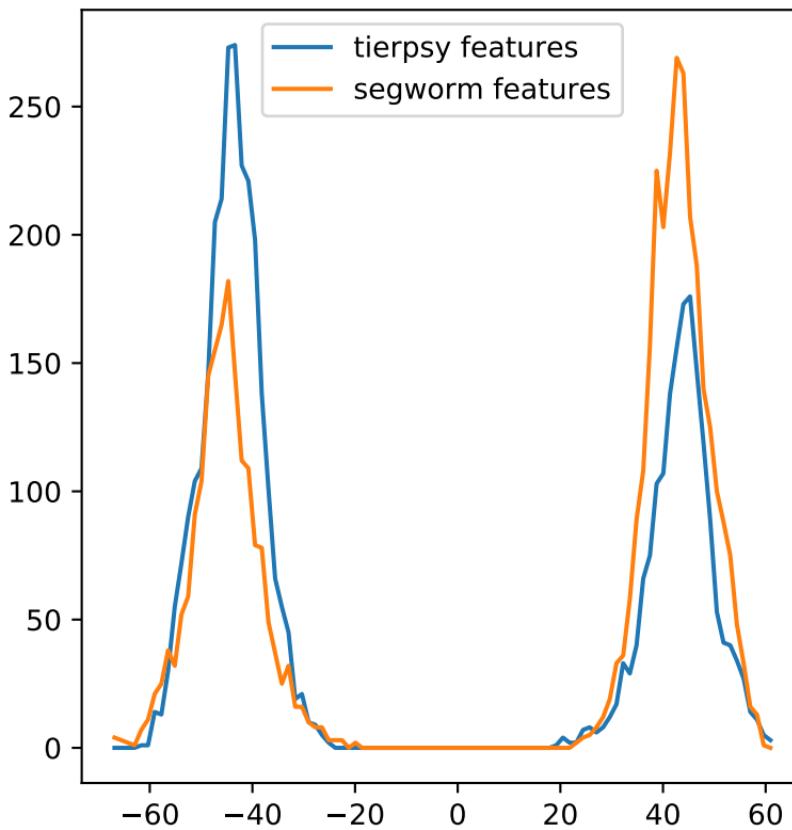
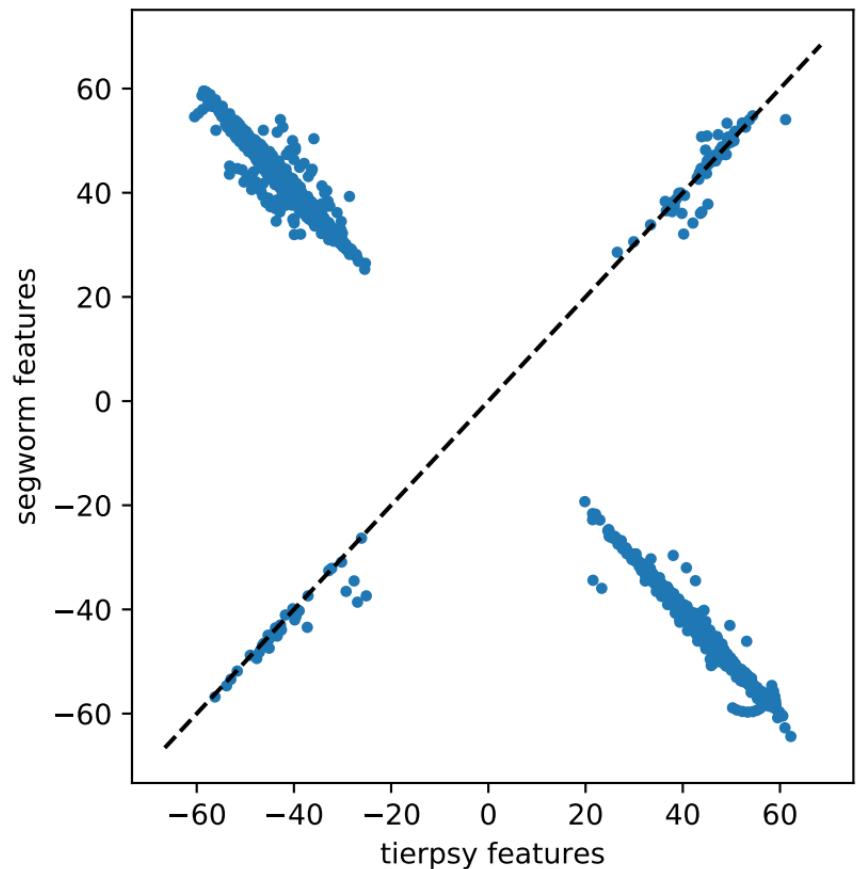
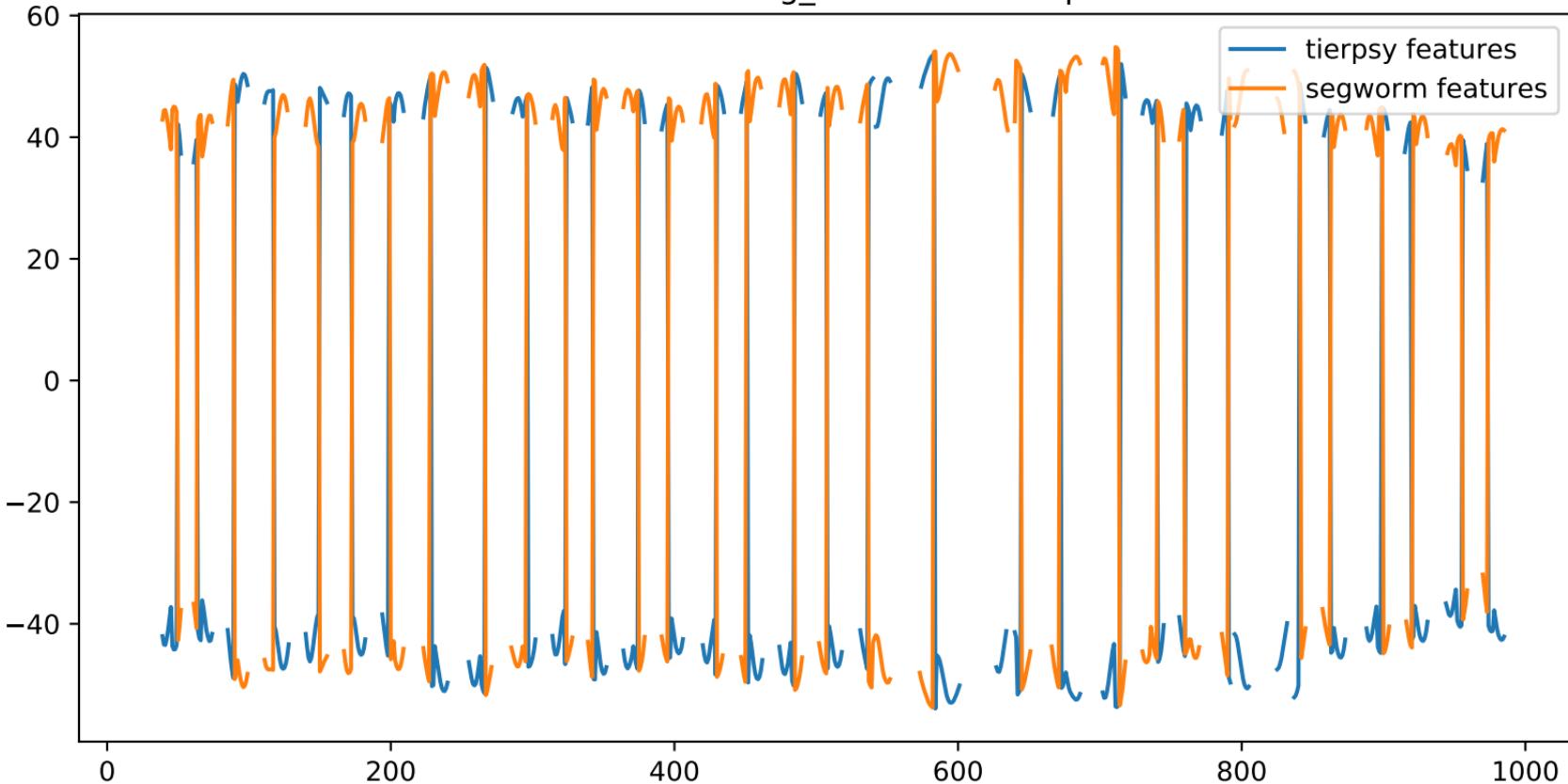


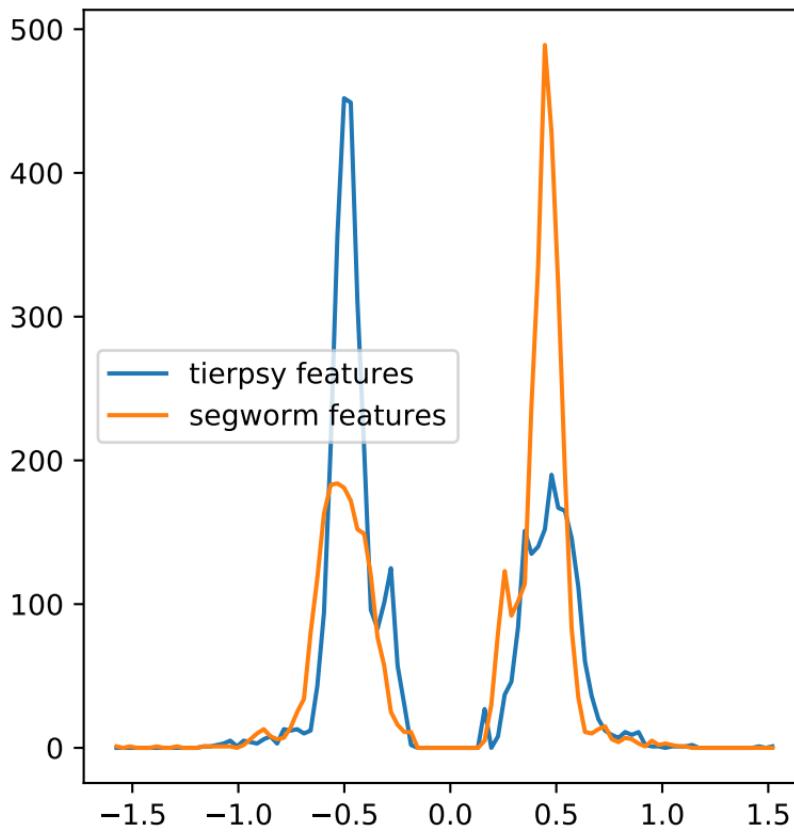
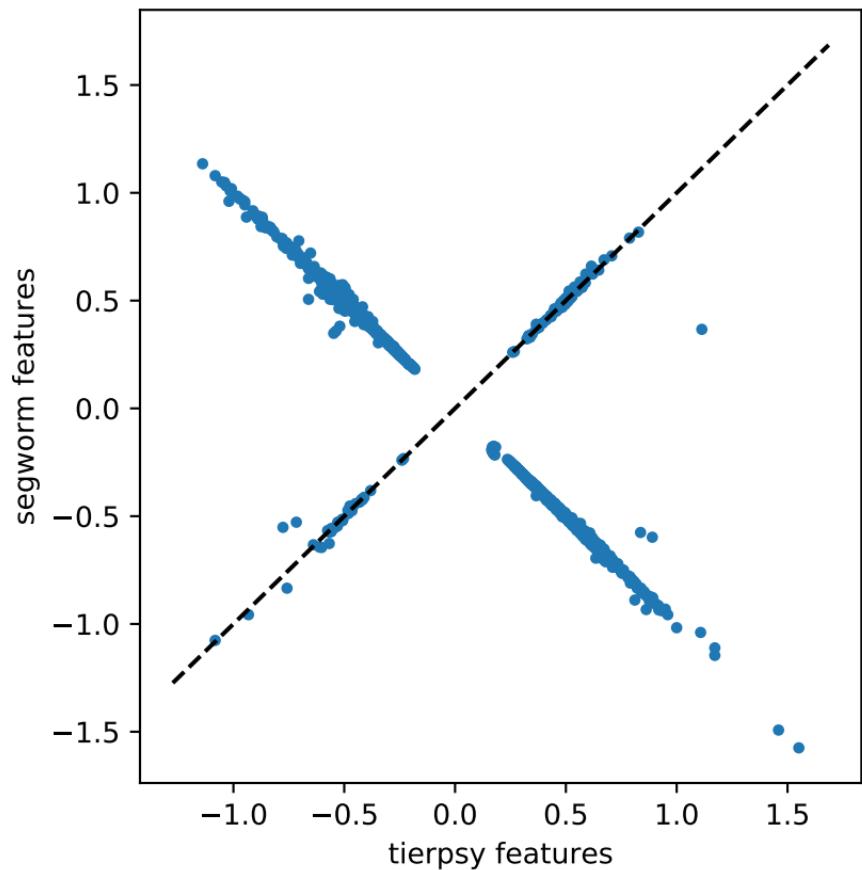
# locomotion.crawling\_bends.head.amplitude



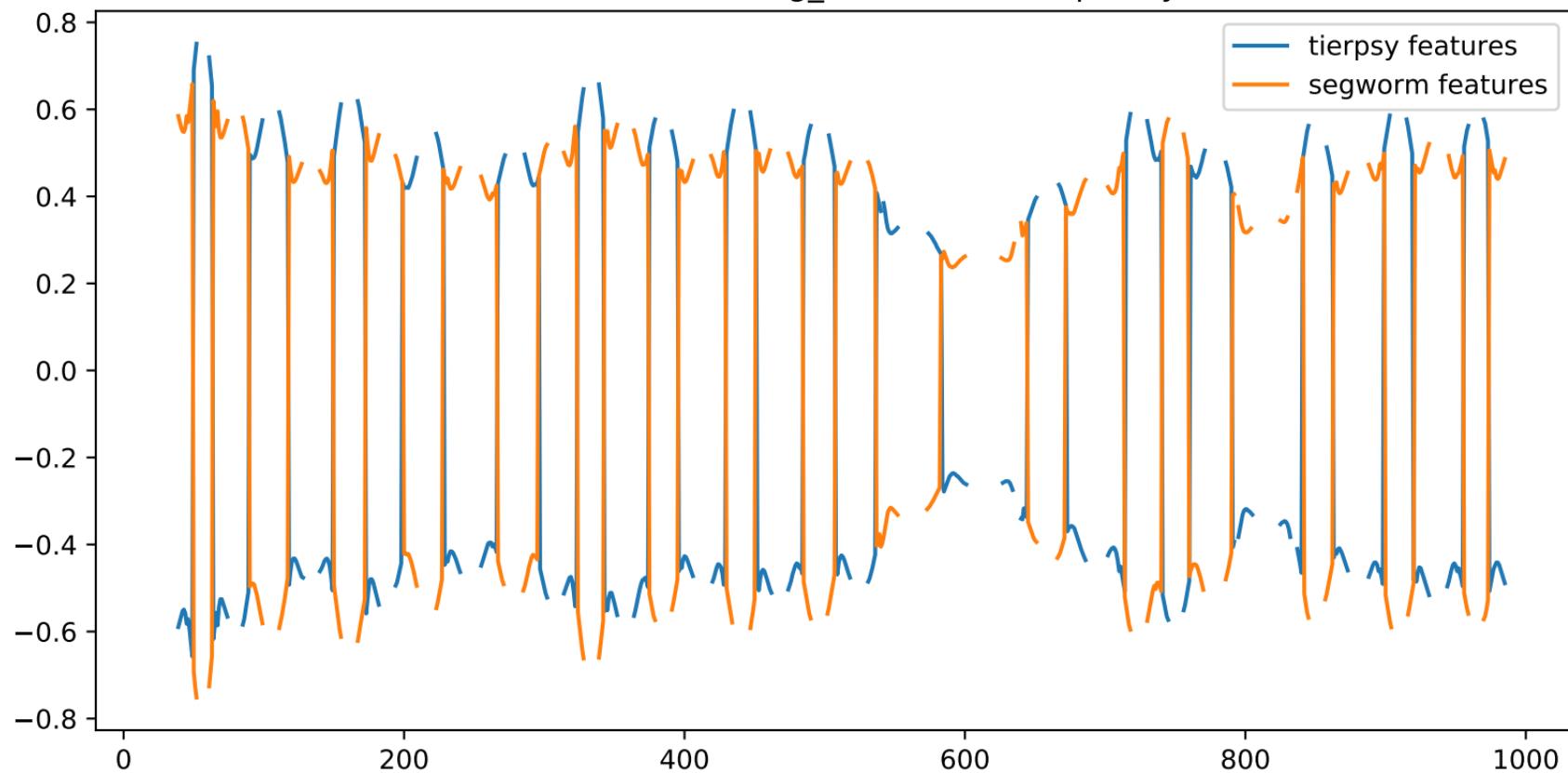
### locomotion.crawling\_bends.head.amplitude



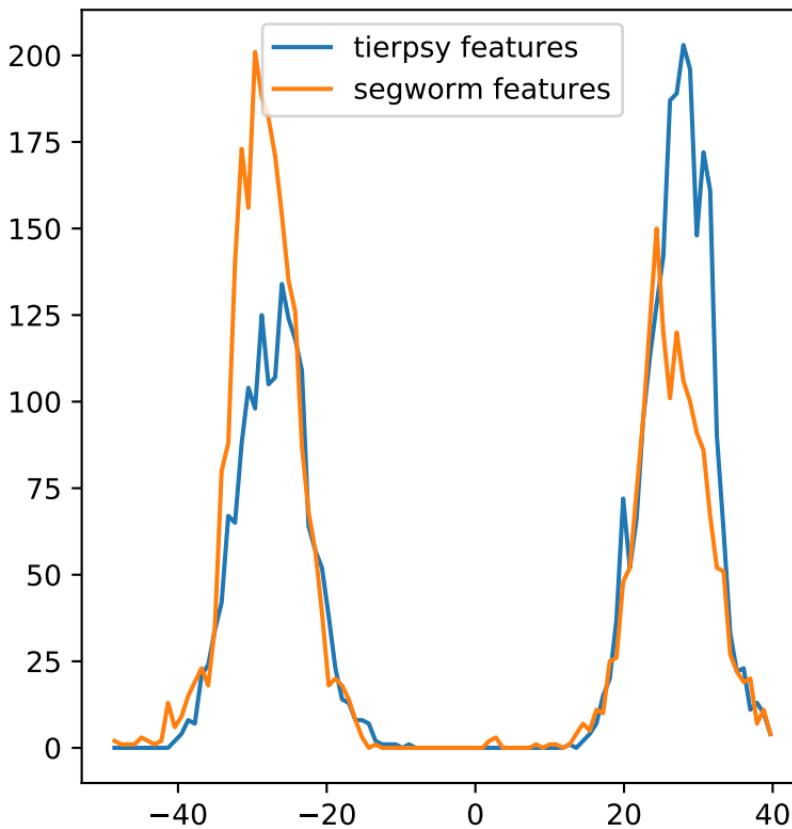
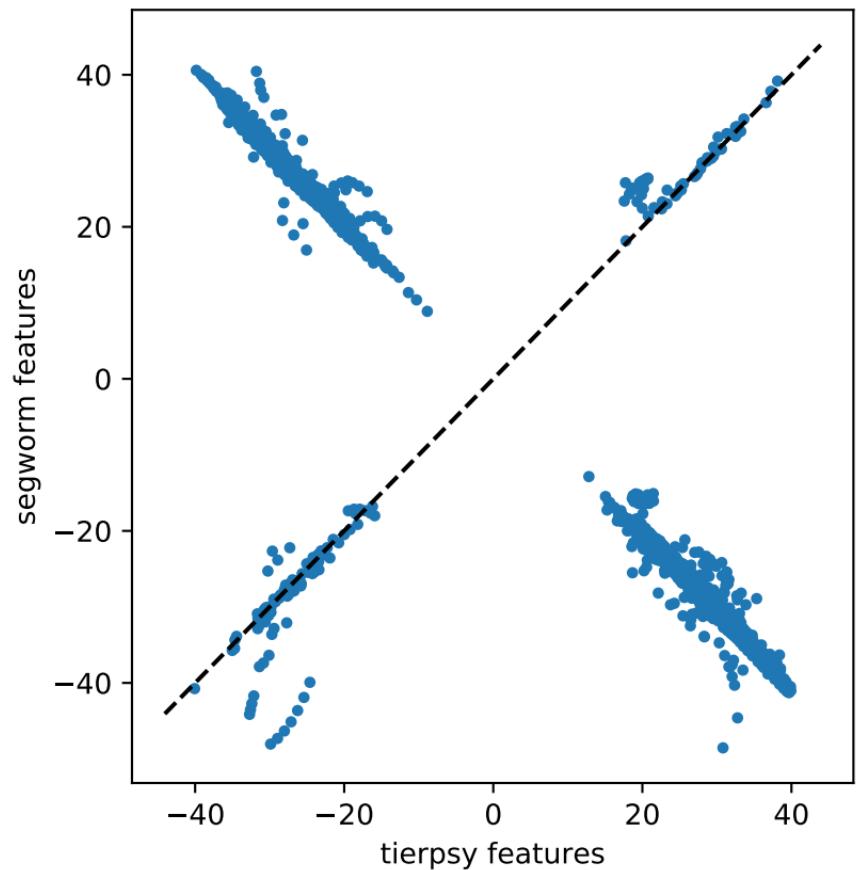
# locomotion.crawling\_bends.head.frequency



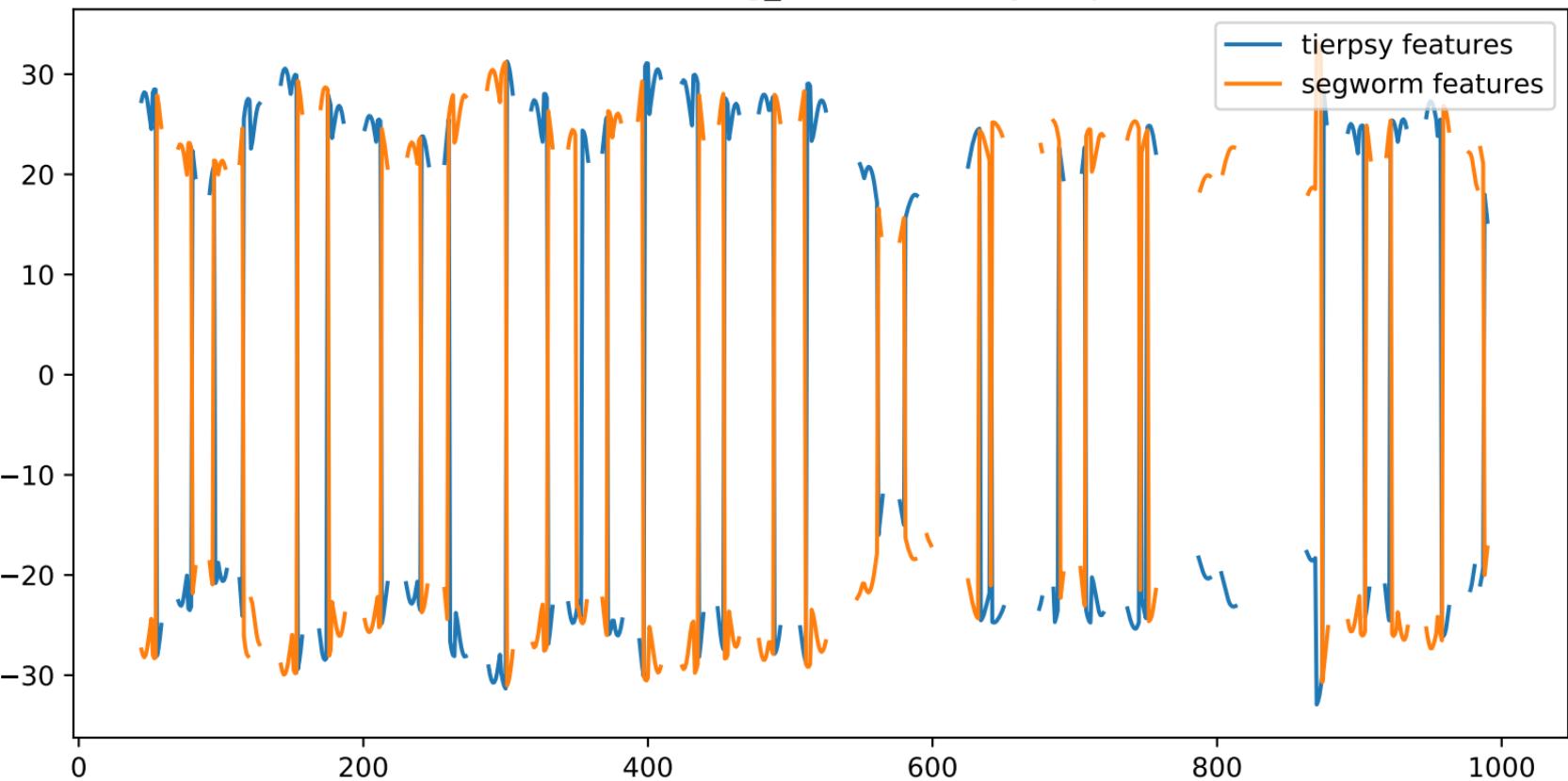
### locomotion.crawling\_bends.head.frequency



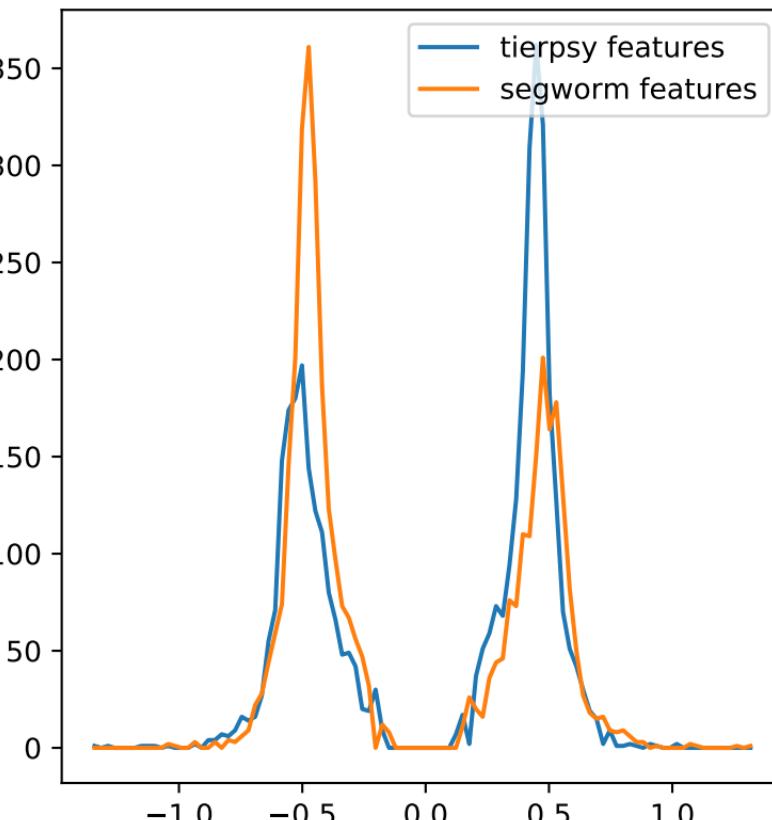
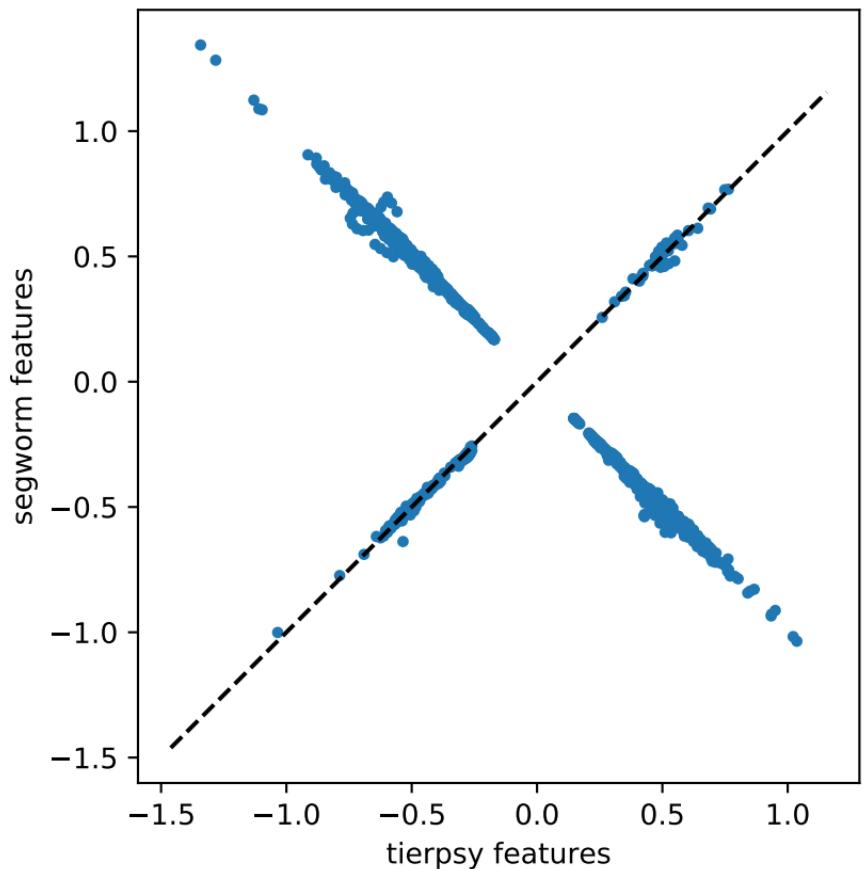
# locomotion.crawling\_bends.midbody.amplitude



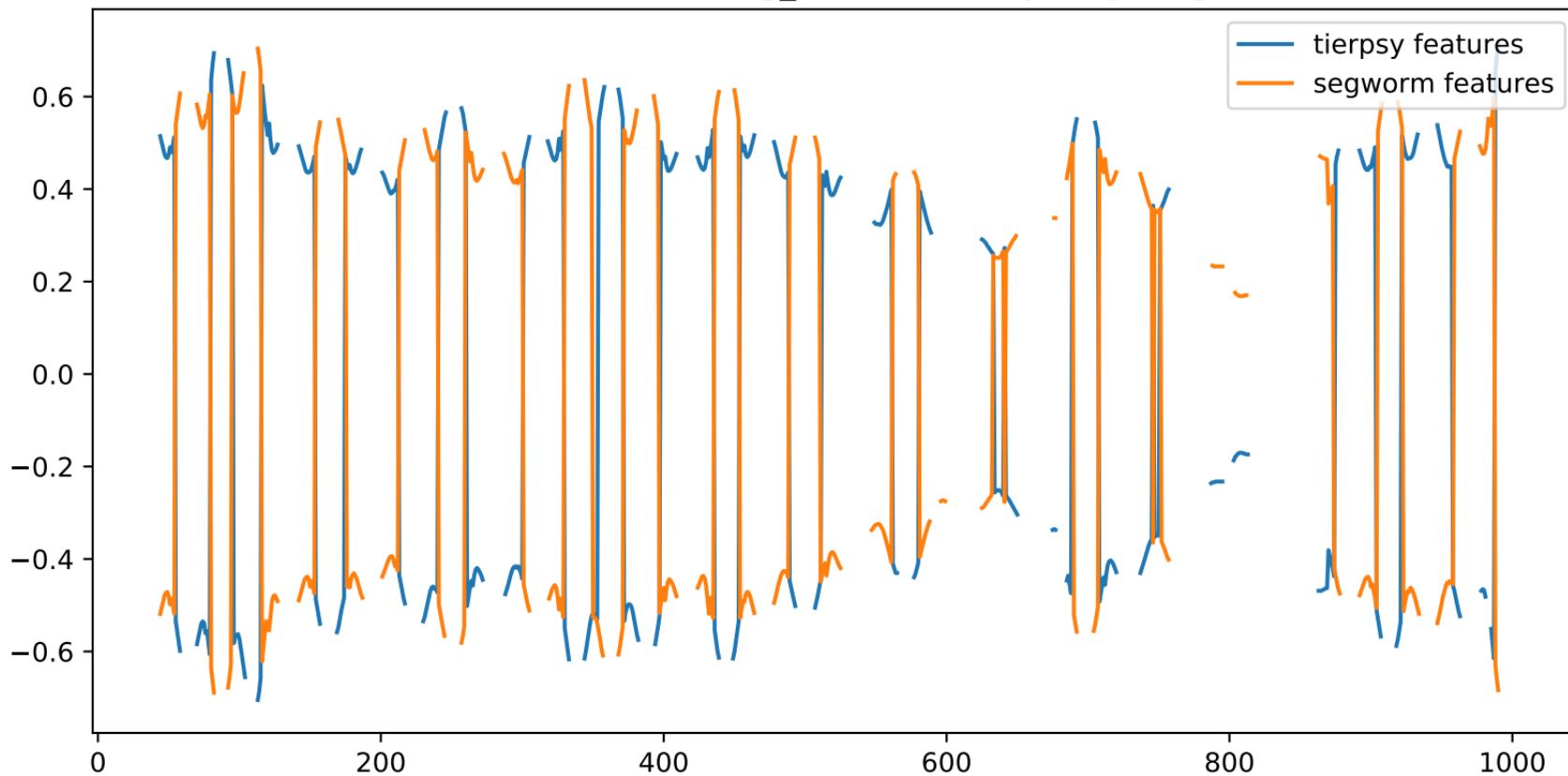
### locomotion.crawling\_bends.midbody.amplitude



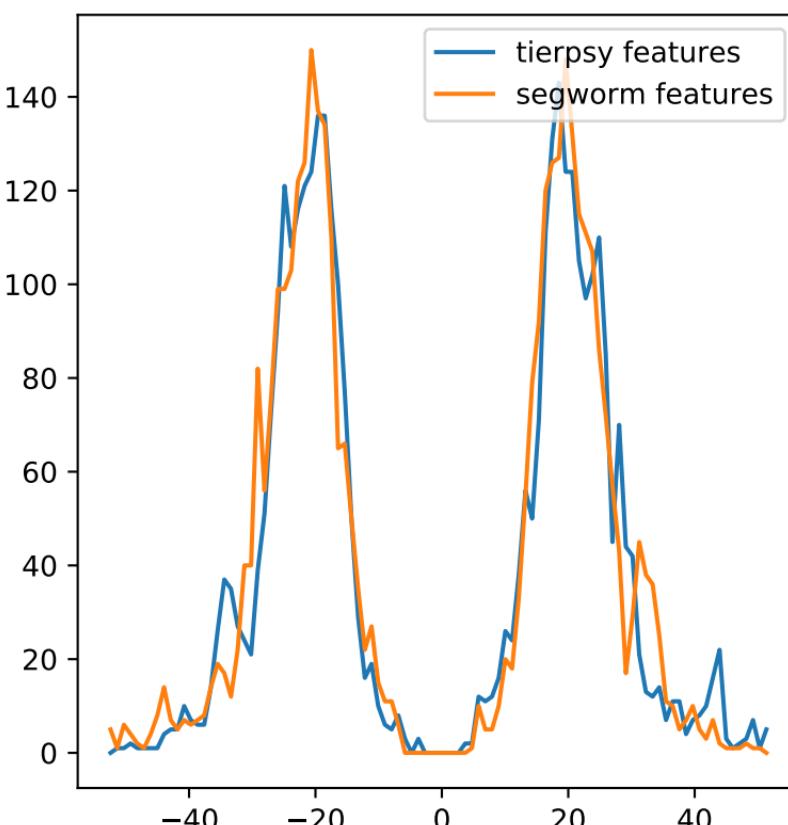
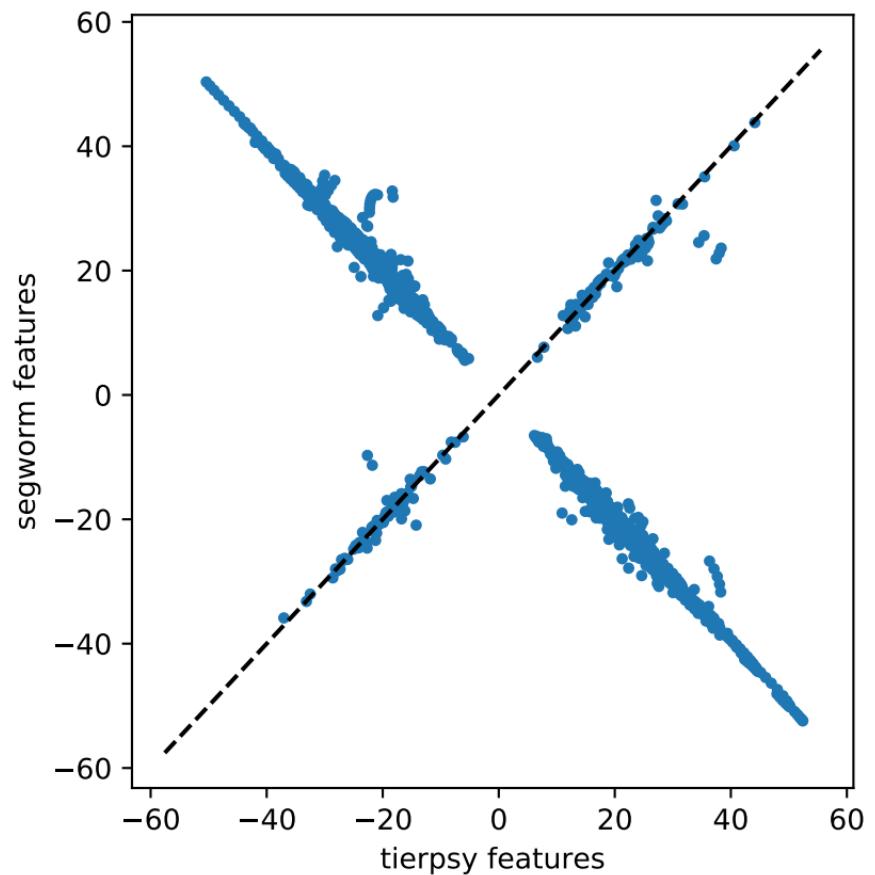
# locomotion.crawling\_bends.midbody.frequency



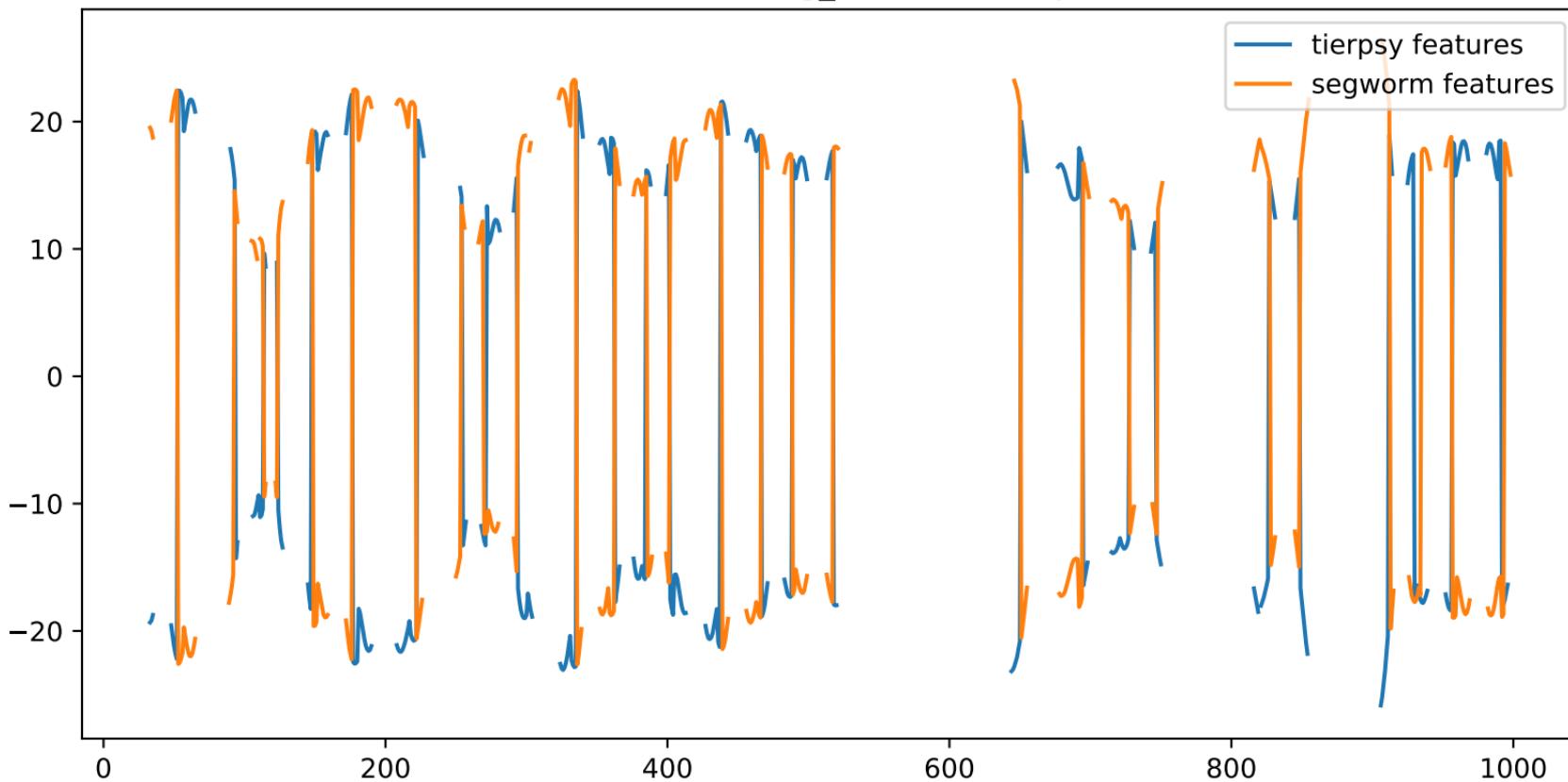
### locomotion.crawling\_bends.midbody.frequency



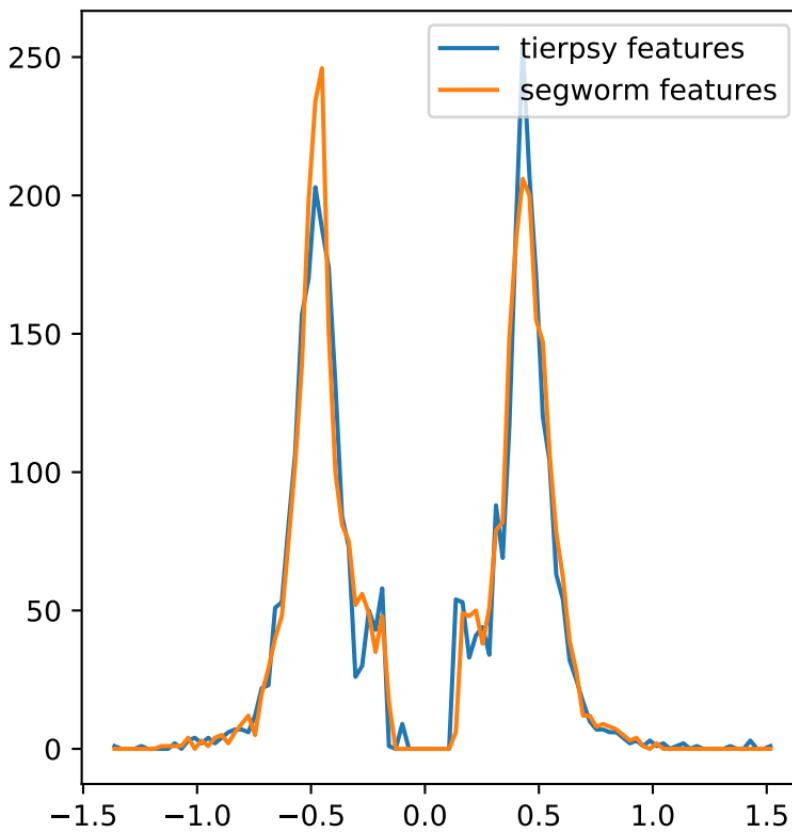
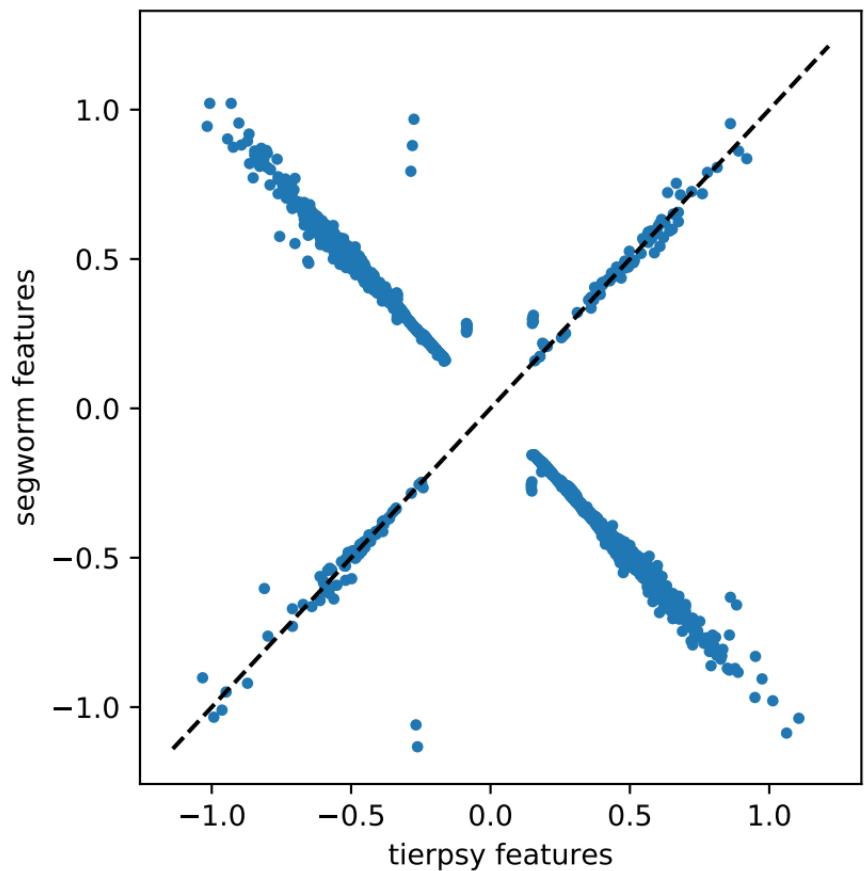
# locomotion.crawling\_bends.tail.amplitude



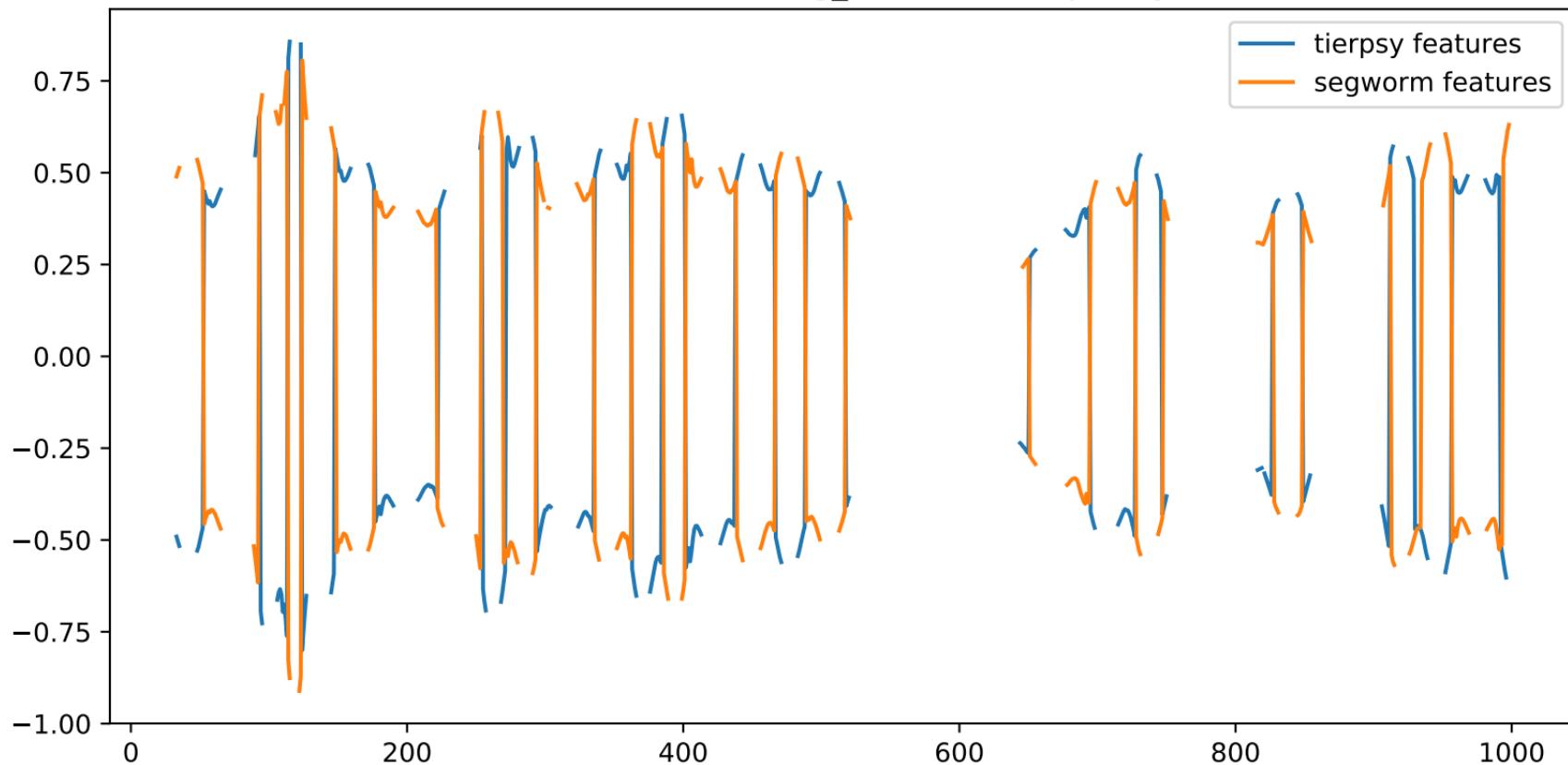
### locomotion.crawling\_bends.tail.amplitude



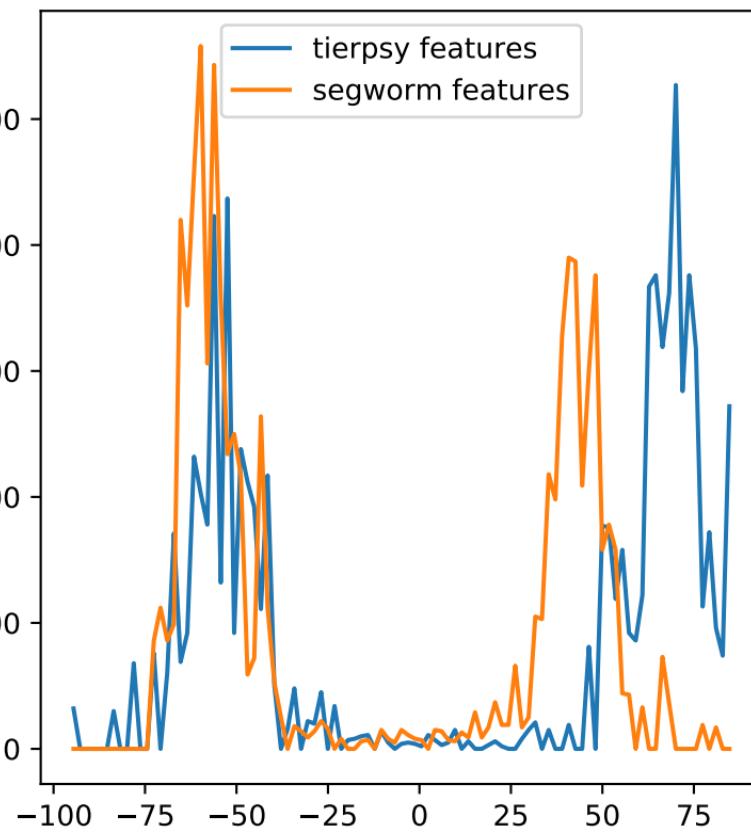
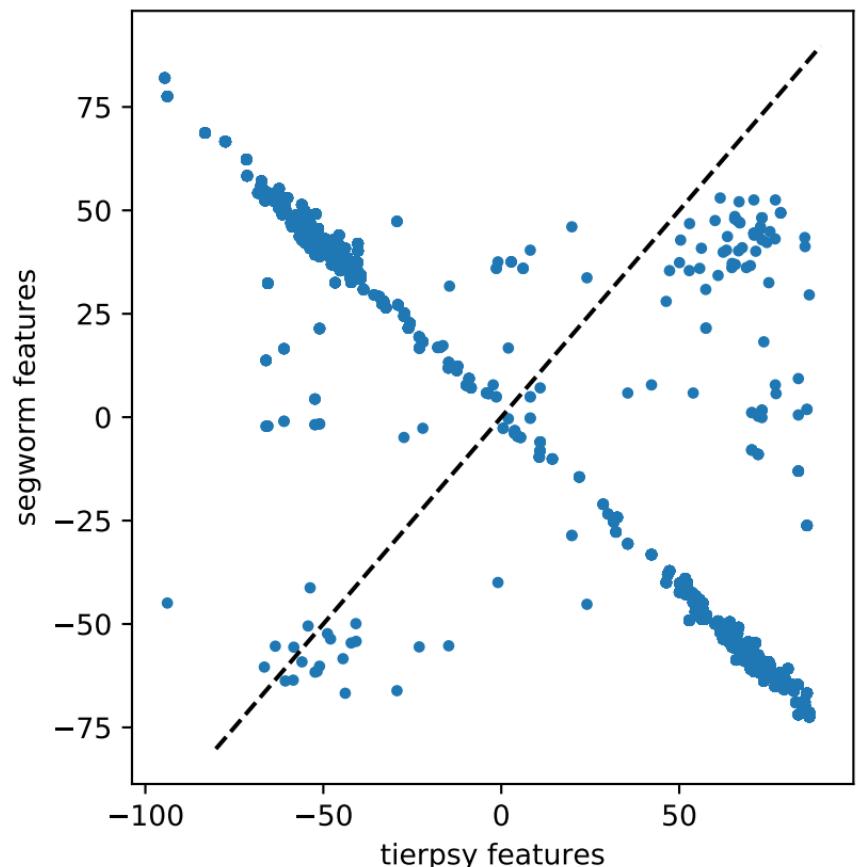
# locomotion.crawling\_bends.tail.frequency



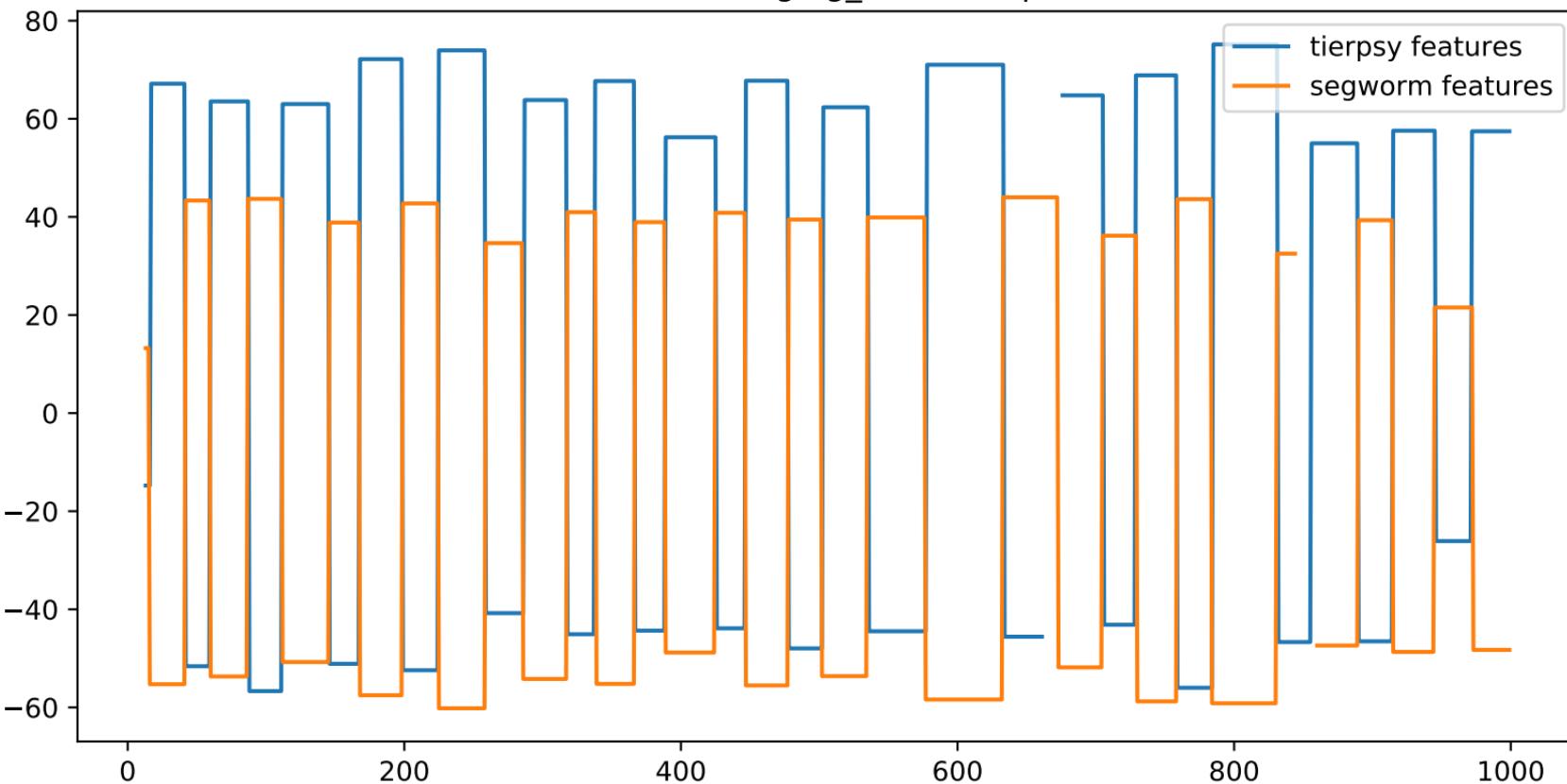
### locomotion.crawling\_bends.tail.frequency



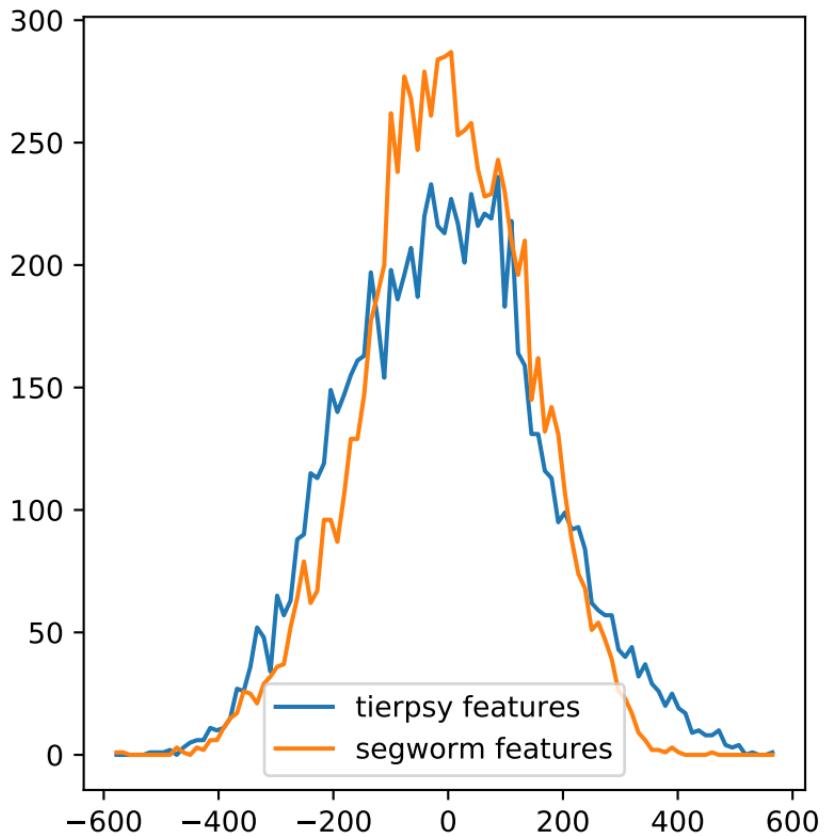
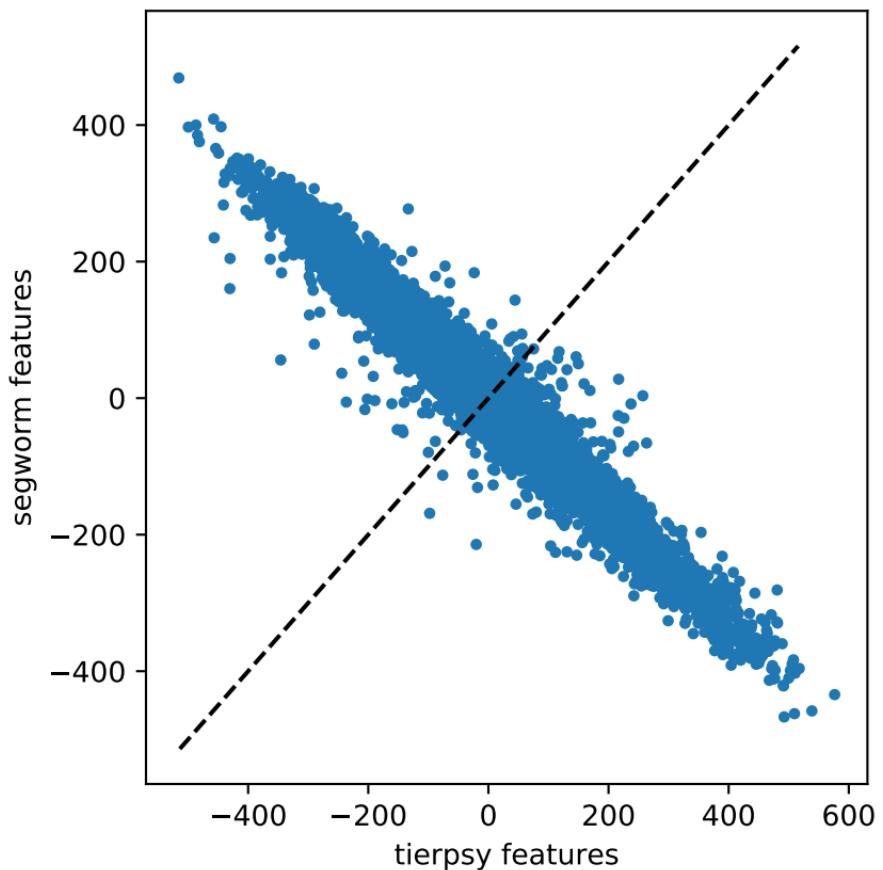
# locomotion.foraging\_bends.amplitude



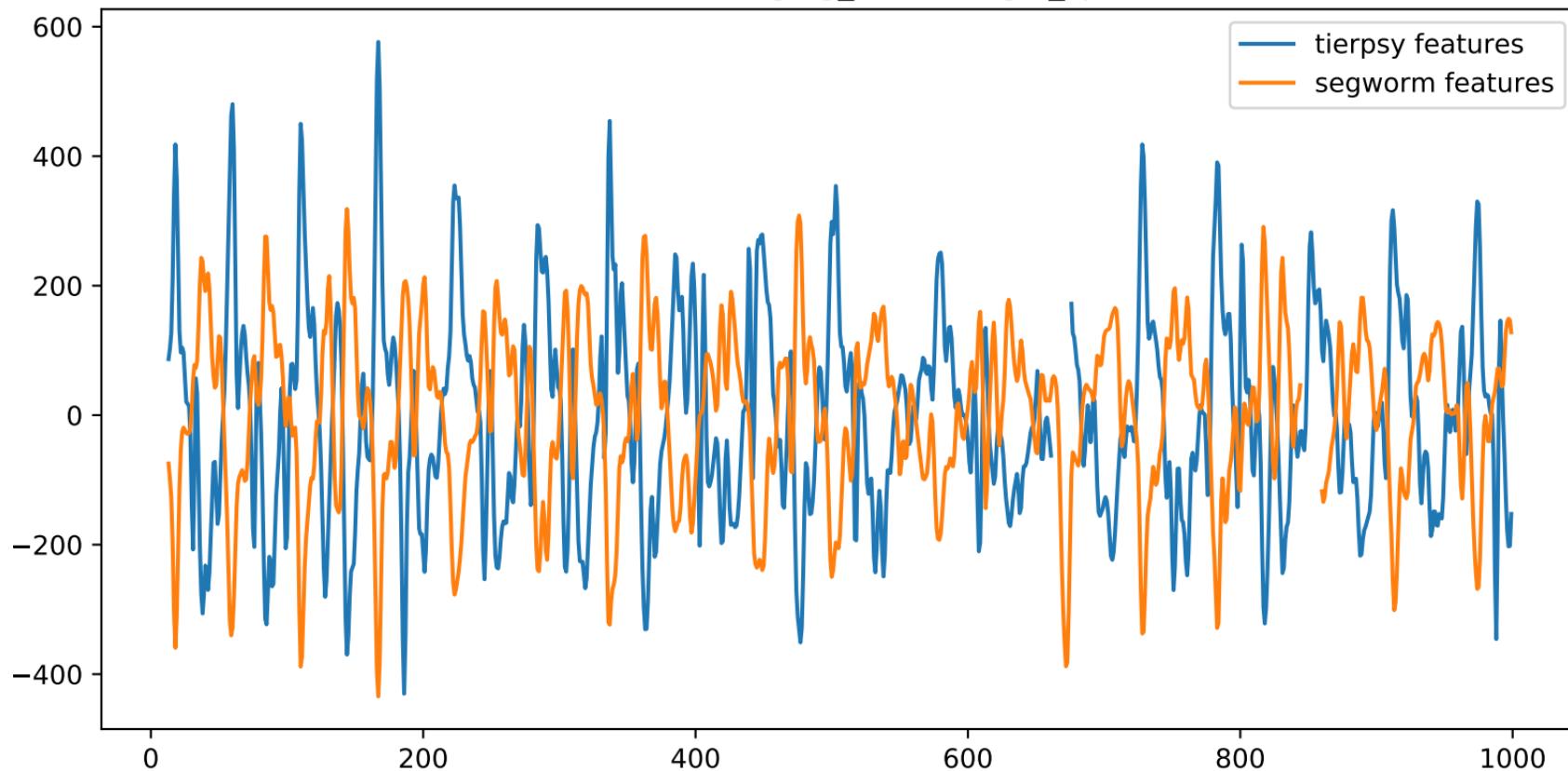
### locomotion.foraging\_bends.amplitude



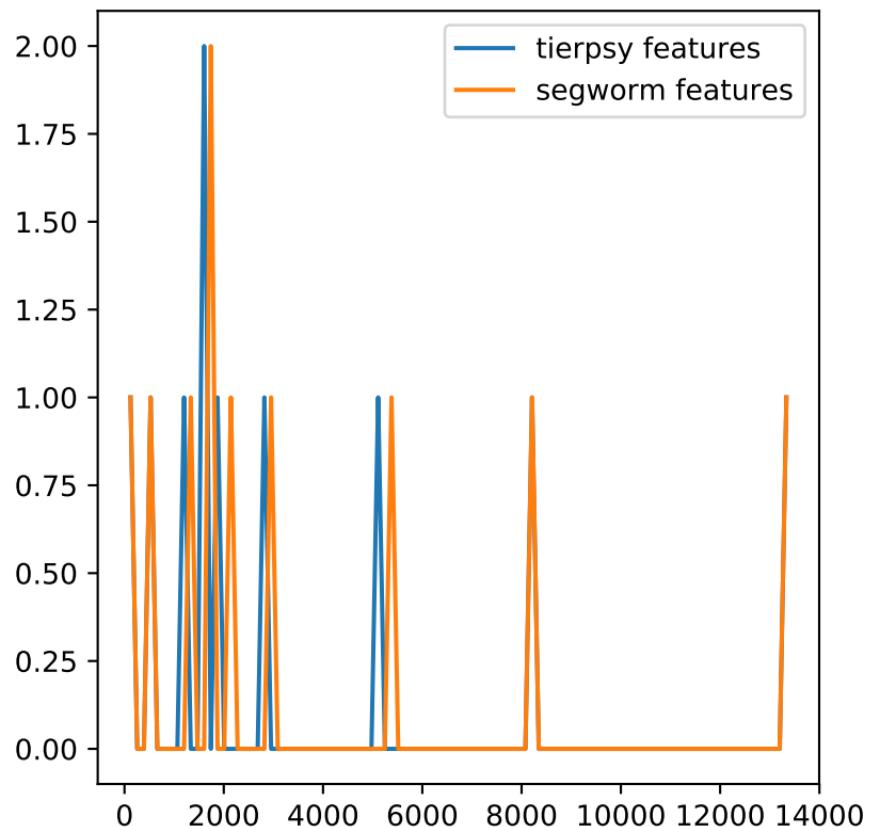
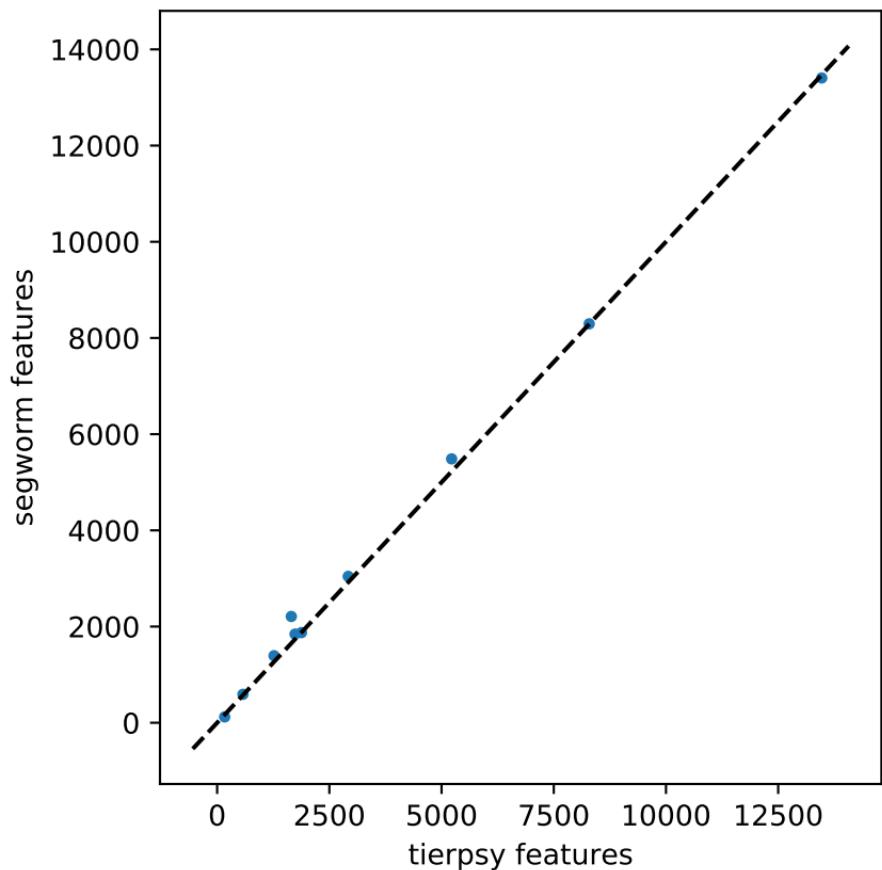
### locomotion.foraging\_bends.angle\_speed



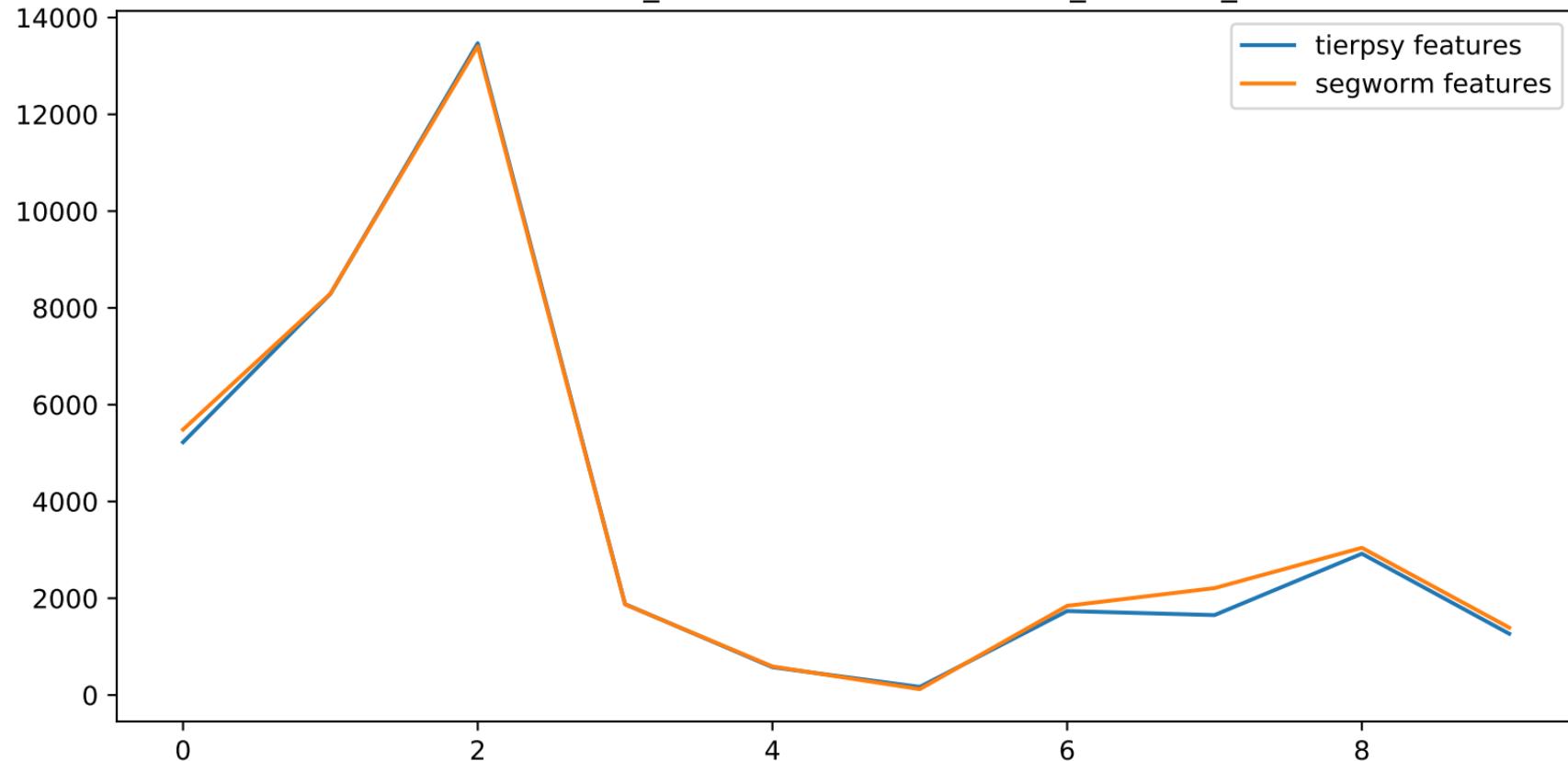
### locomotion.foraging\_bends.angle\_speed



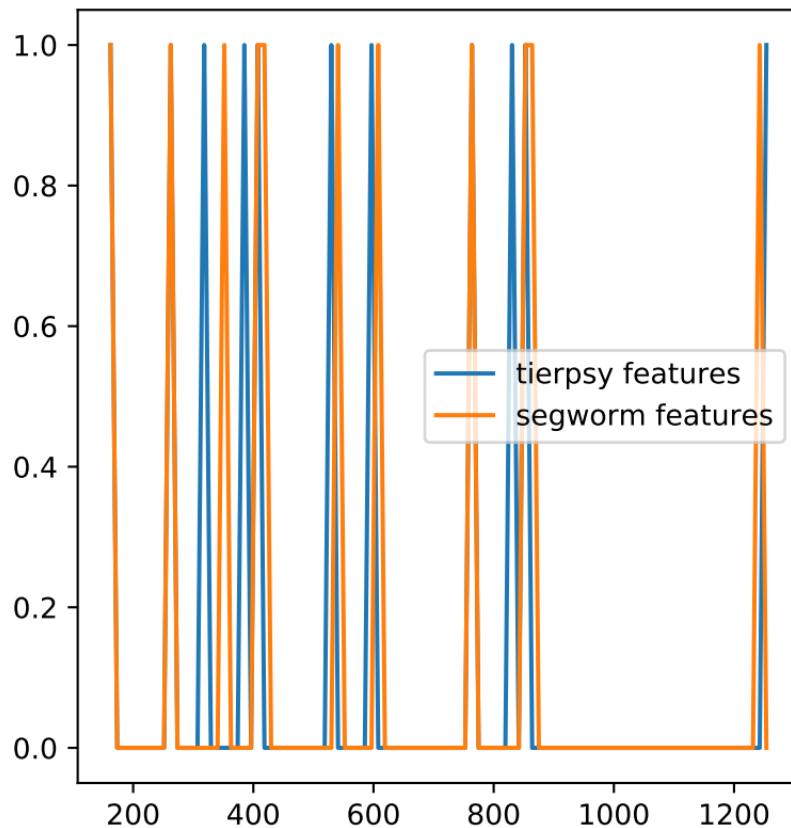
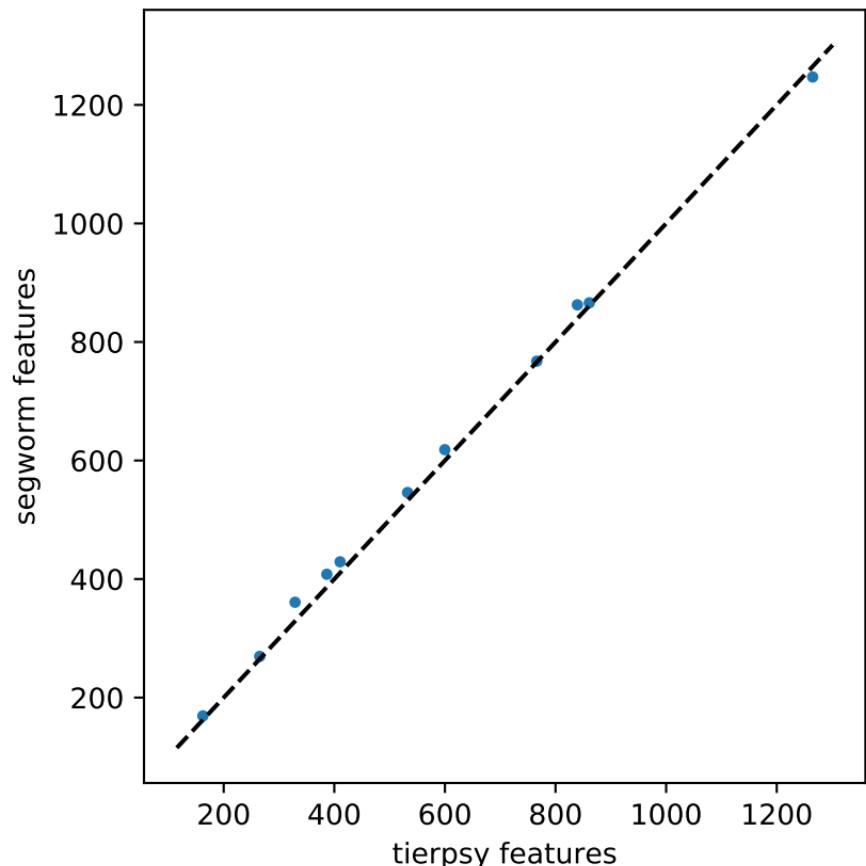
### locomotion.motion\_events.backward.distance\_between\_events



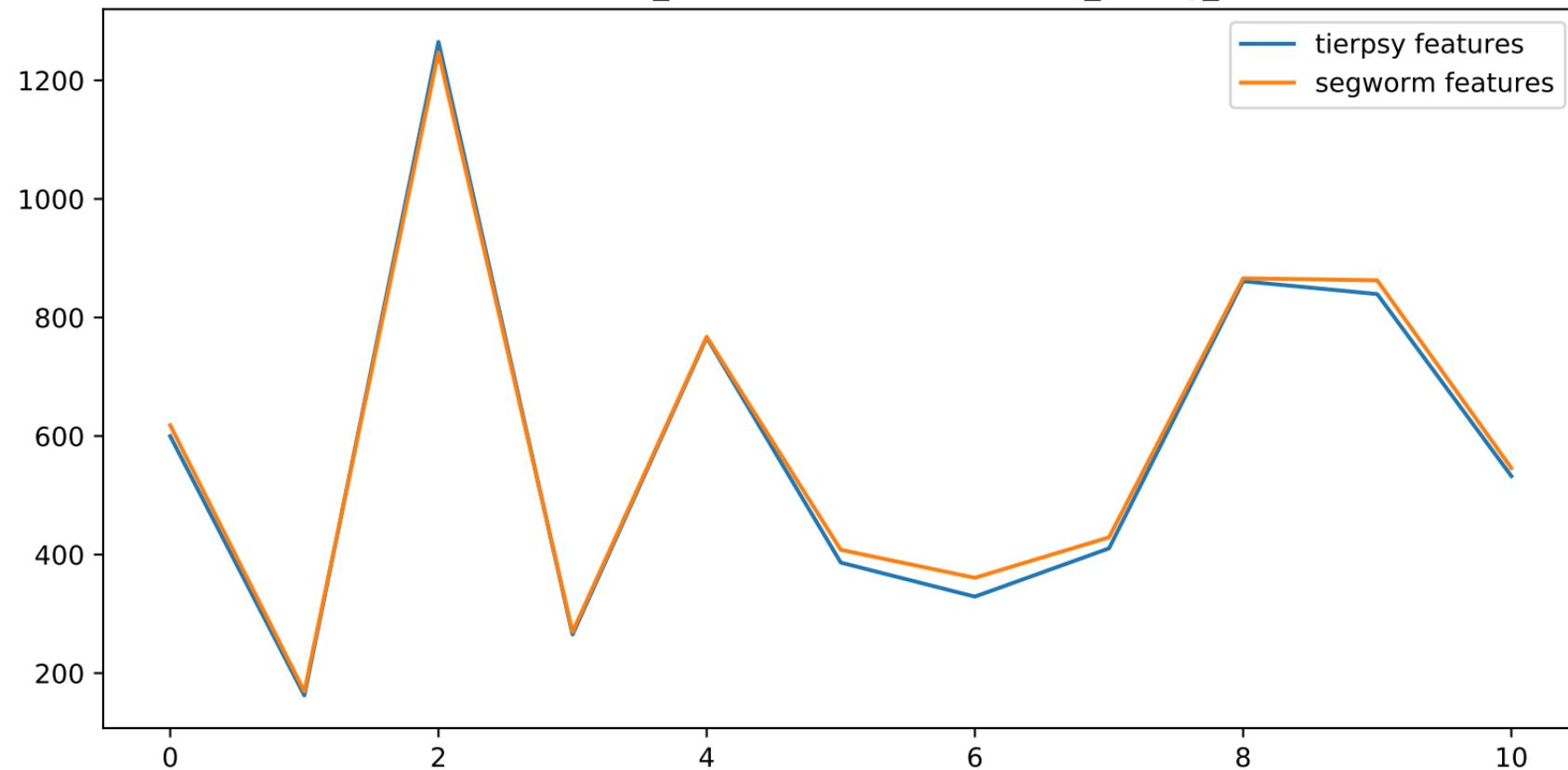
### locomotion.motion\_events.backward.distance\_between\_events



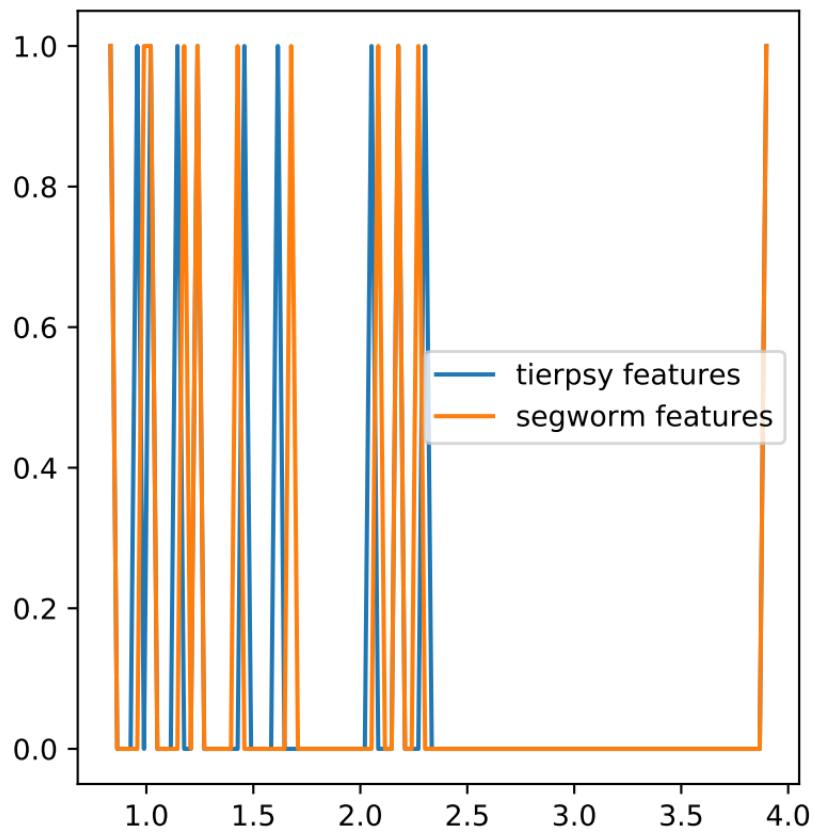
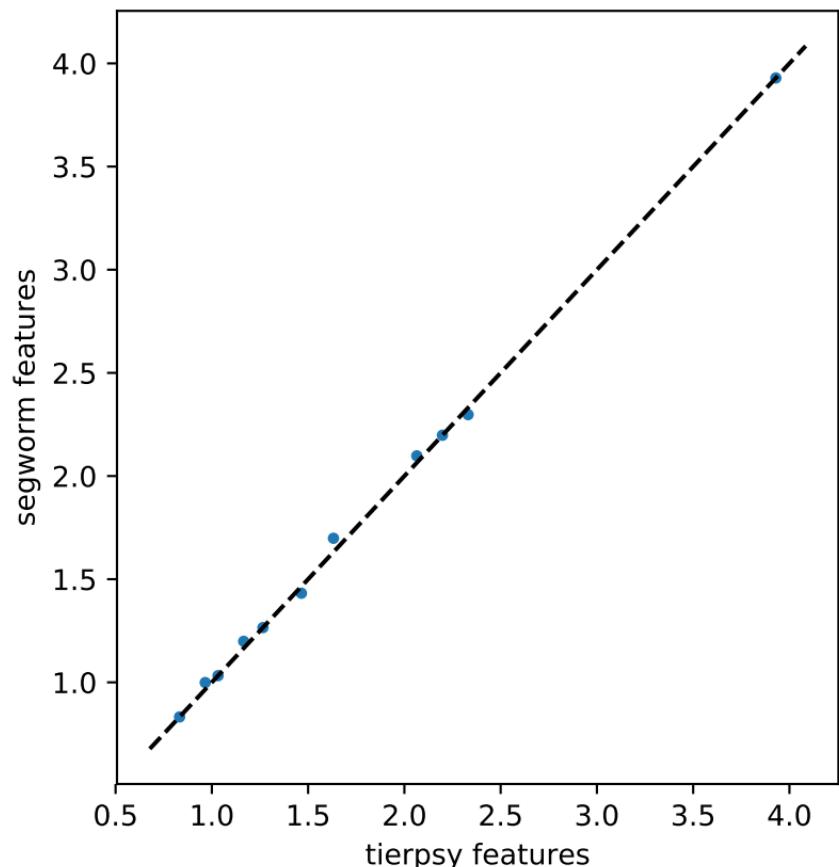
### locomotion.motion\_events.backward.distance\_during\_events



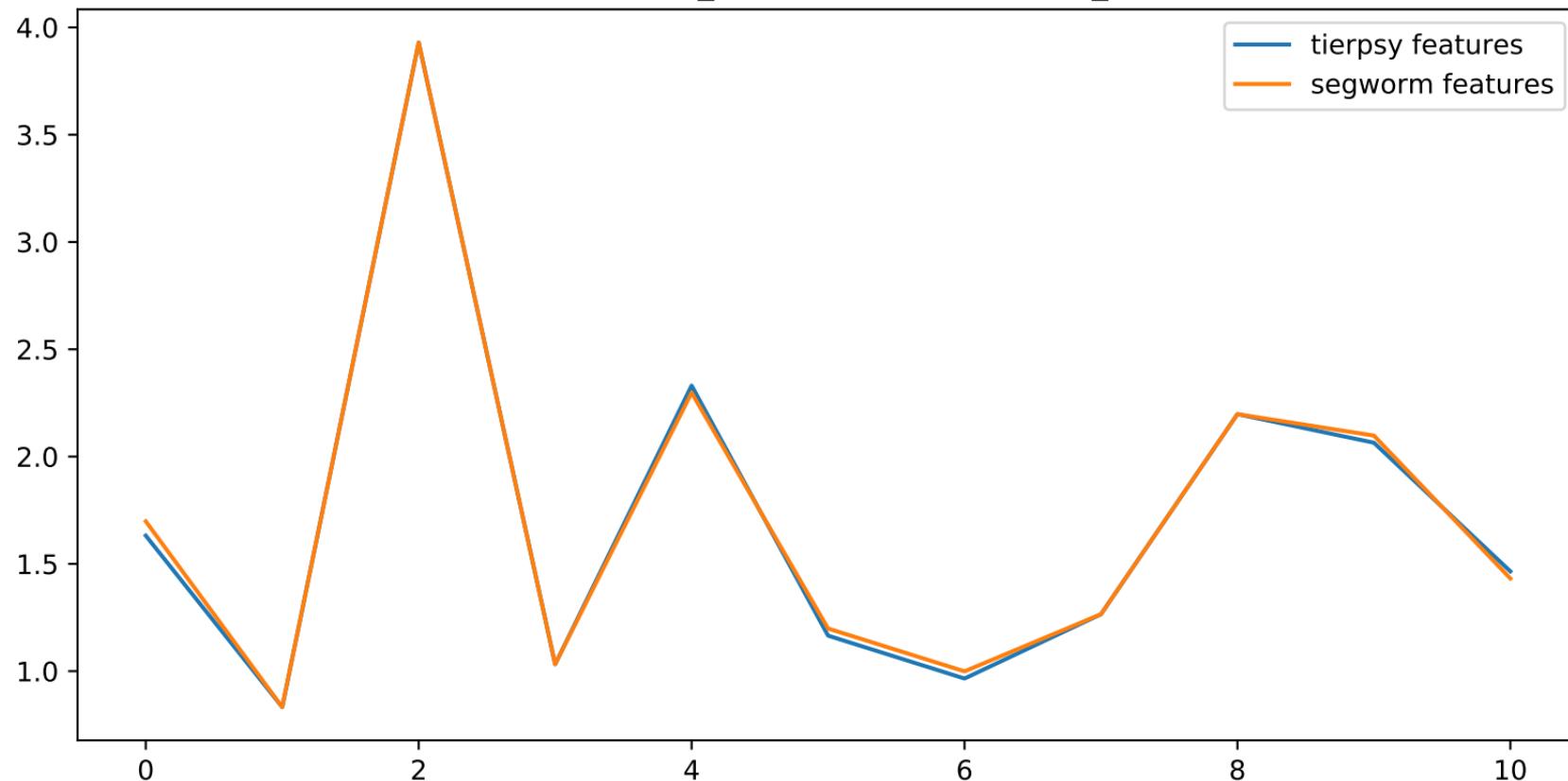
### locomotion.motion\_events.backward.distance\_during\_events



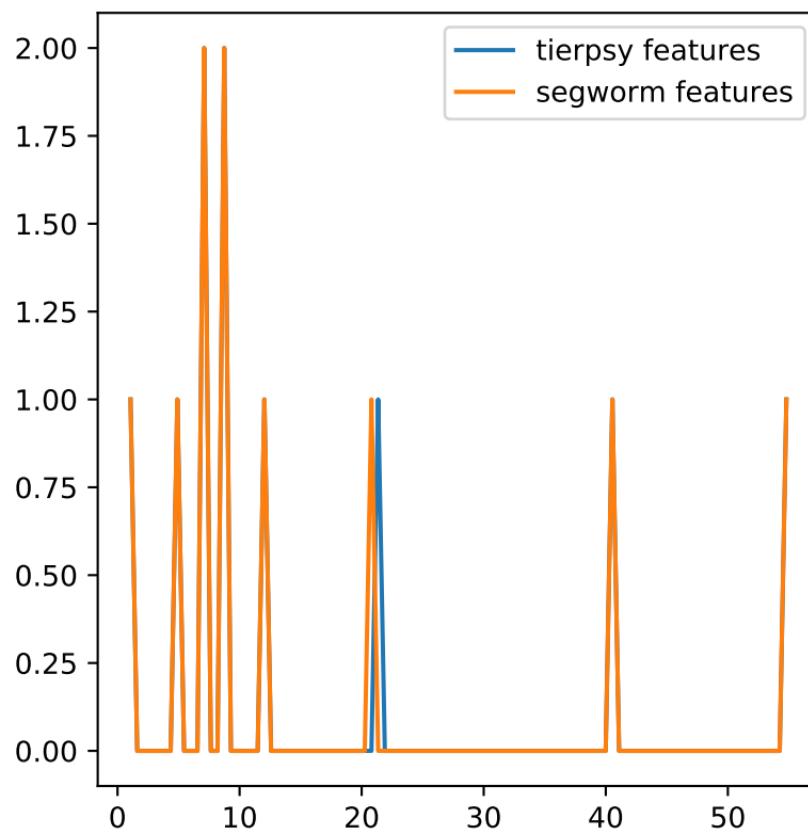
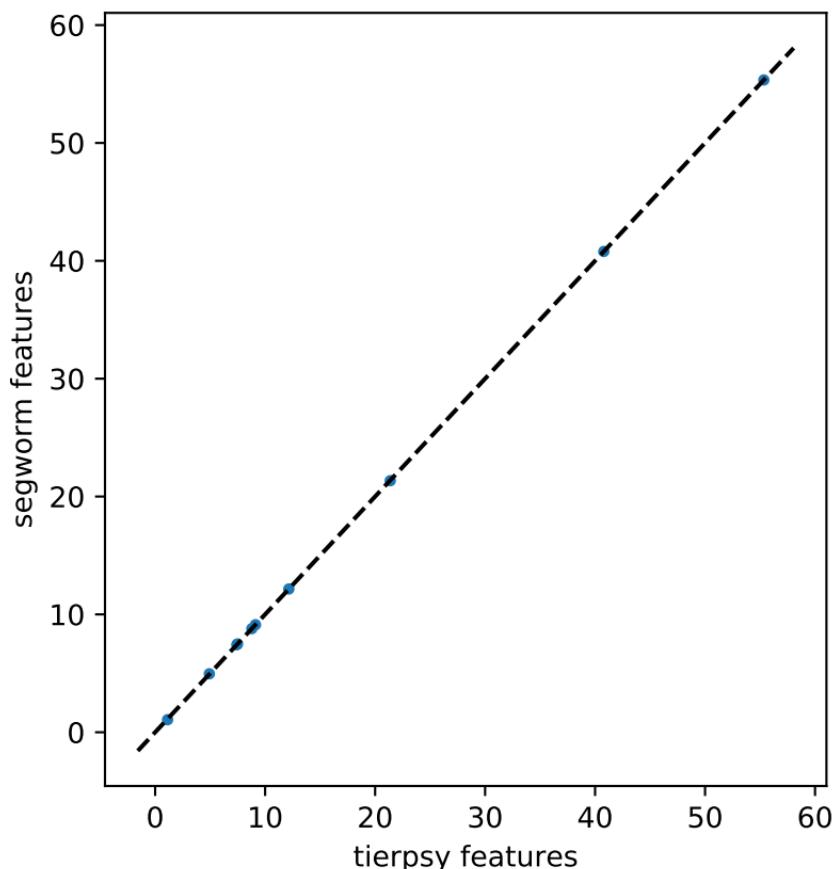
### locomotion.motion\_events.backward.event\_durations



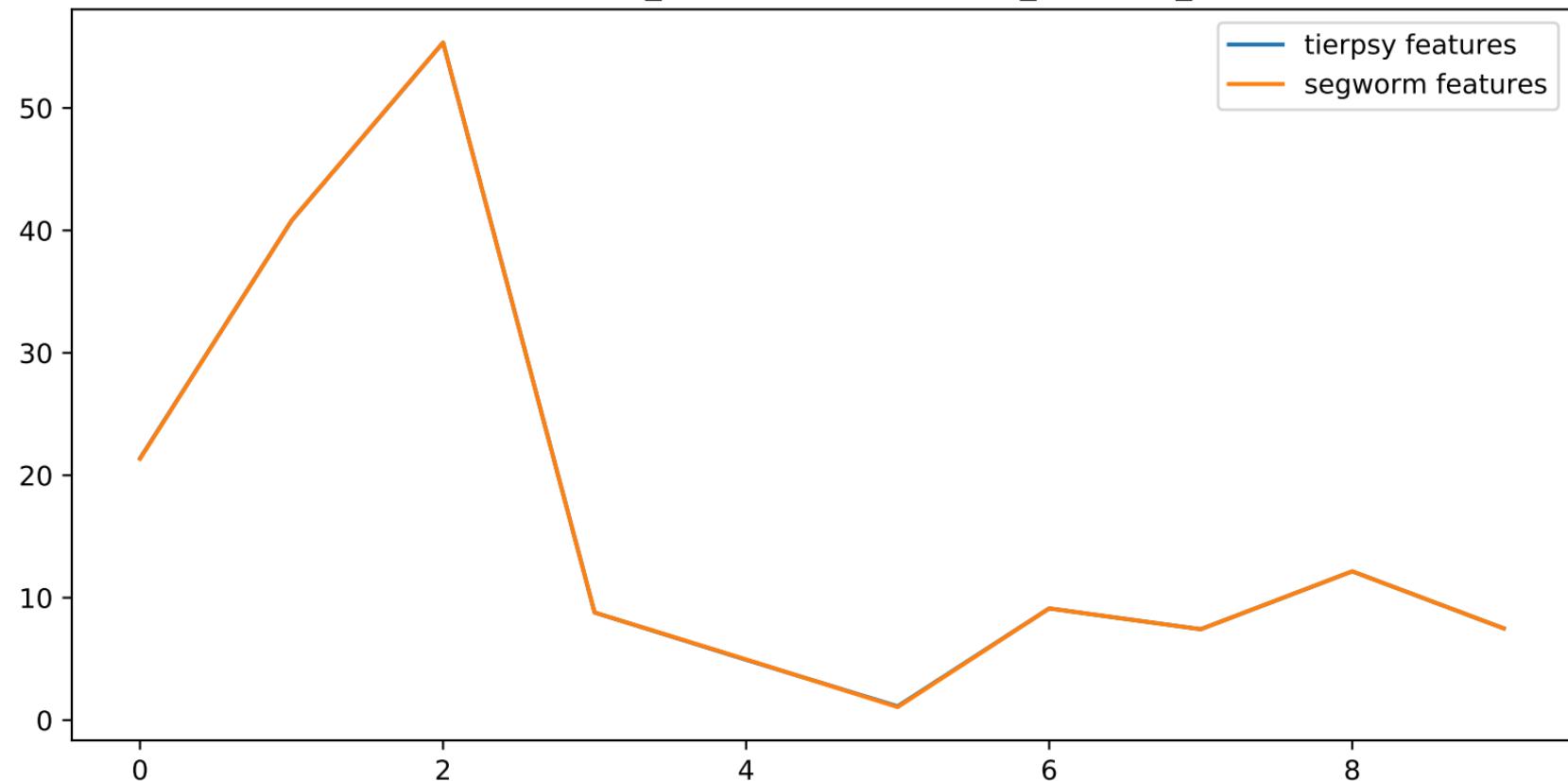
### locomotion.motion\_events.backward.event\_durations



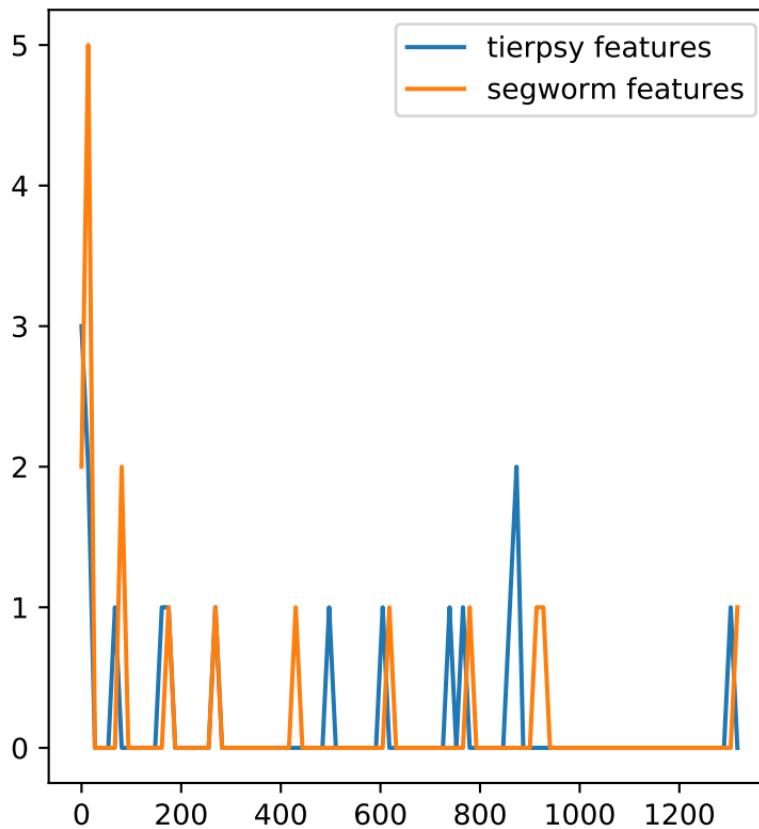
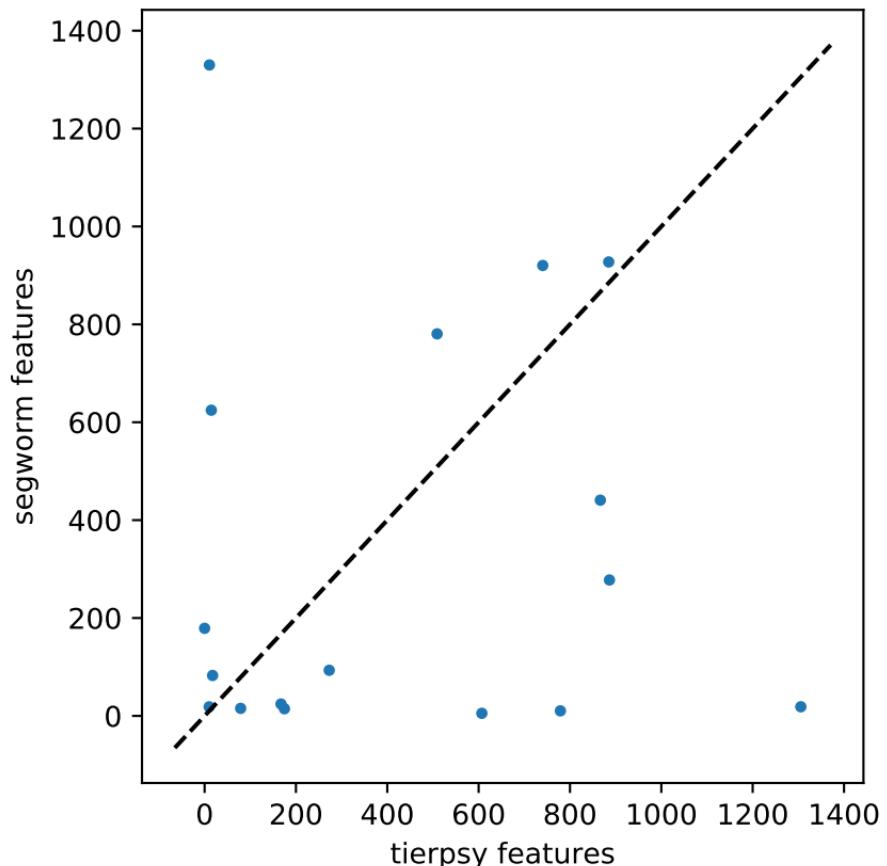
### locomotion.motion\_events.backward.time\_between\_events



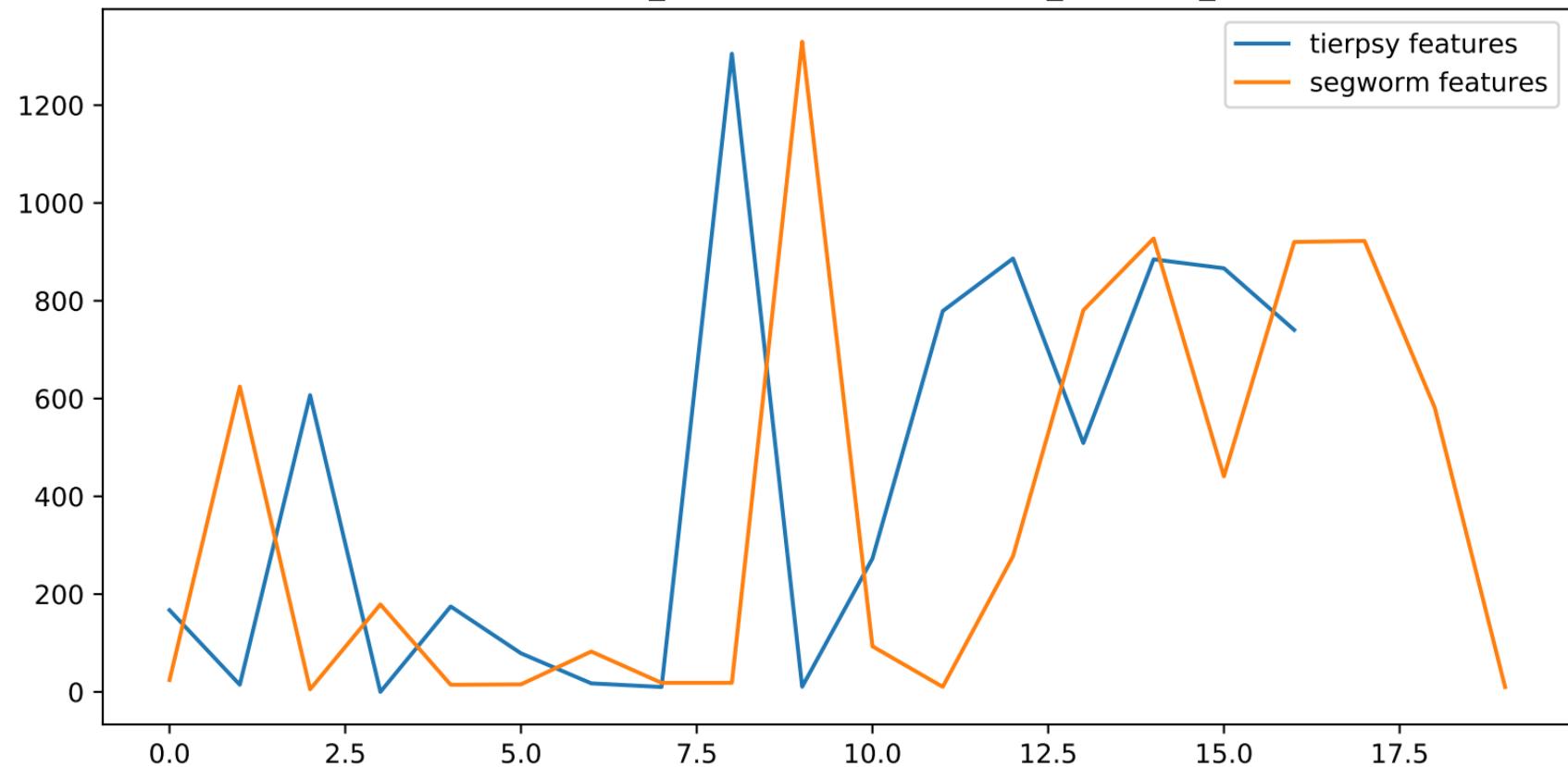
### locomotion.motion\_events.backward.time\_between\_events



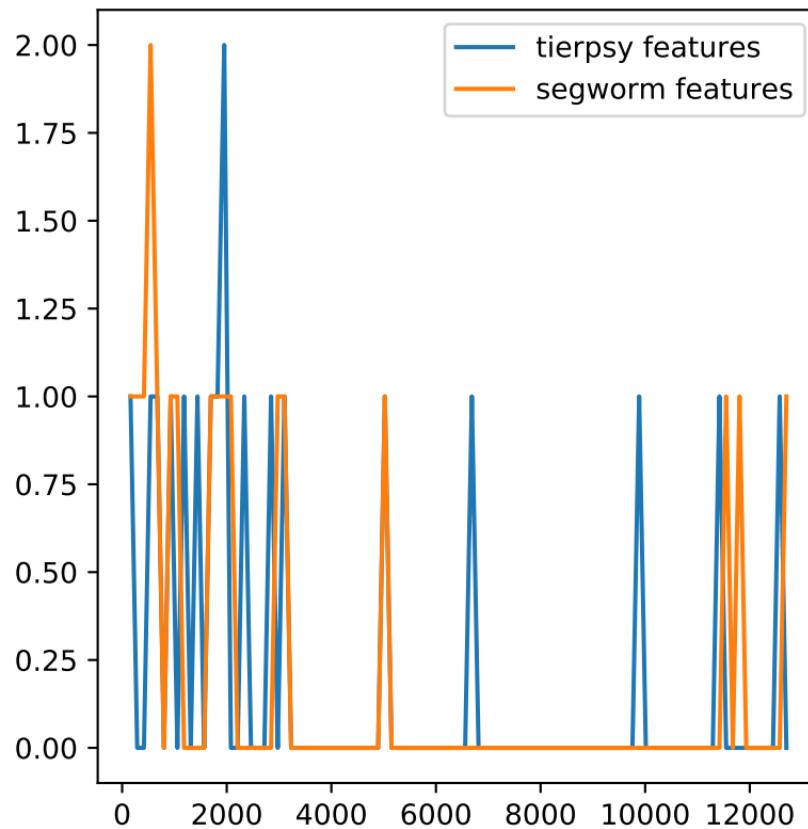
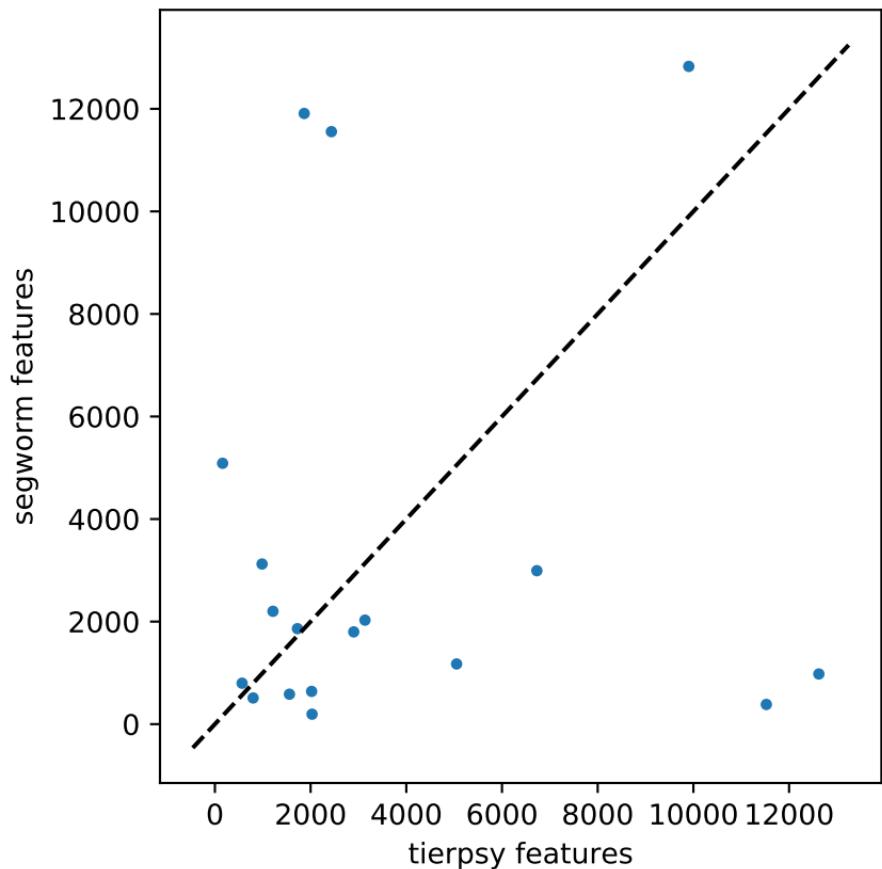
### locomotion.motion\_events.forward.distance\_between\_events



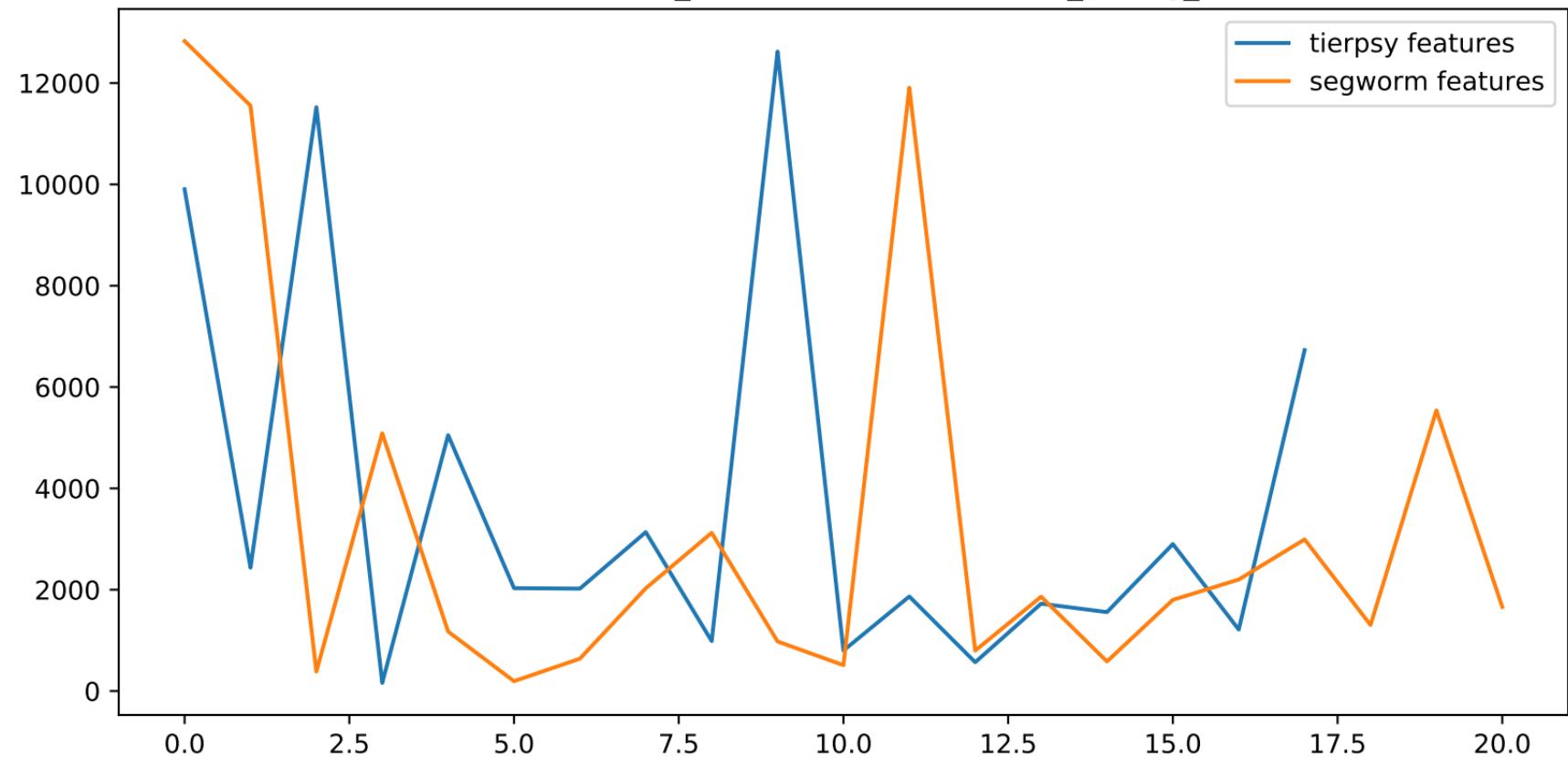
### locomotion.motion\_events.forward.distance\_between\_events



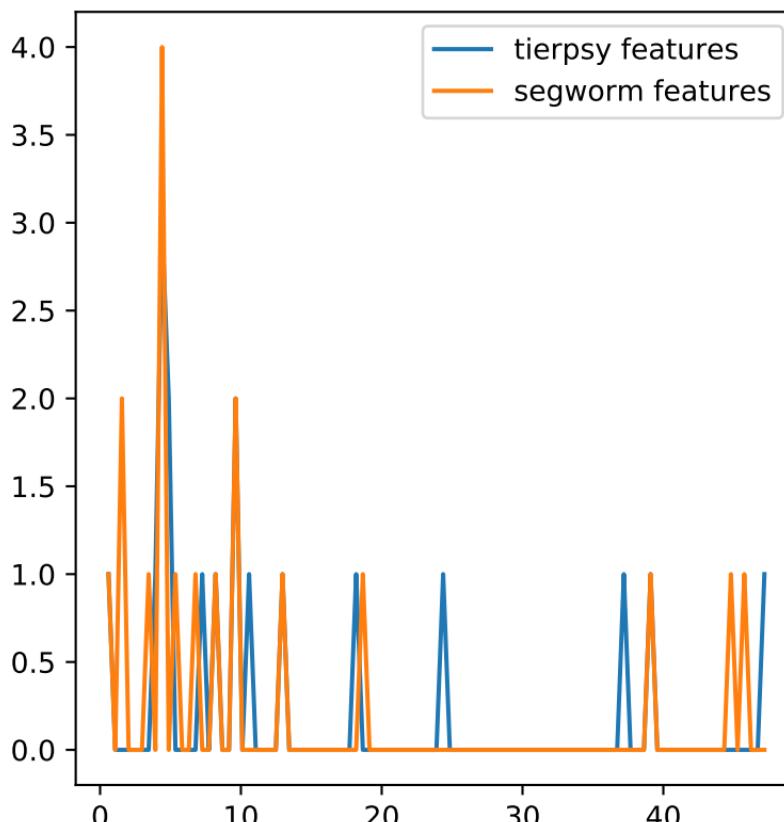
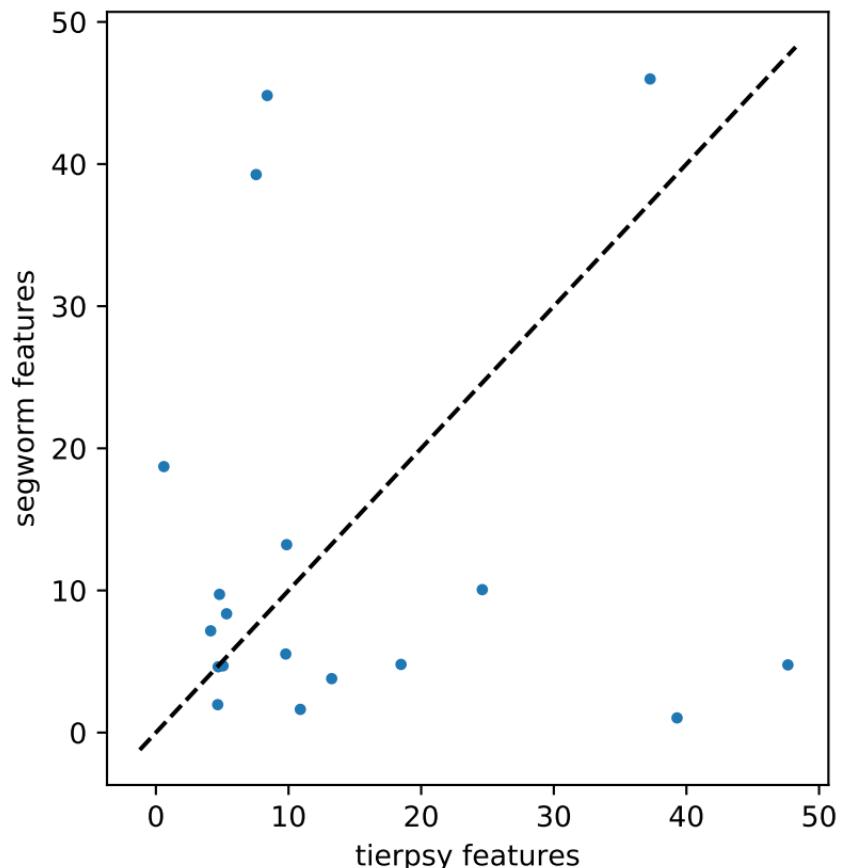
# locomotion.motion\_events.forward.distance\_during\_events



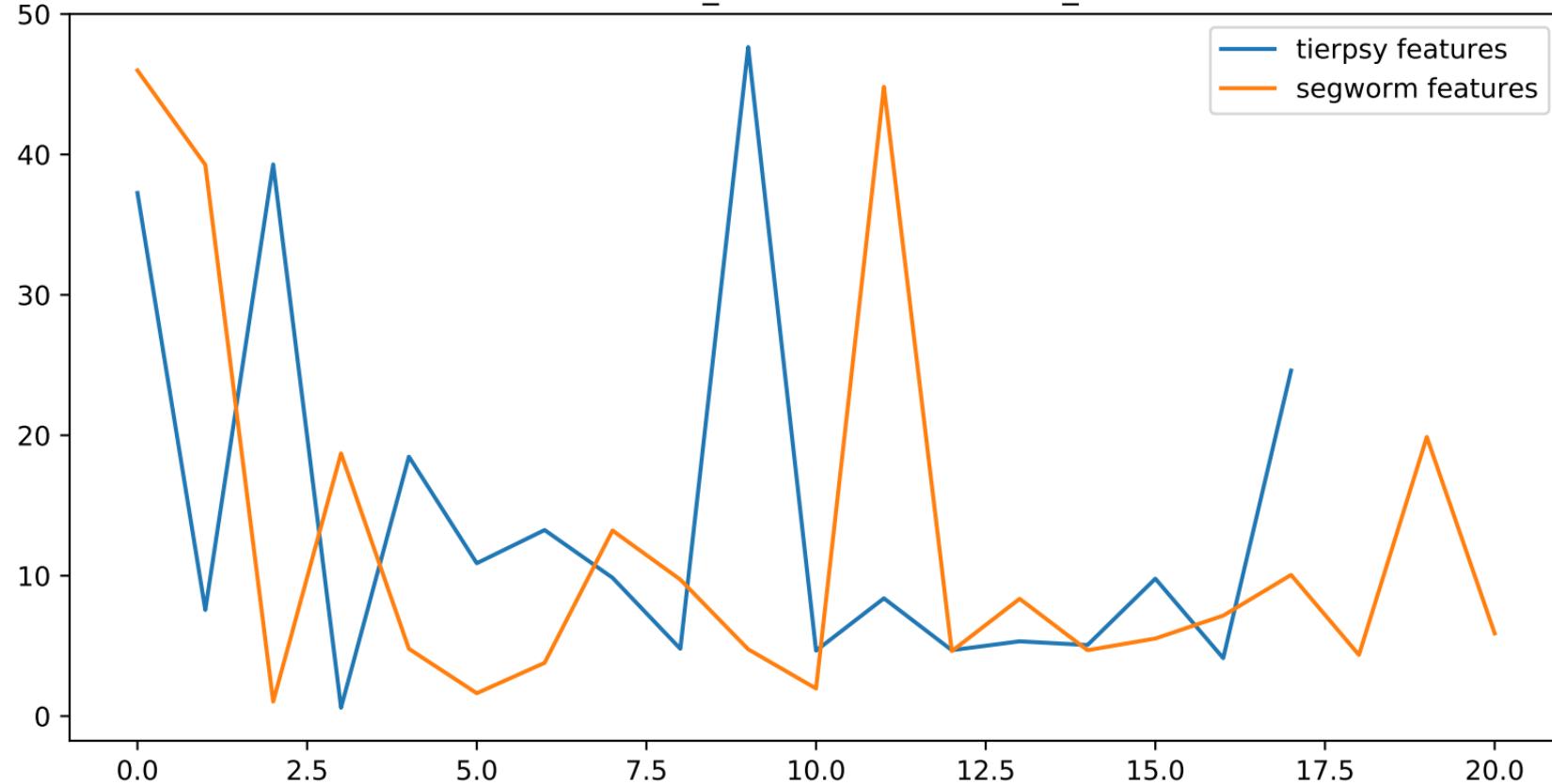
### locomotion.motion\_events.forward.distance\_during\_events



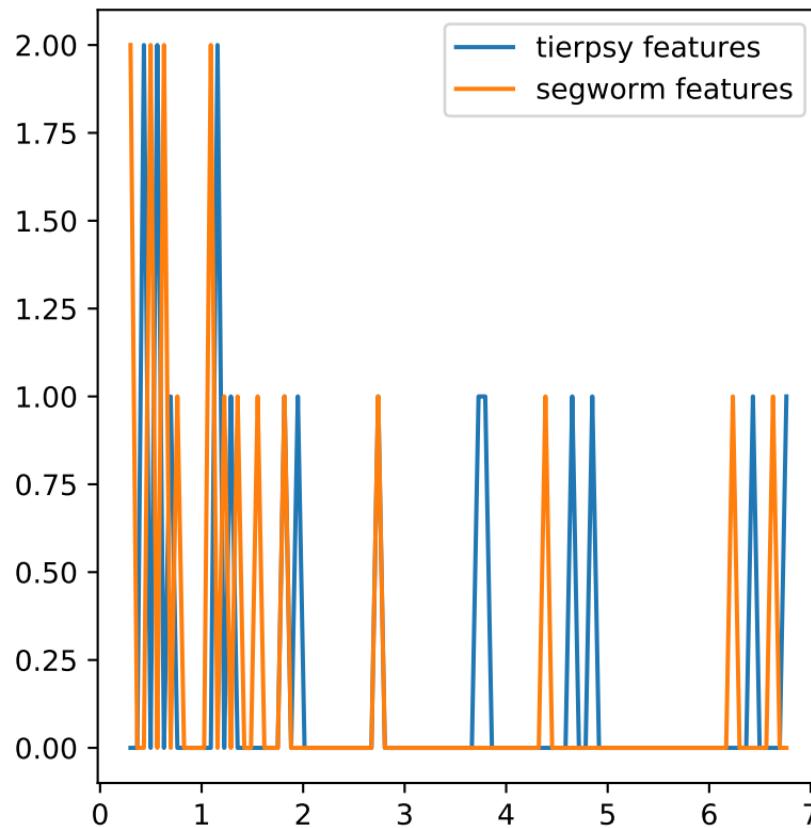
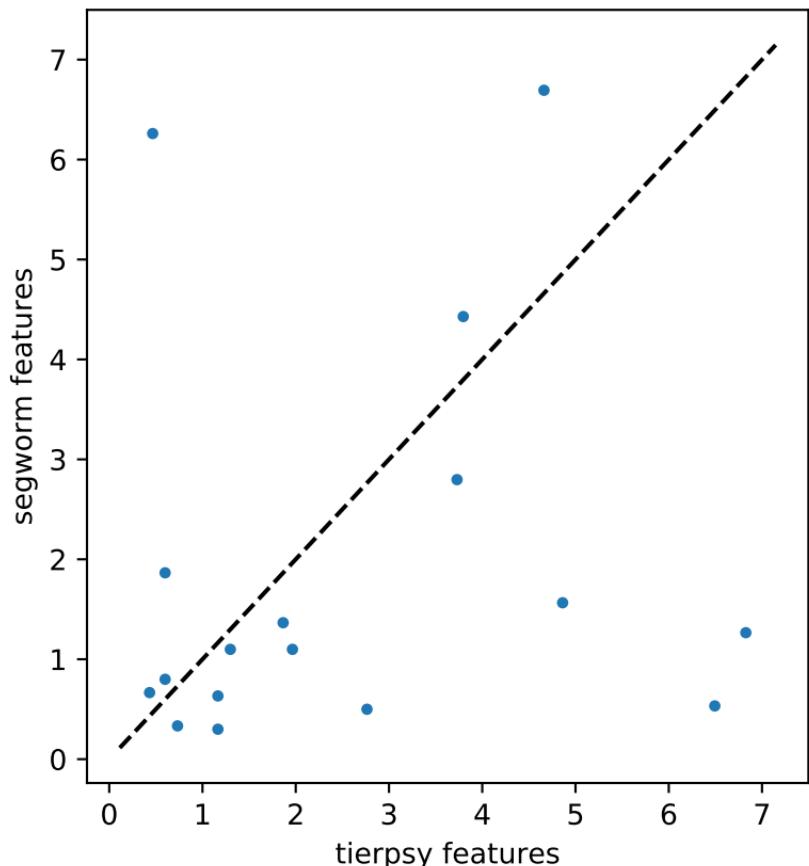
### locomotion.motion\_events.forward.event\_durations



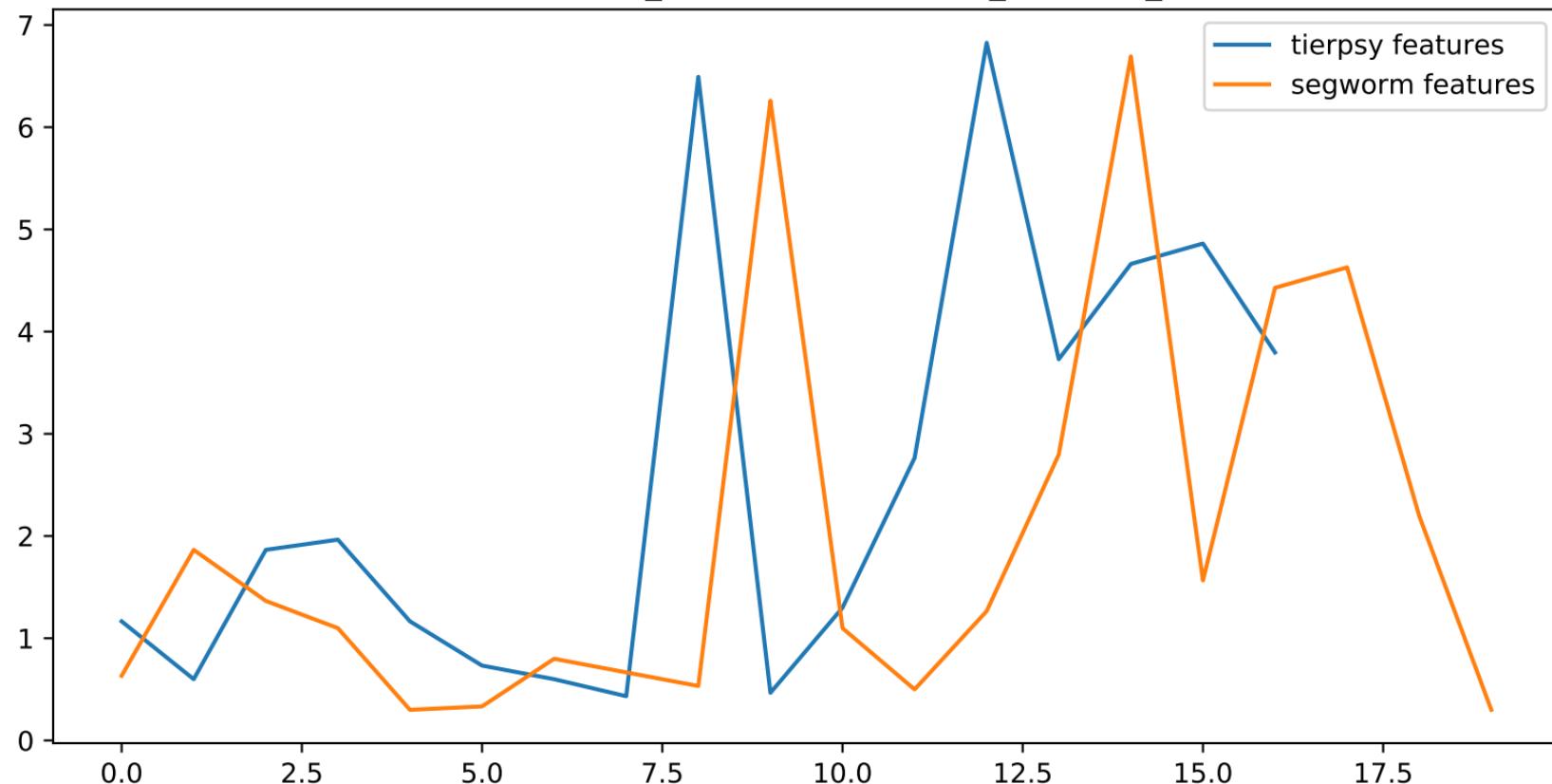
### locomotion.motion\_events.forward.event\_durations



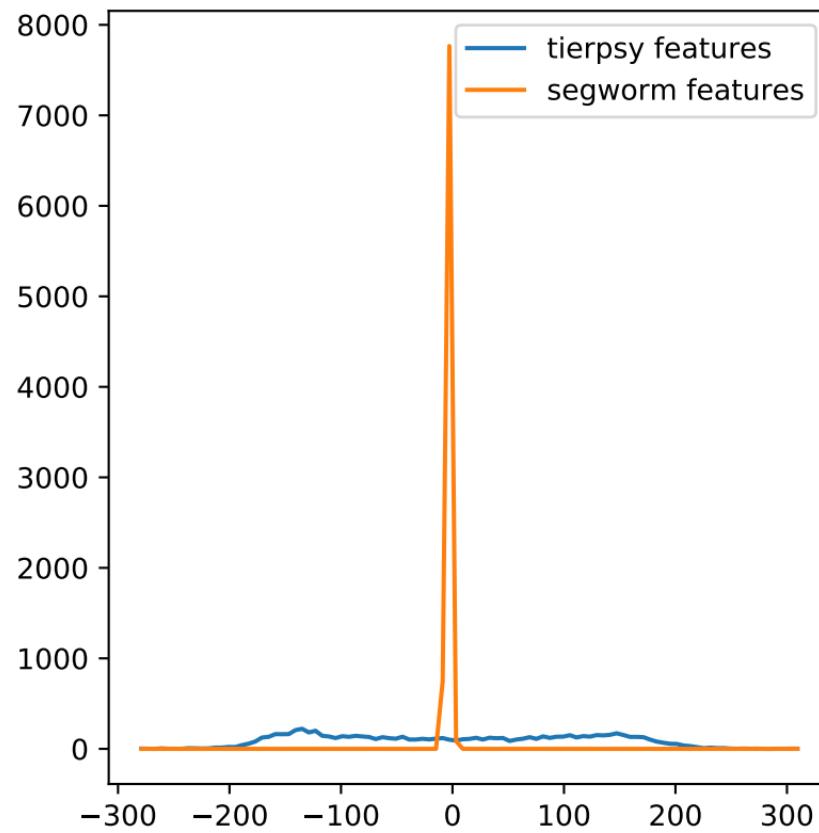
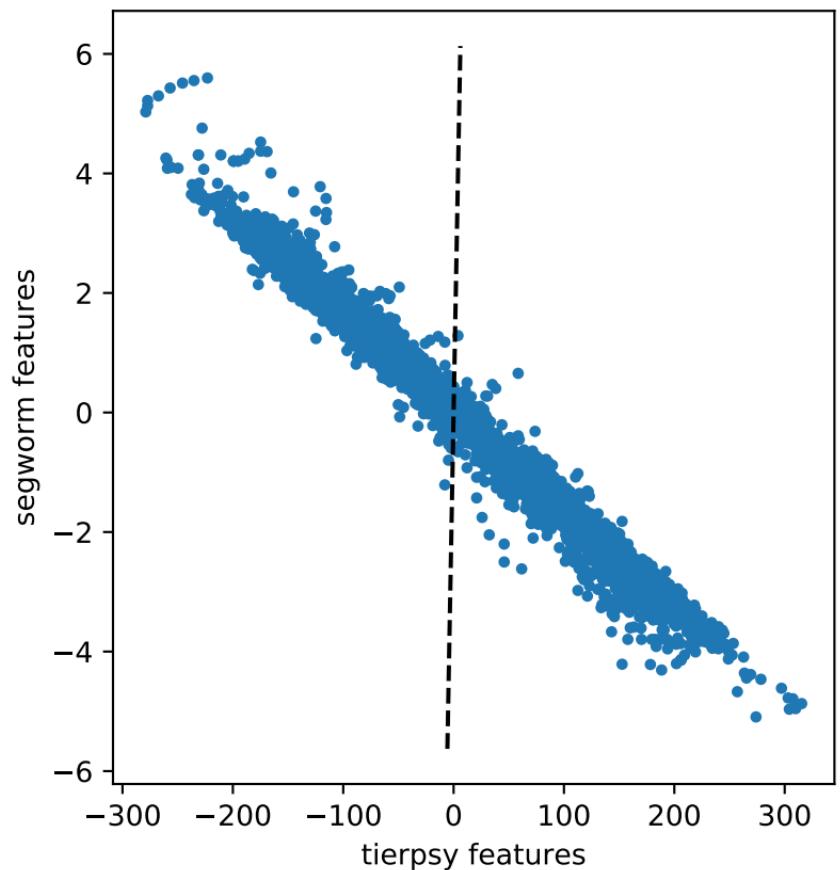
### locomotion.motion\_events.forward.time\_between\_events



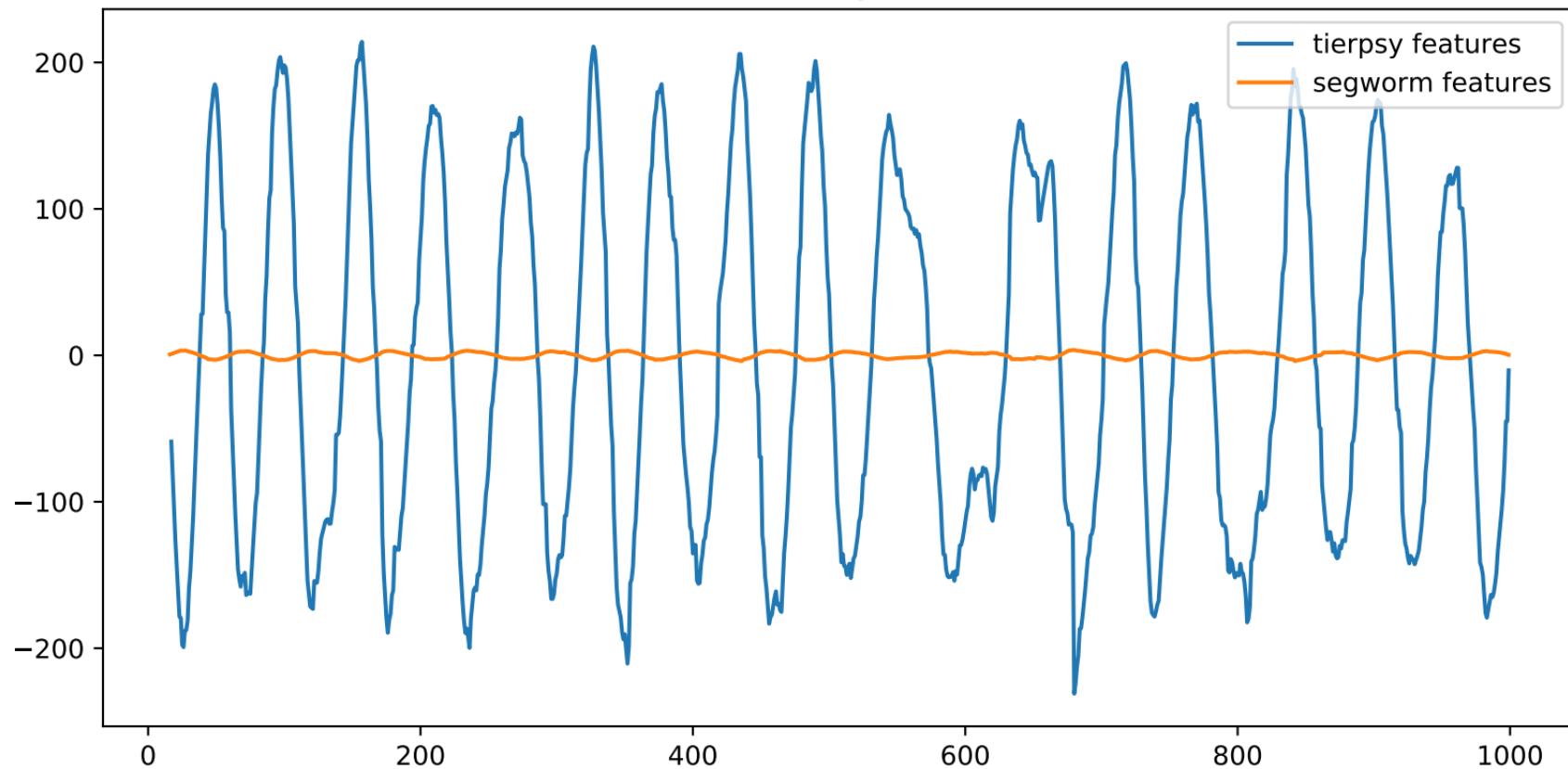
### locomotion.motion\_events.forward.time\_between\_events



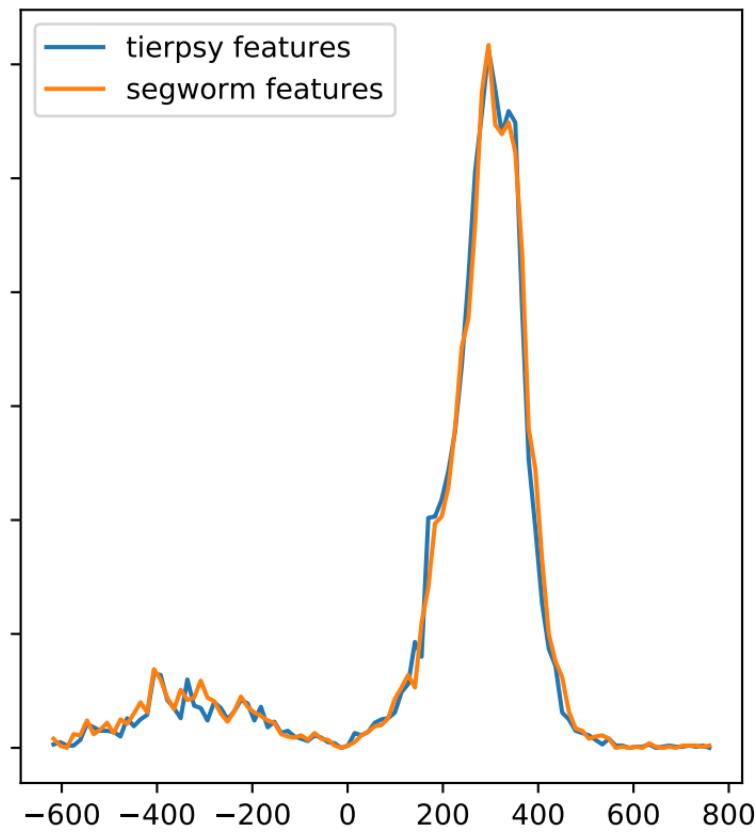
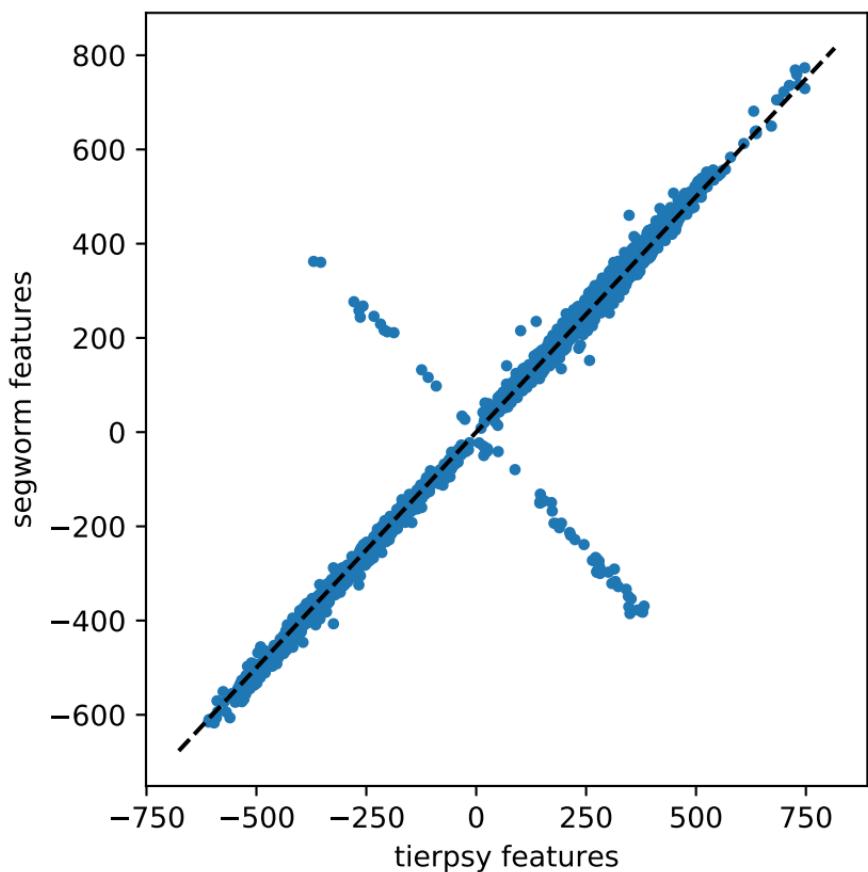
# locomotion.velocity.head.direction



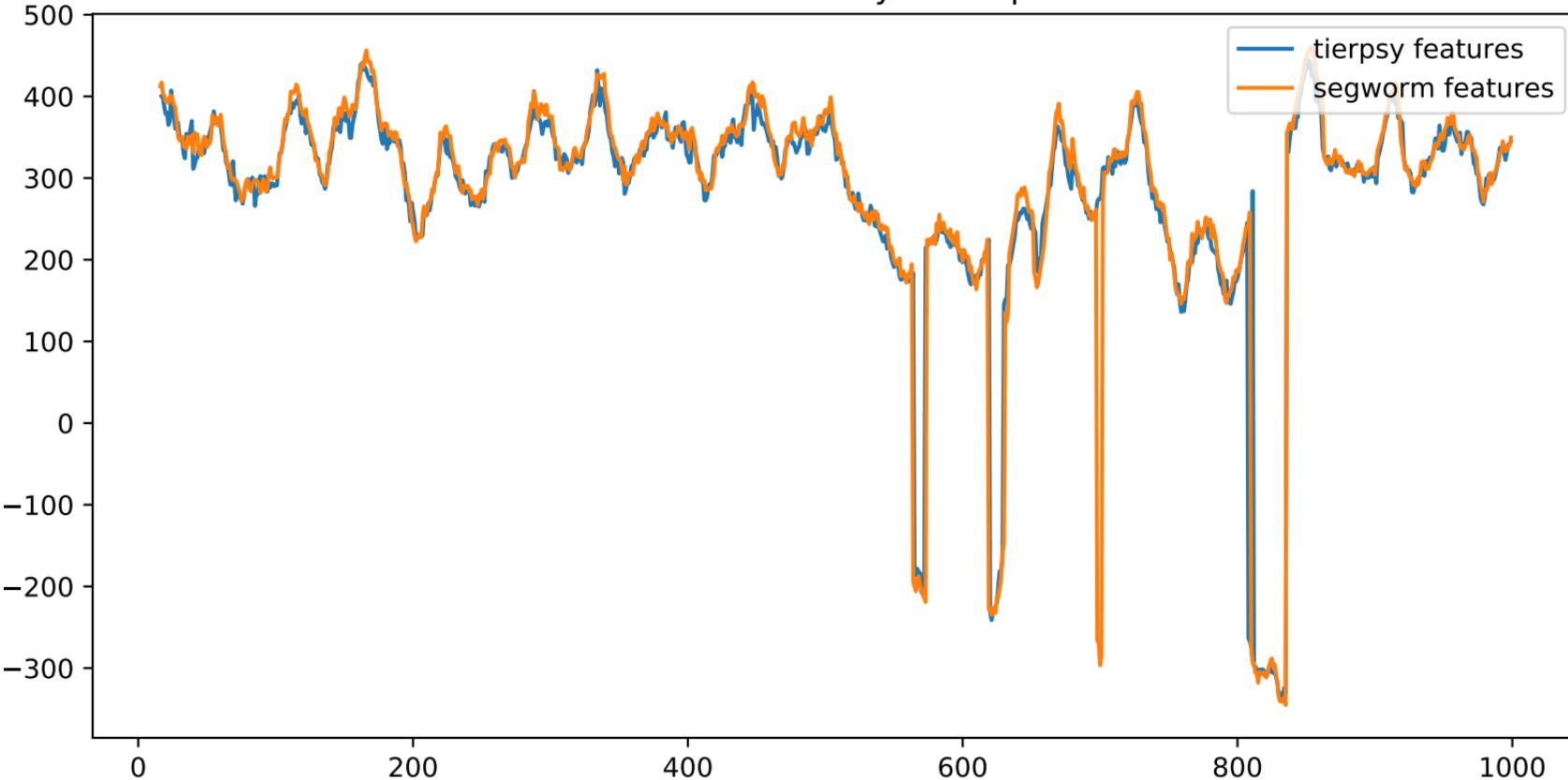
### locomotion.velocity.head.direction



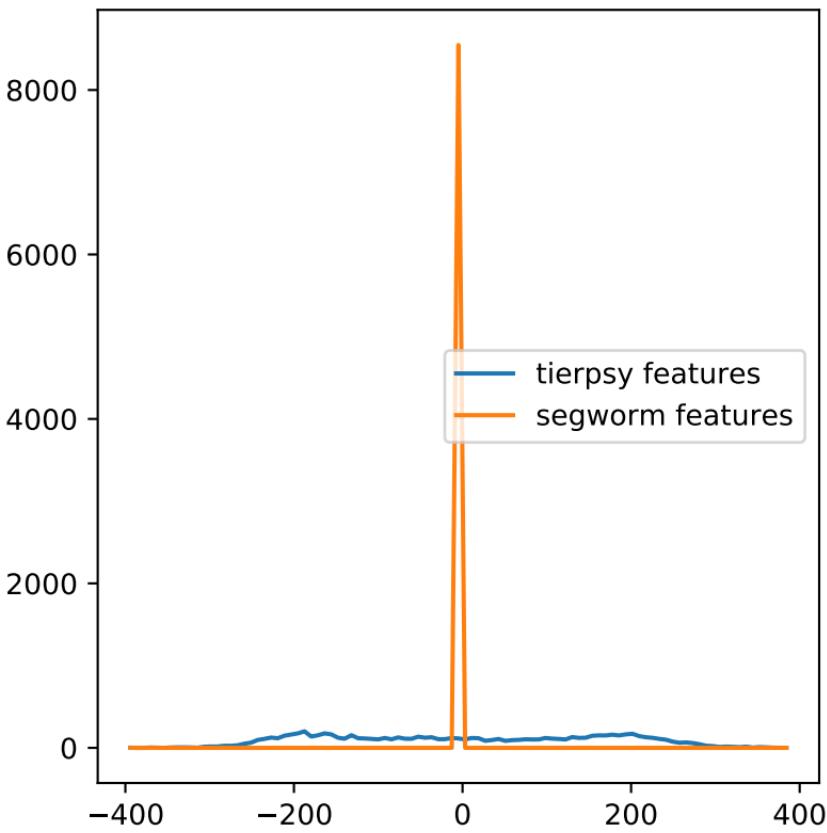
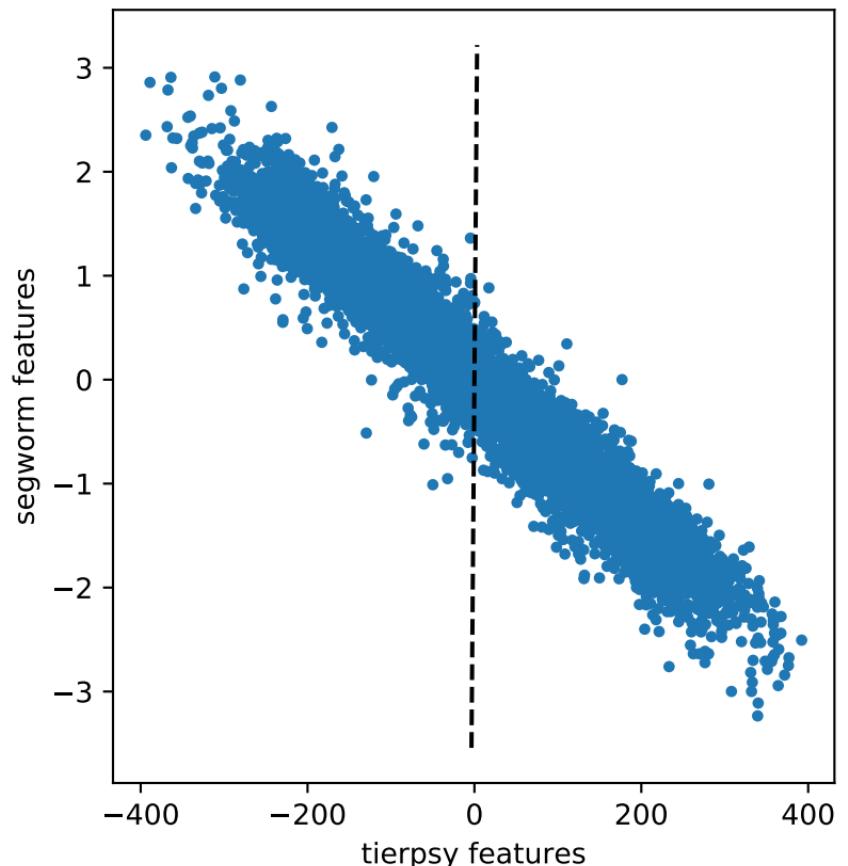
# locomotion.velocity.head.speed



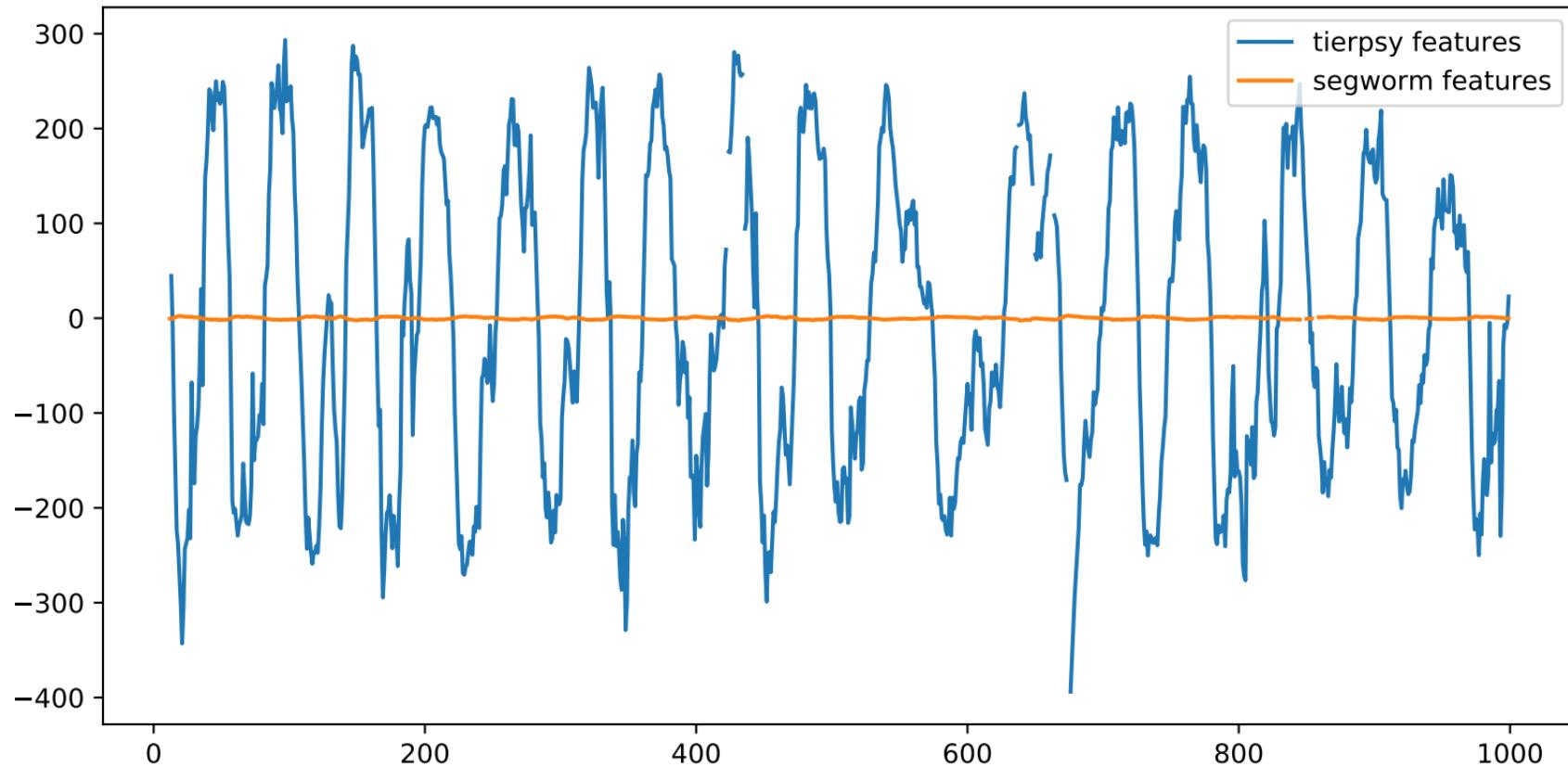
### locomotion.velocity.head.speed



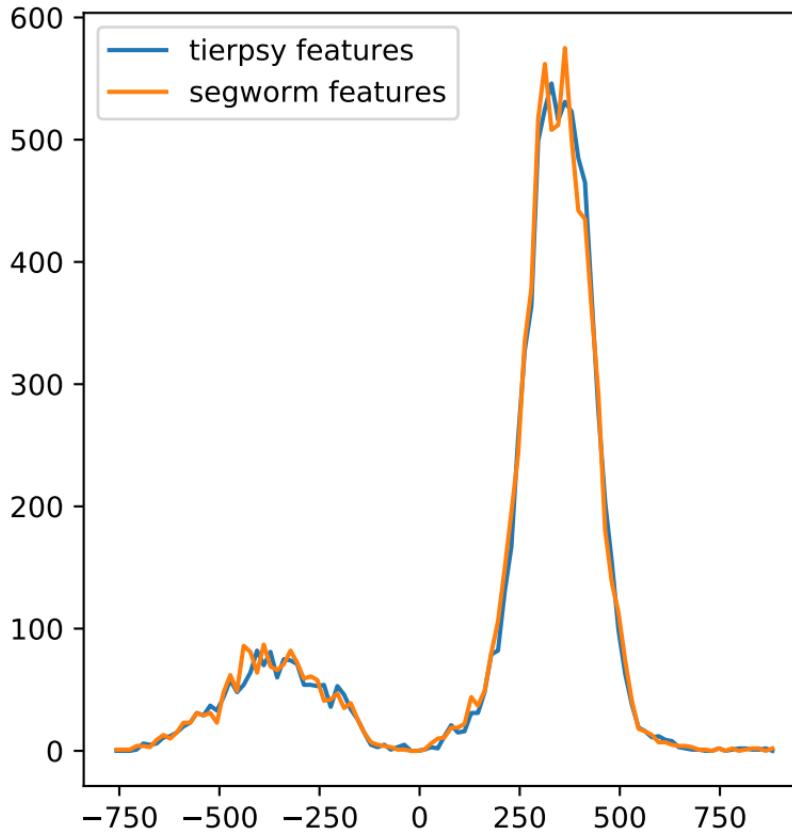
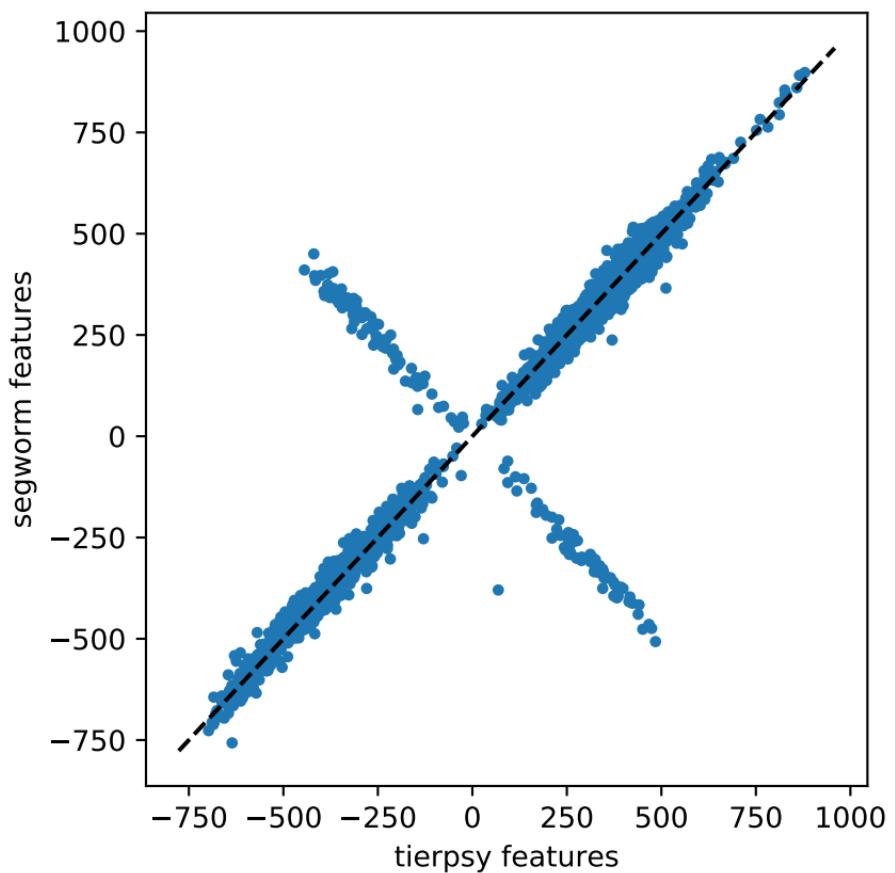
# locomotion.velocity.head\_tip.direction



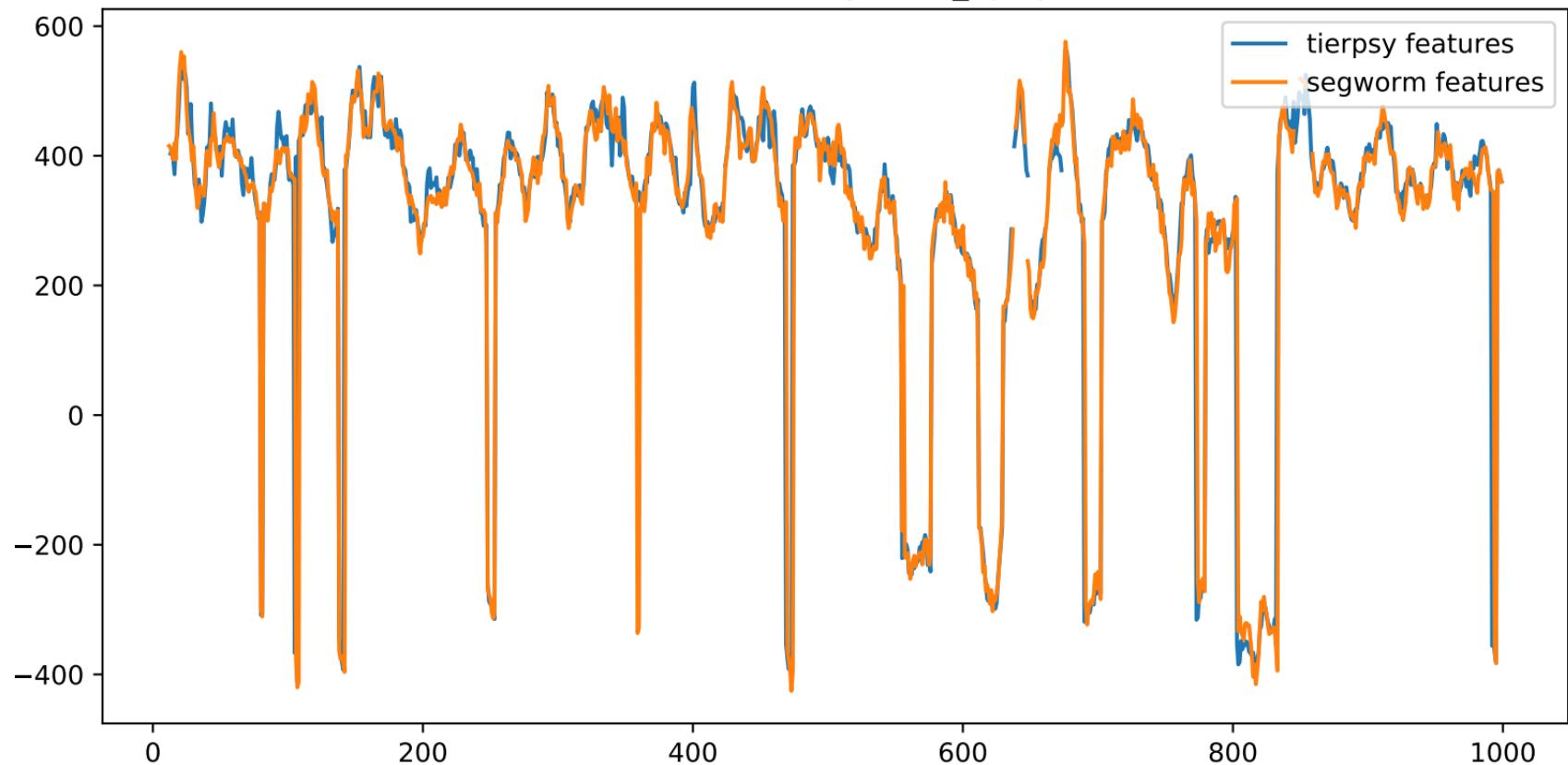
### locomotion.velocity.head\_tip.direction



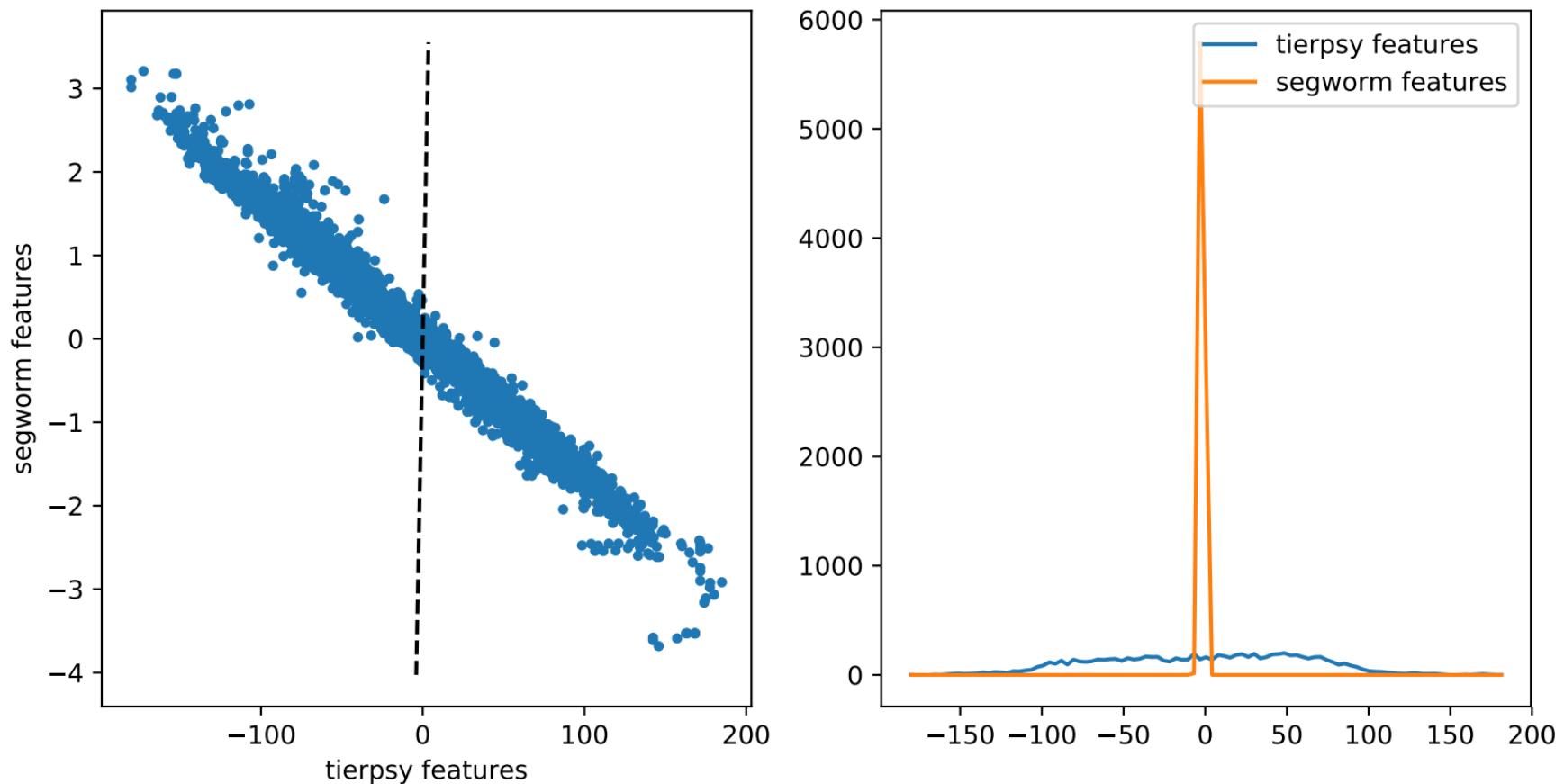
# locomotion.velocity.head\_tip.speed



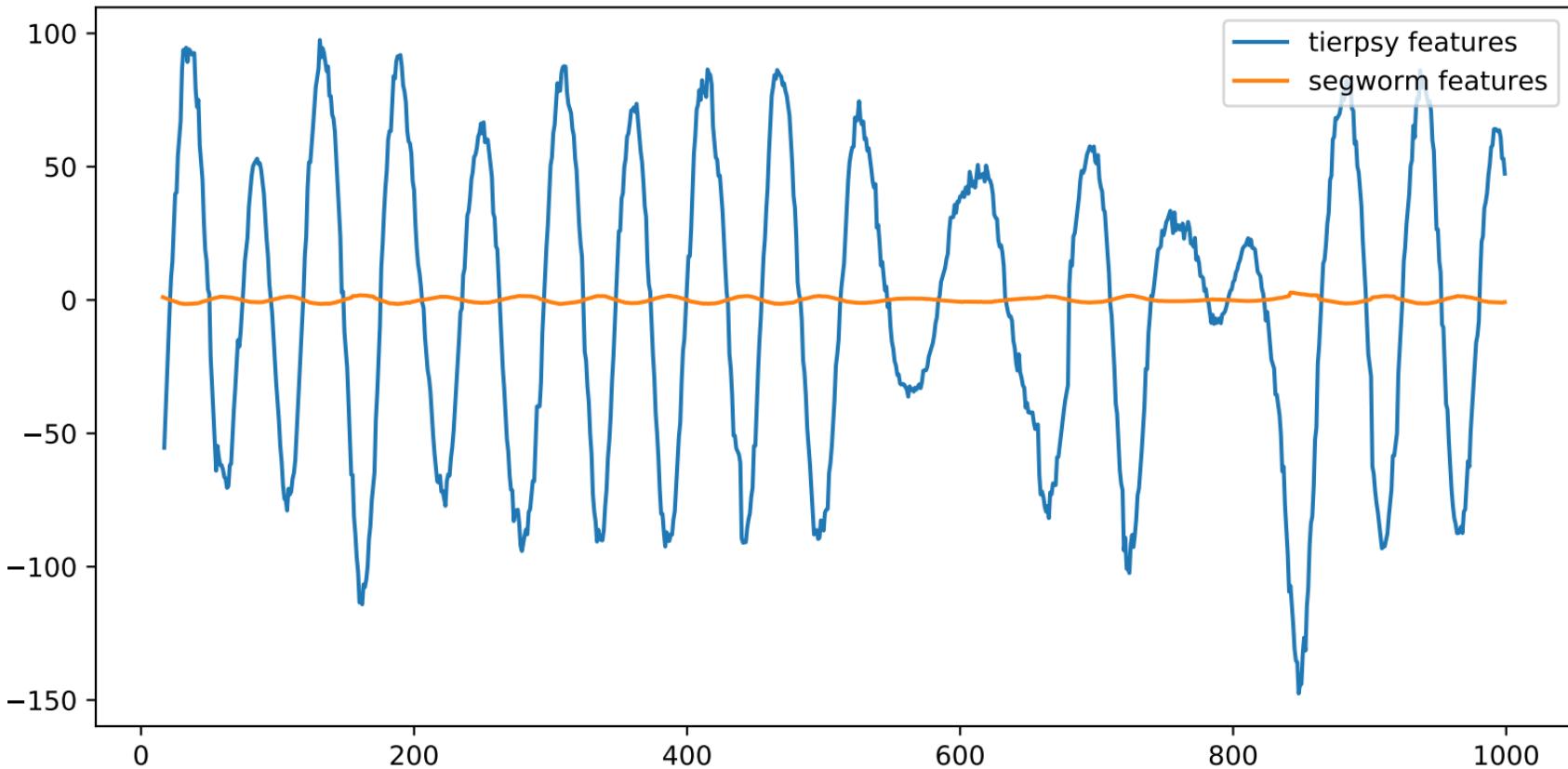
locomotion.velocity.head\_tip.speed



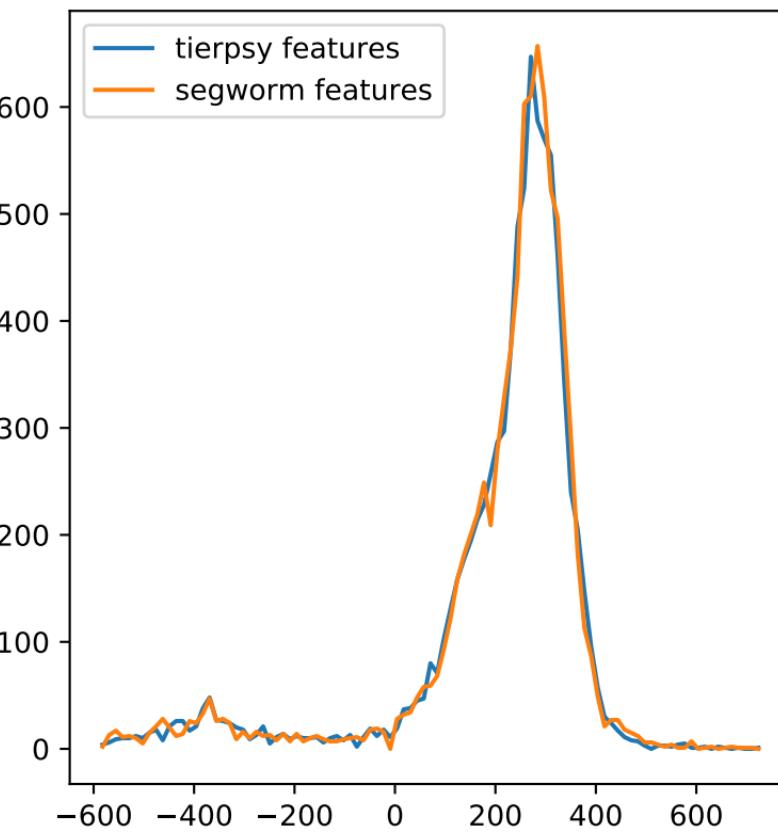
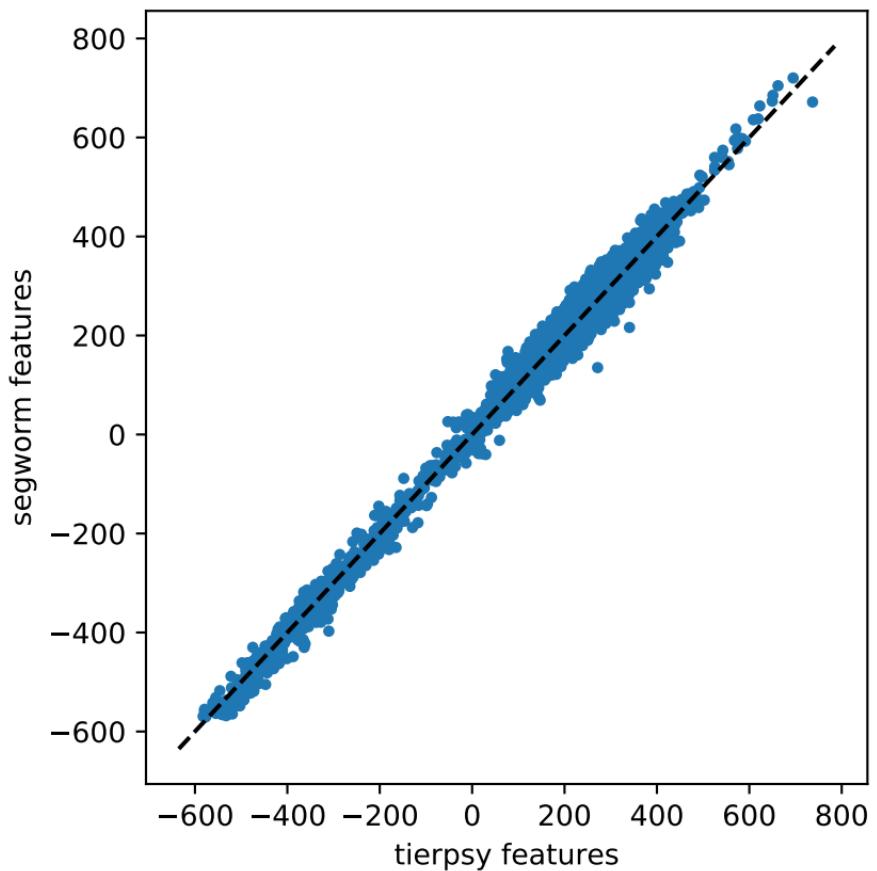
# locomotion.velocity.midbody.direction



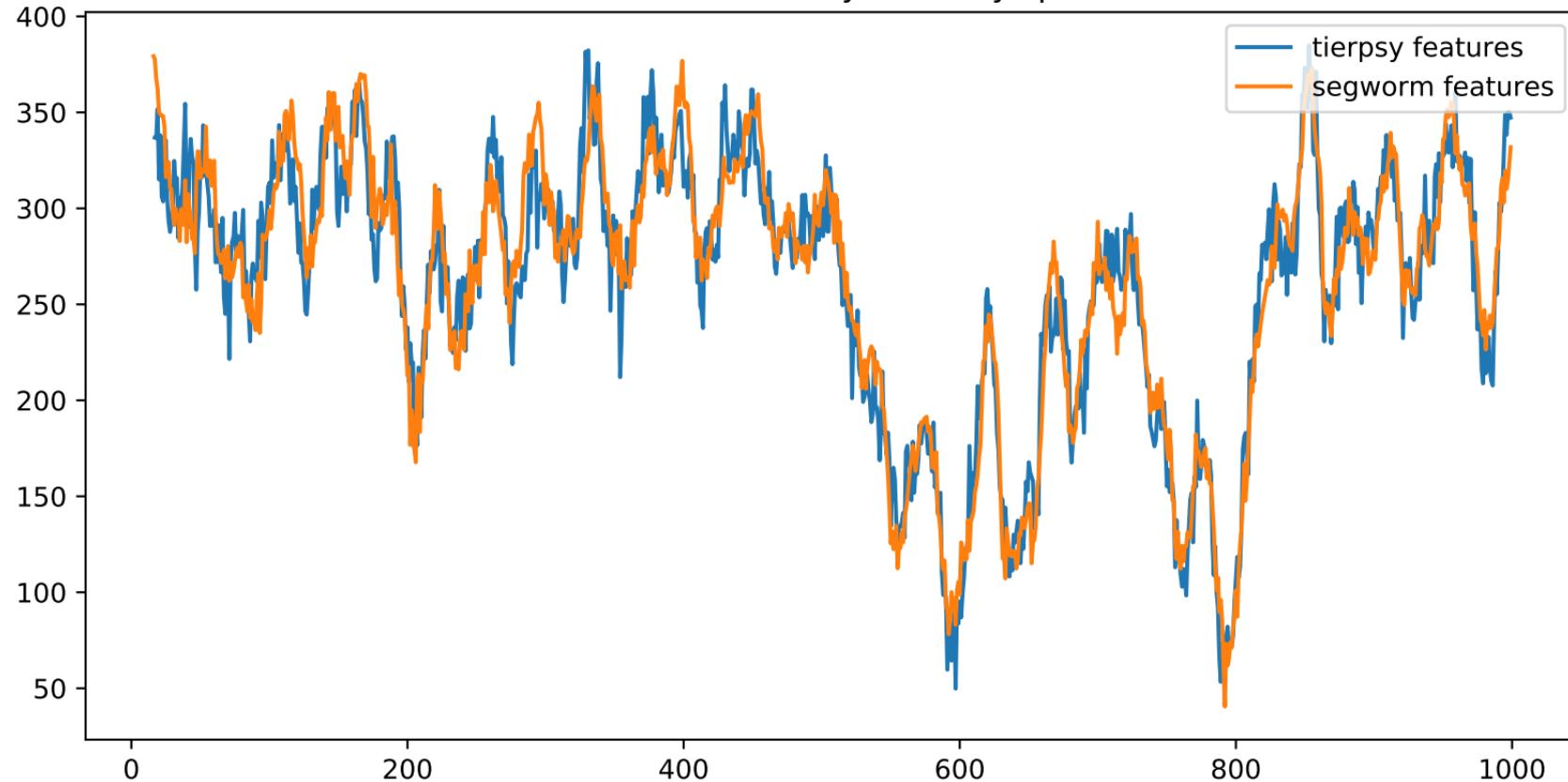
### locomotion.velocity.midbody.direction



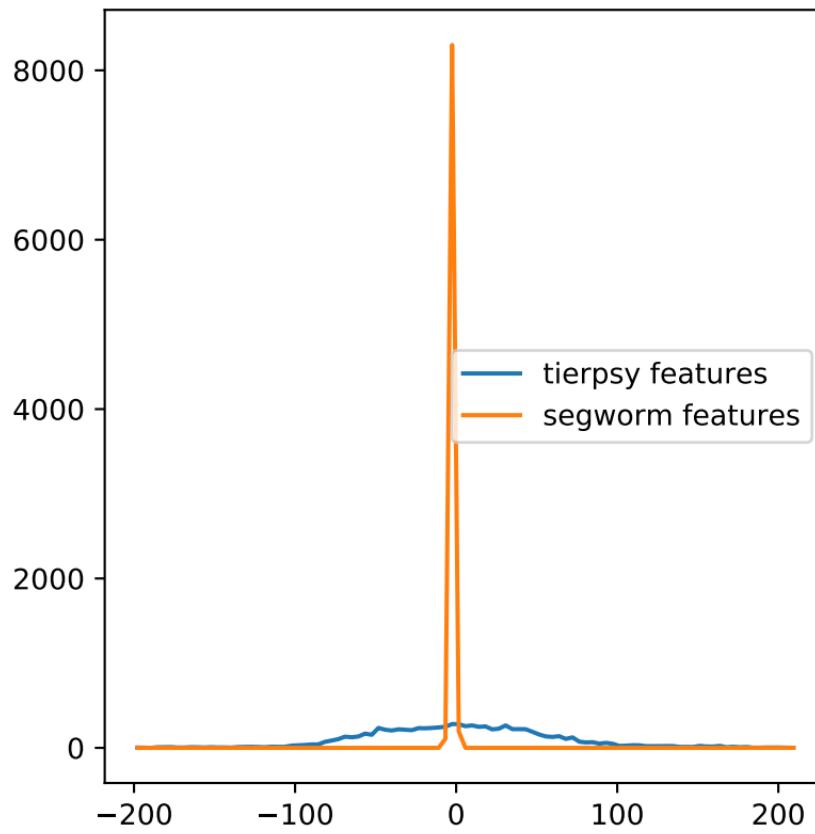
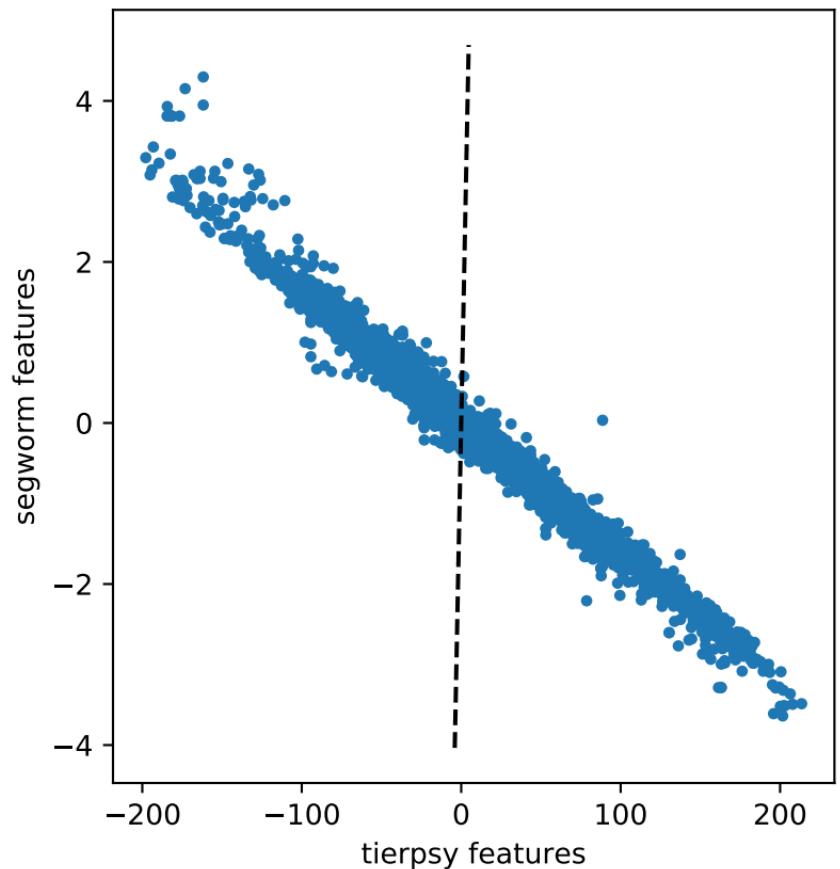
# locomotion.velocity.midbody.speed



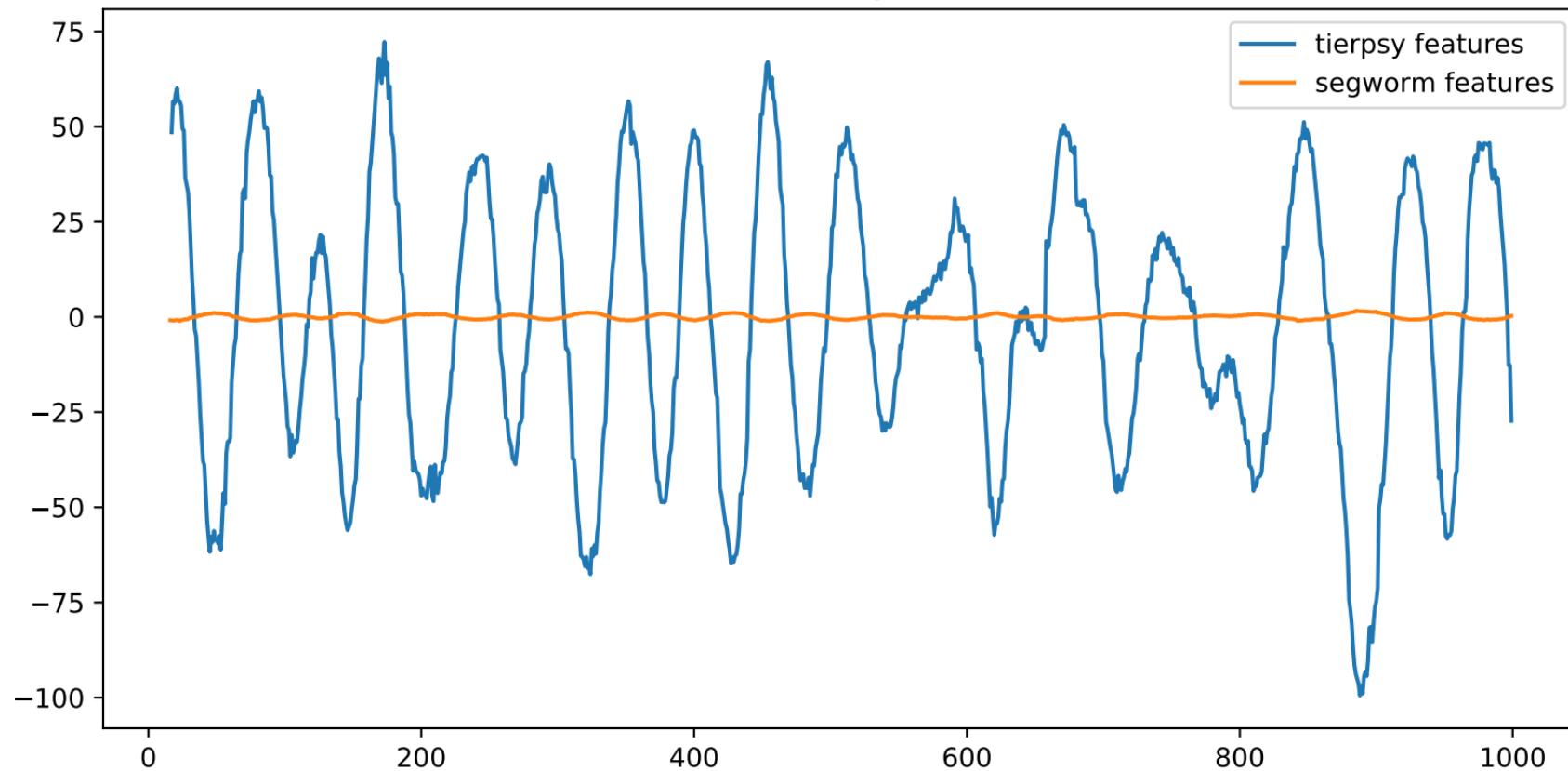
### locomotion.velocity.midbody.speed



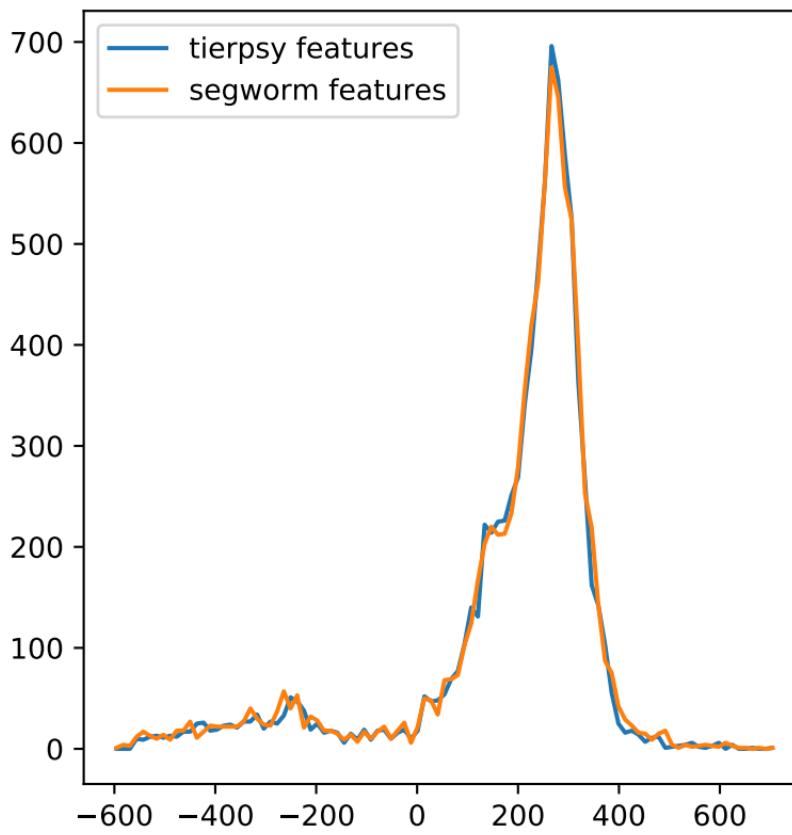
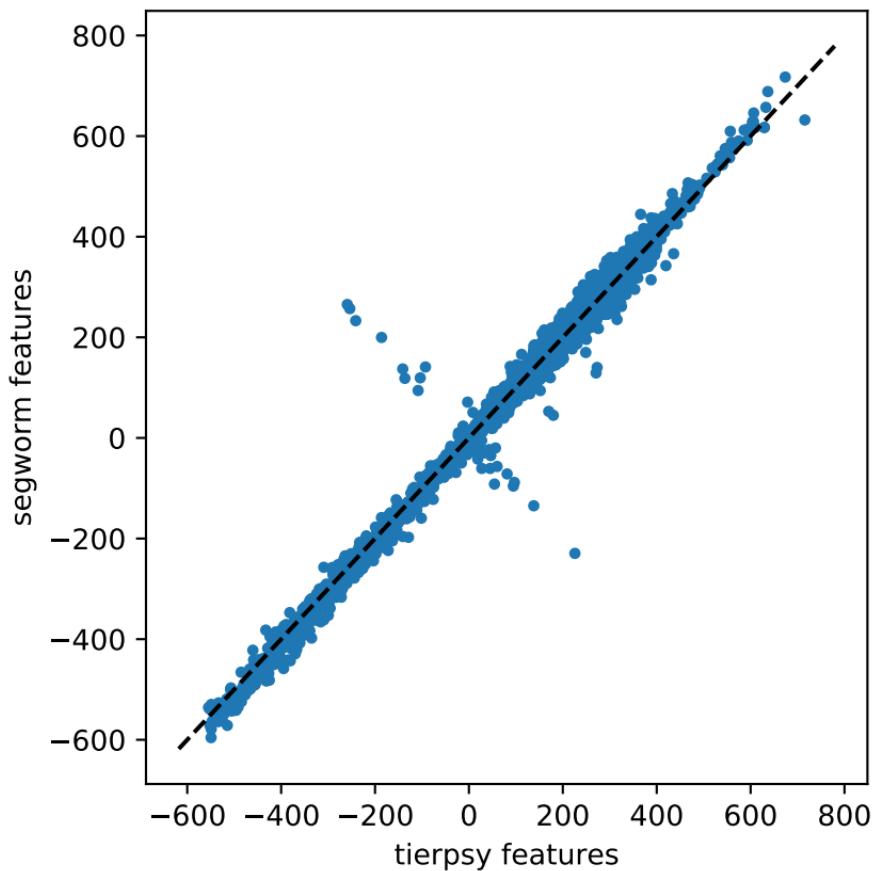
# locomotion.velocity.tail.direction



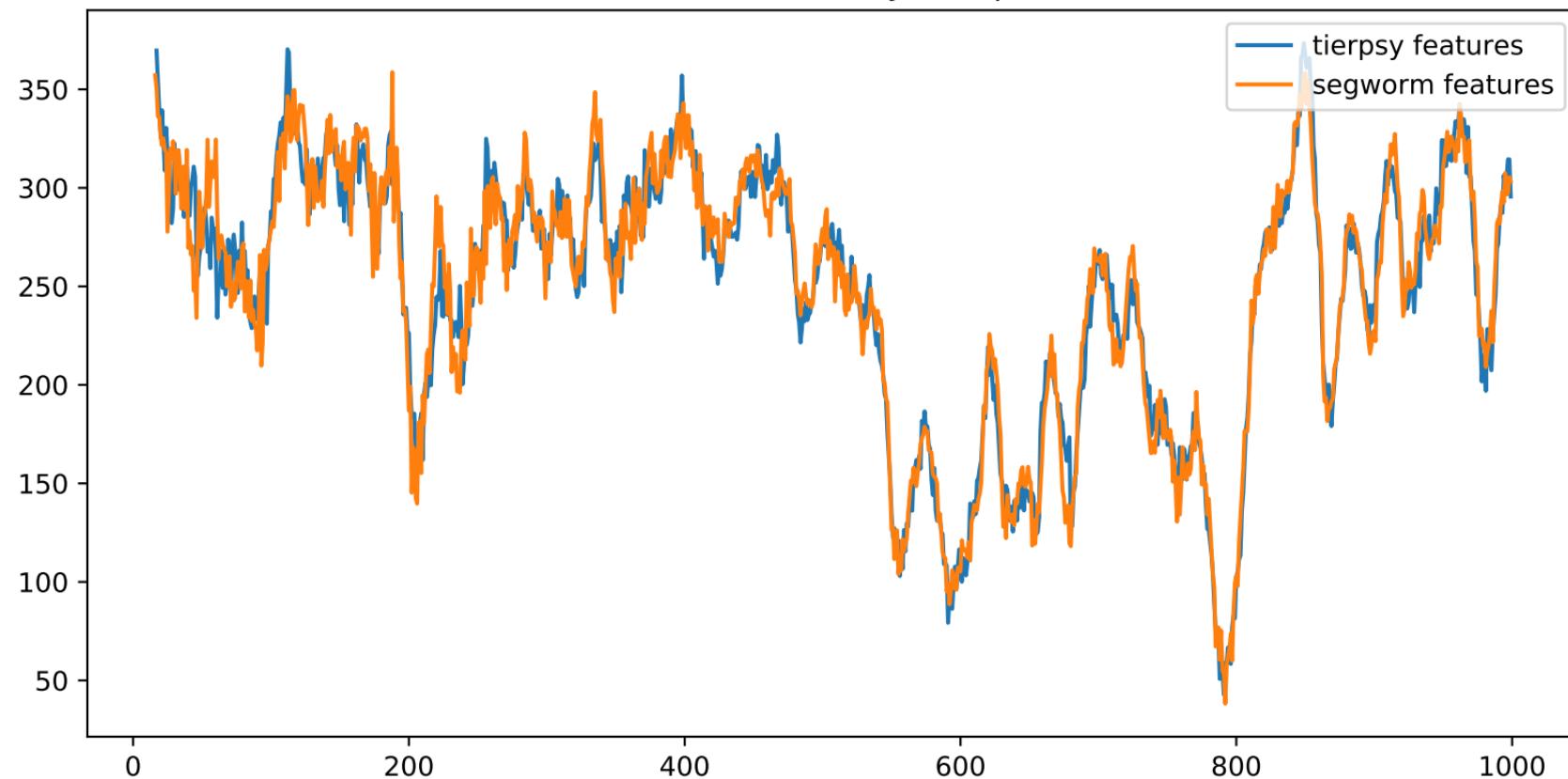
### locomotion.velocity.tail.direction



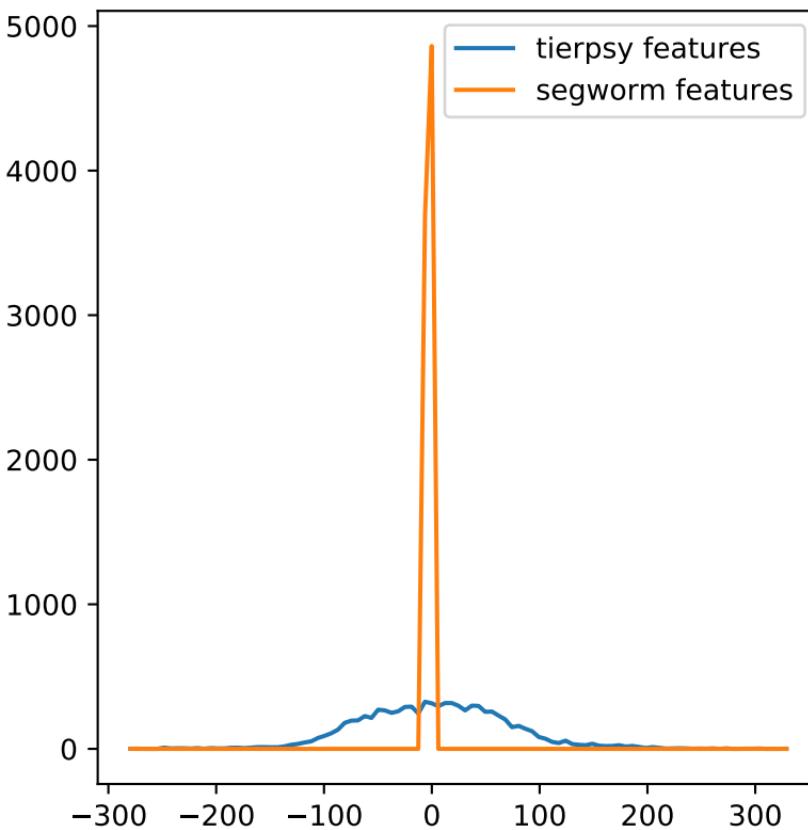
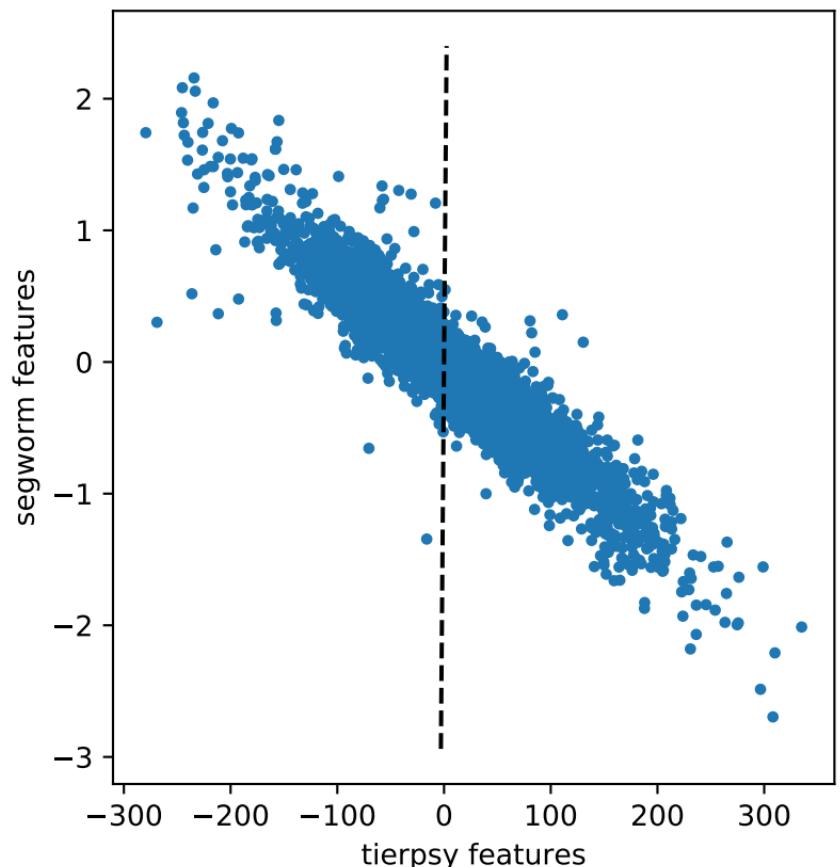
# locomotion.velocity.tail.speed



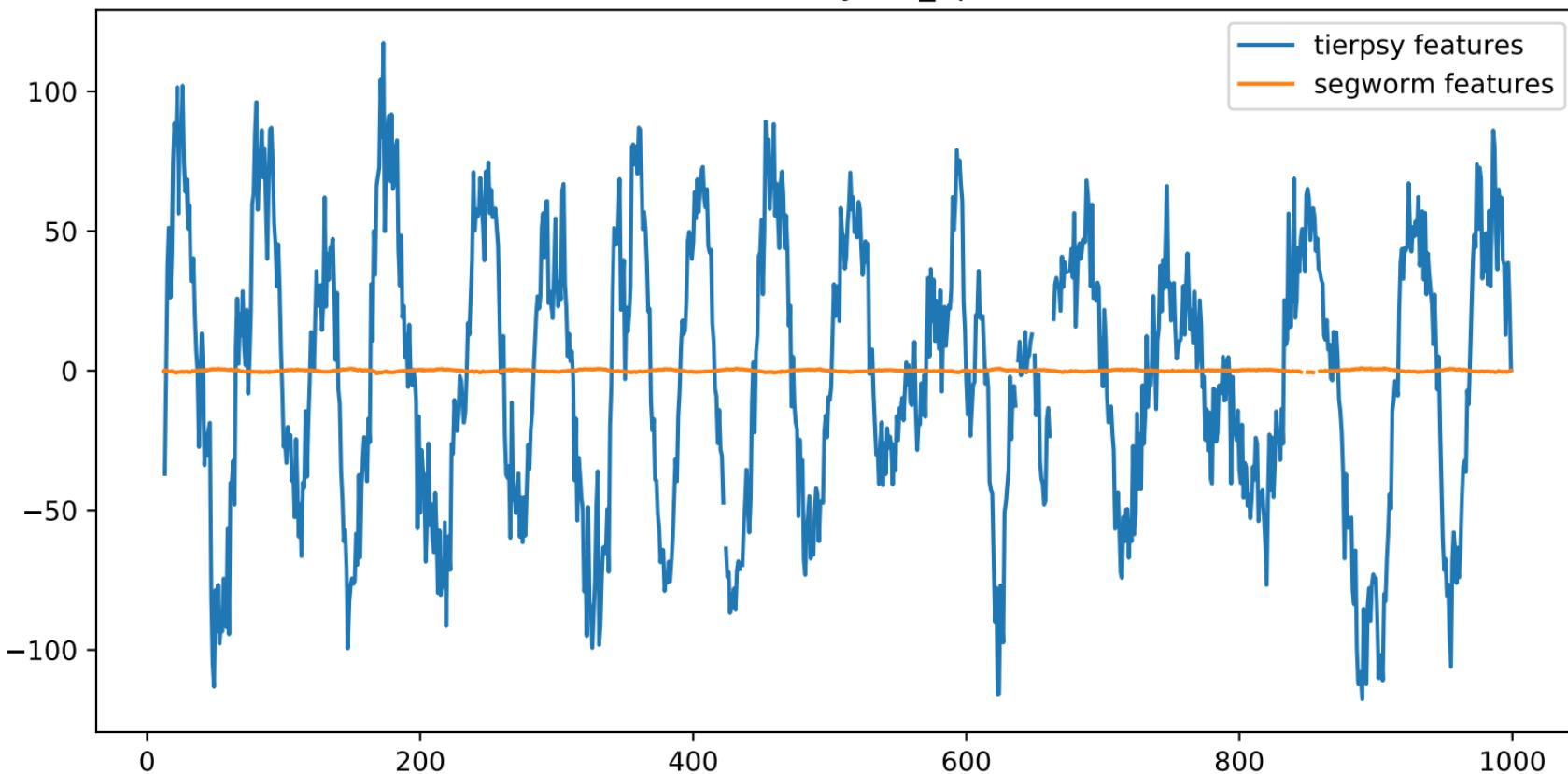
### locomotion.velocity.tail.speed



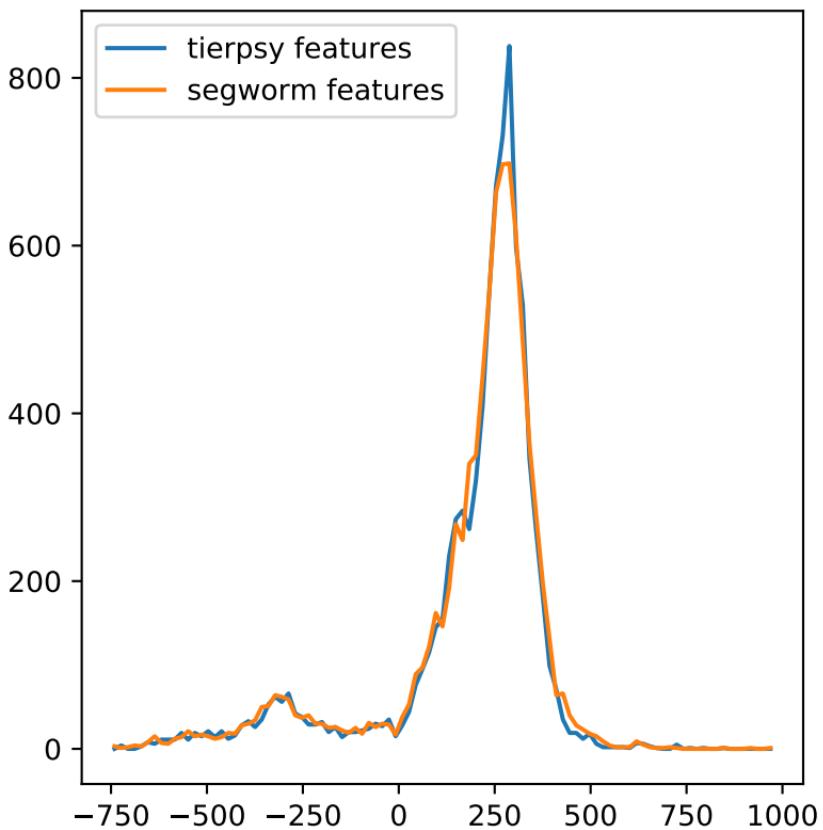
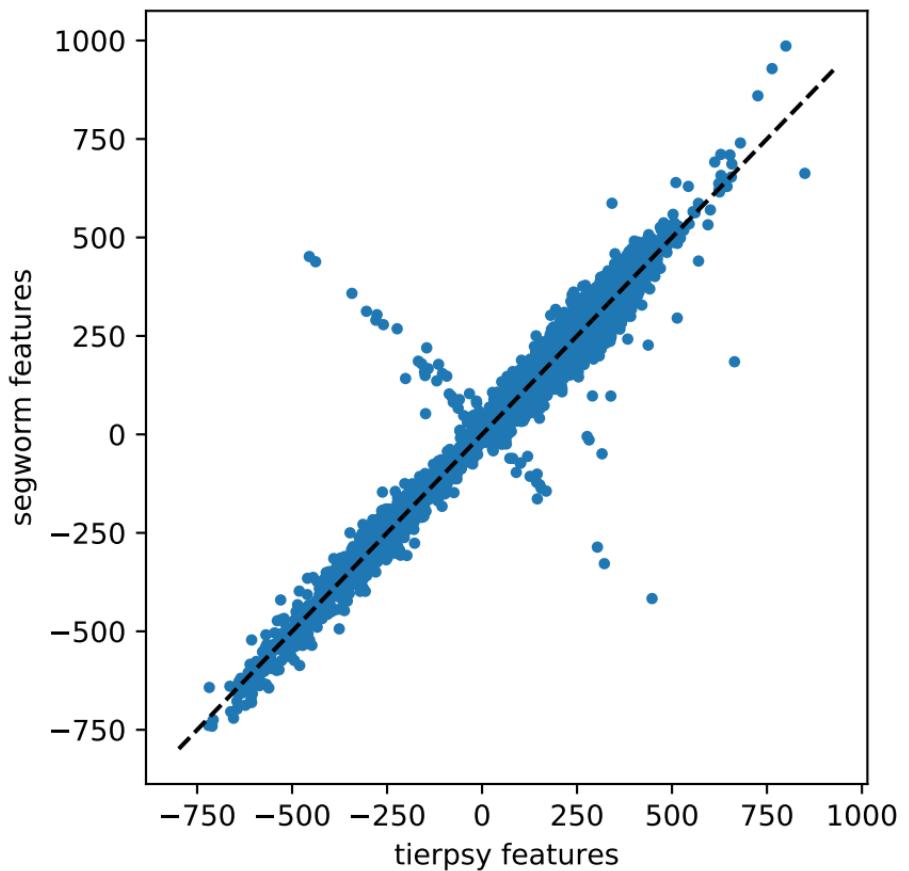
# locomotion.velocity.tail\_tip.direction



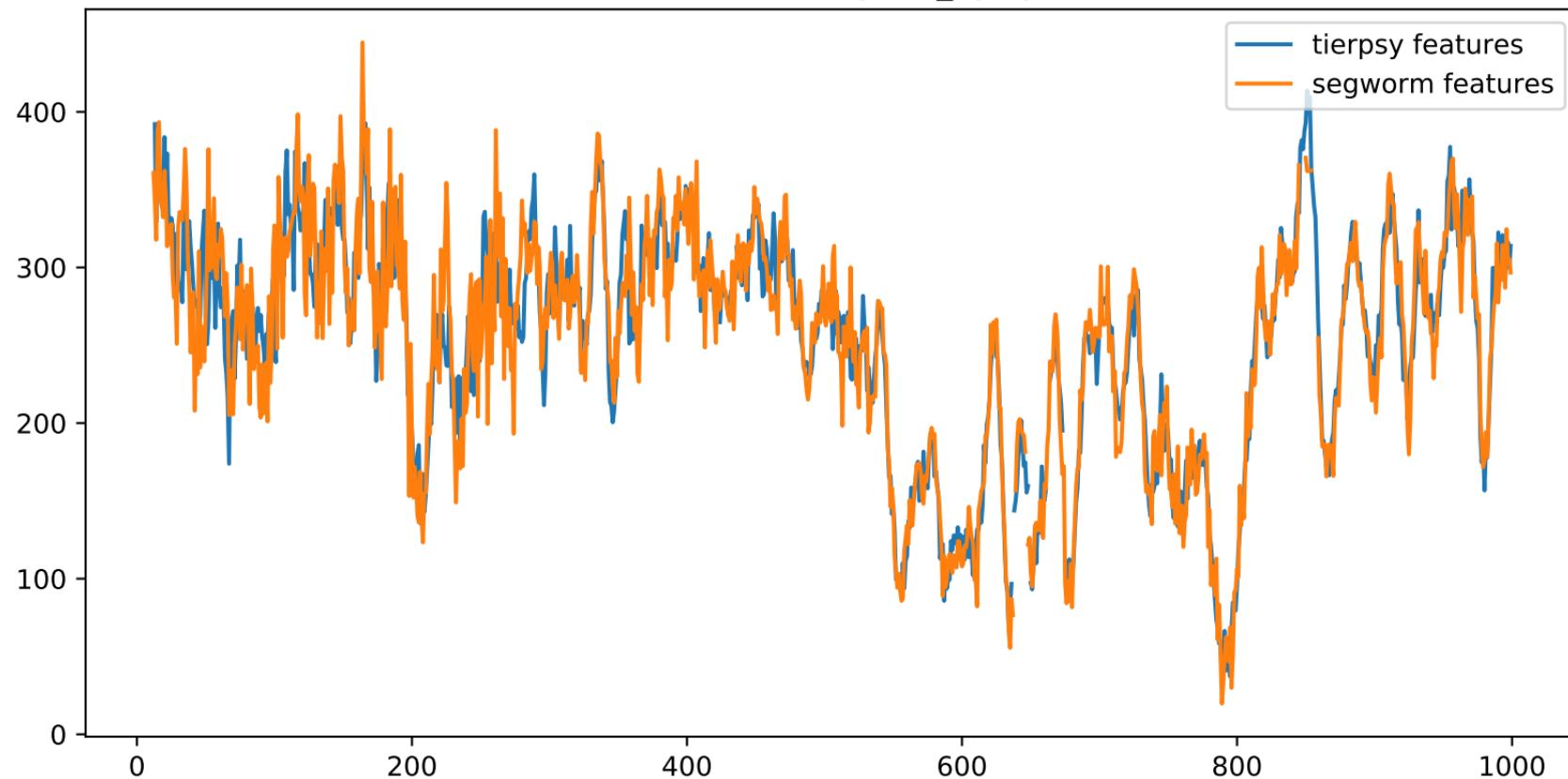
### locomotion.velocity.tail\_tip.direction



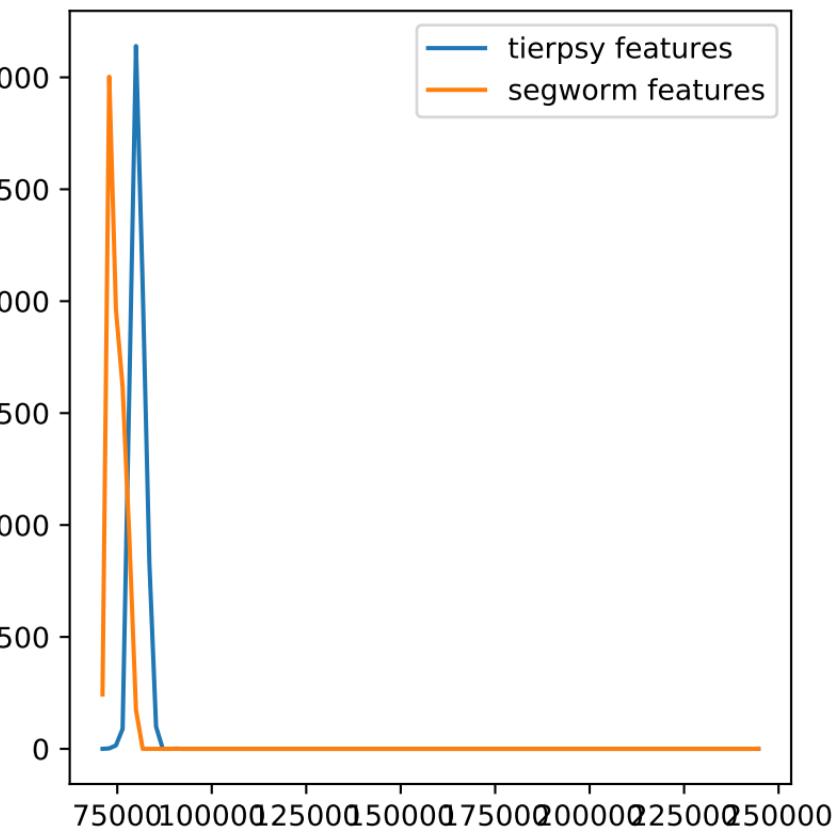
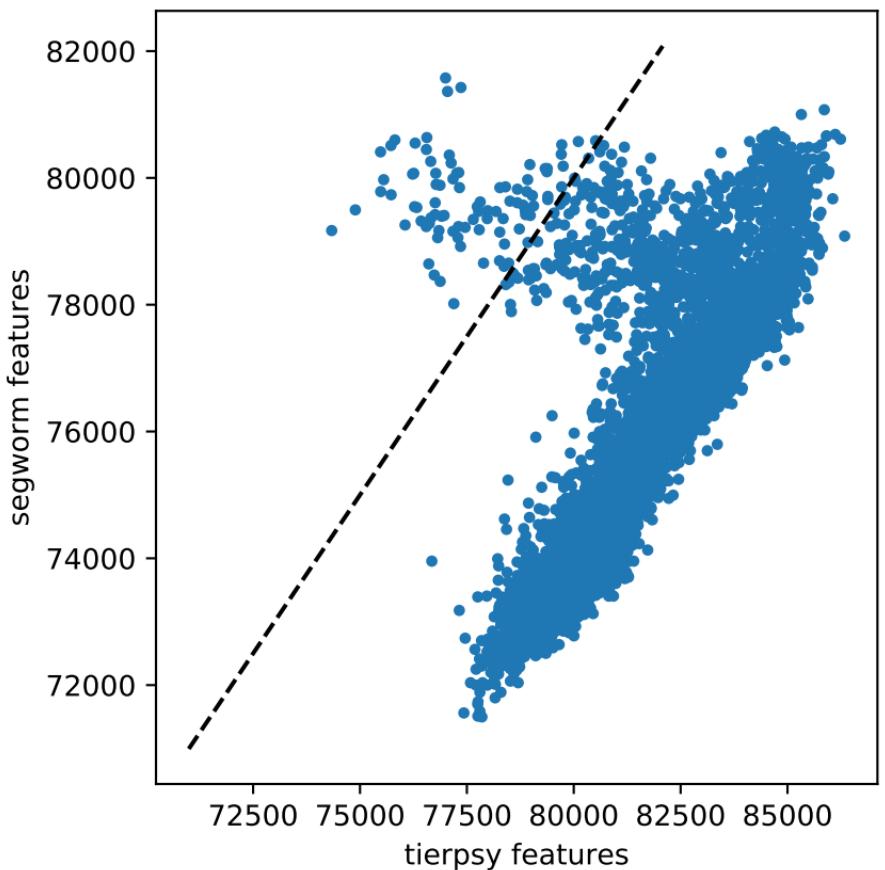
# locomotion.velocity.tail\_tip.speed



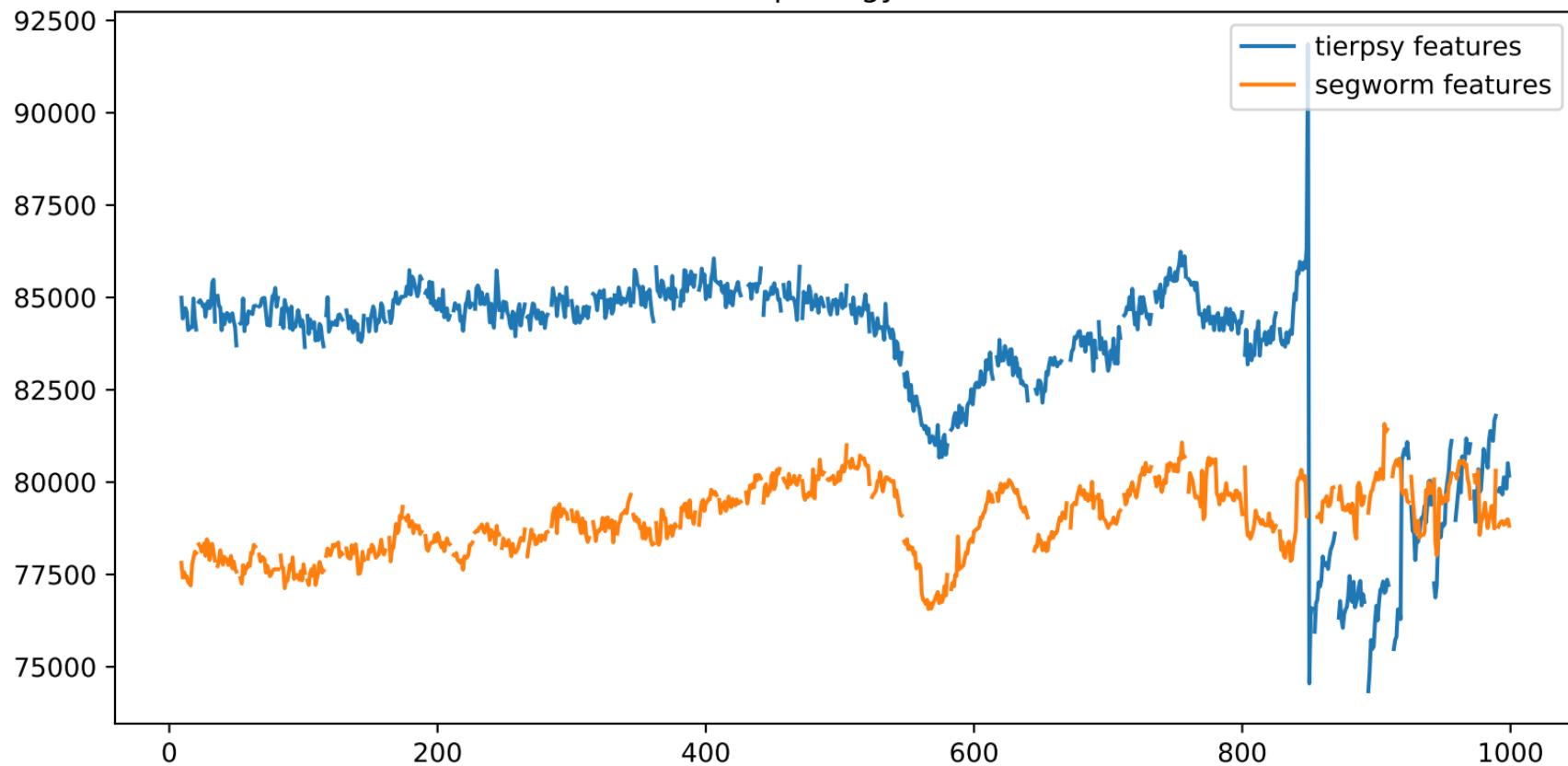
### locomotion.velocity.tail\_tip.speed



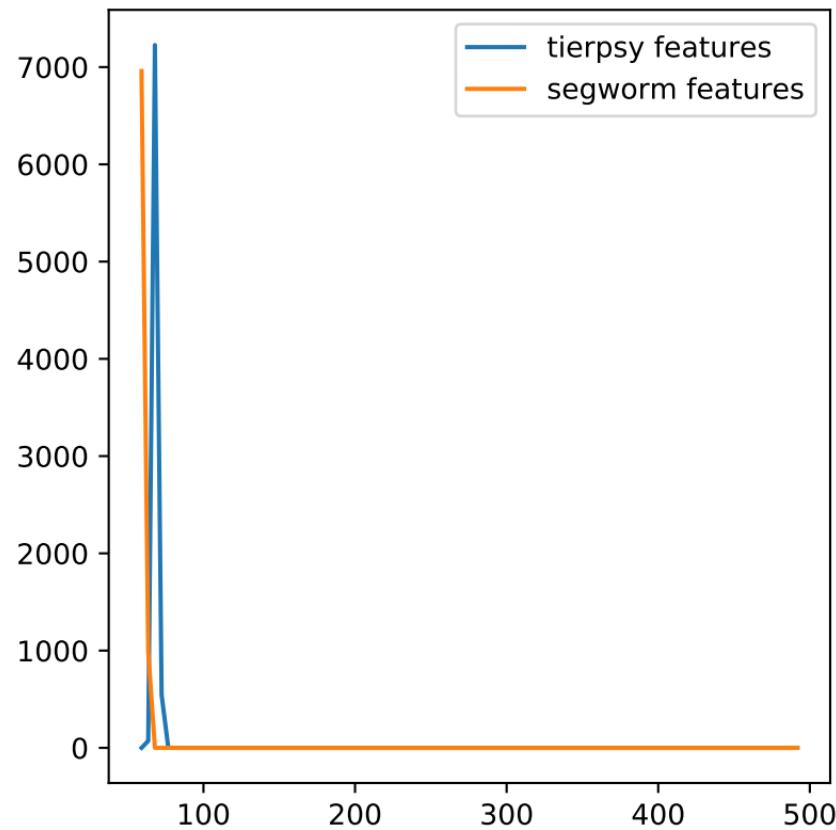
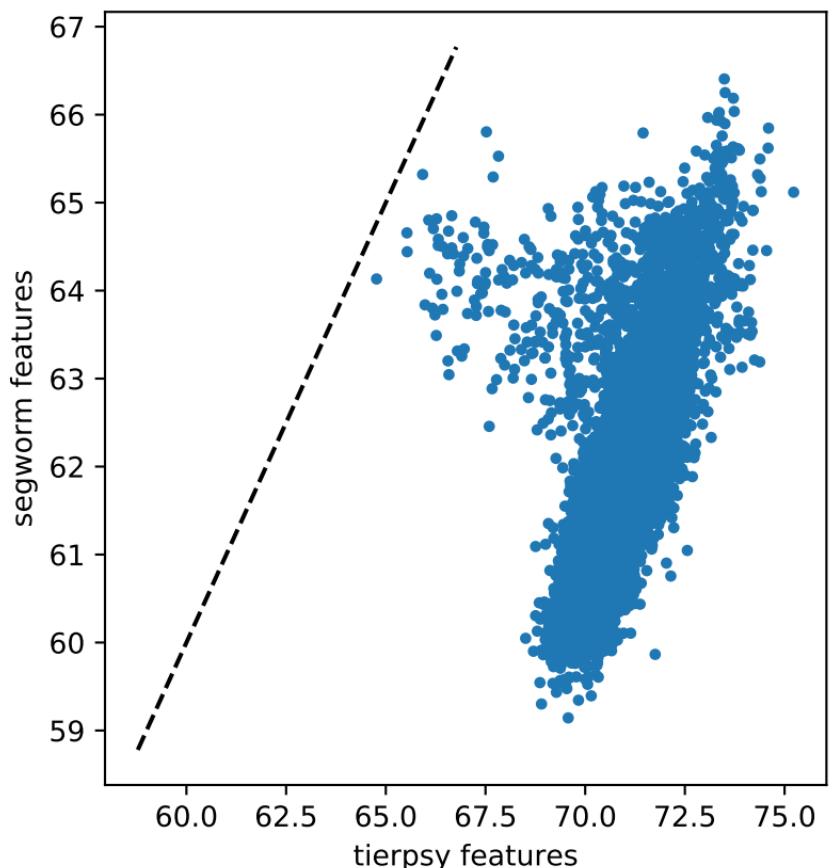
# morphology.area



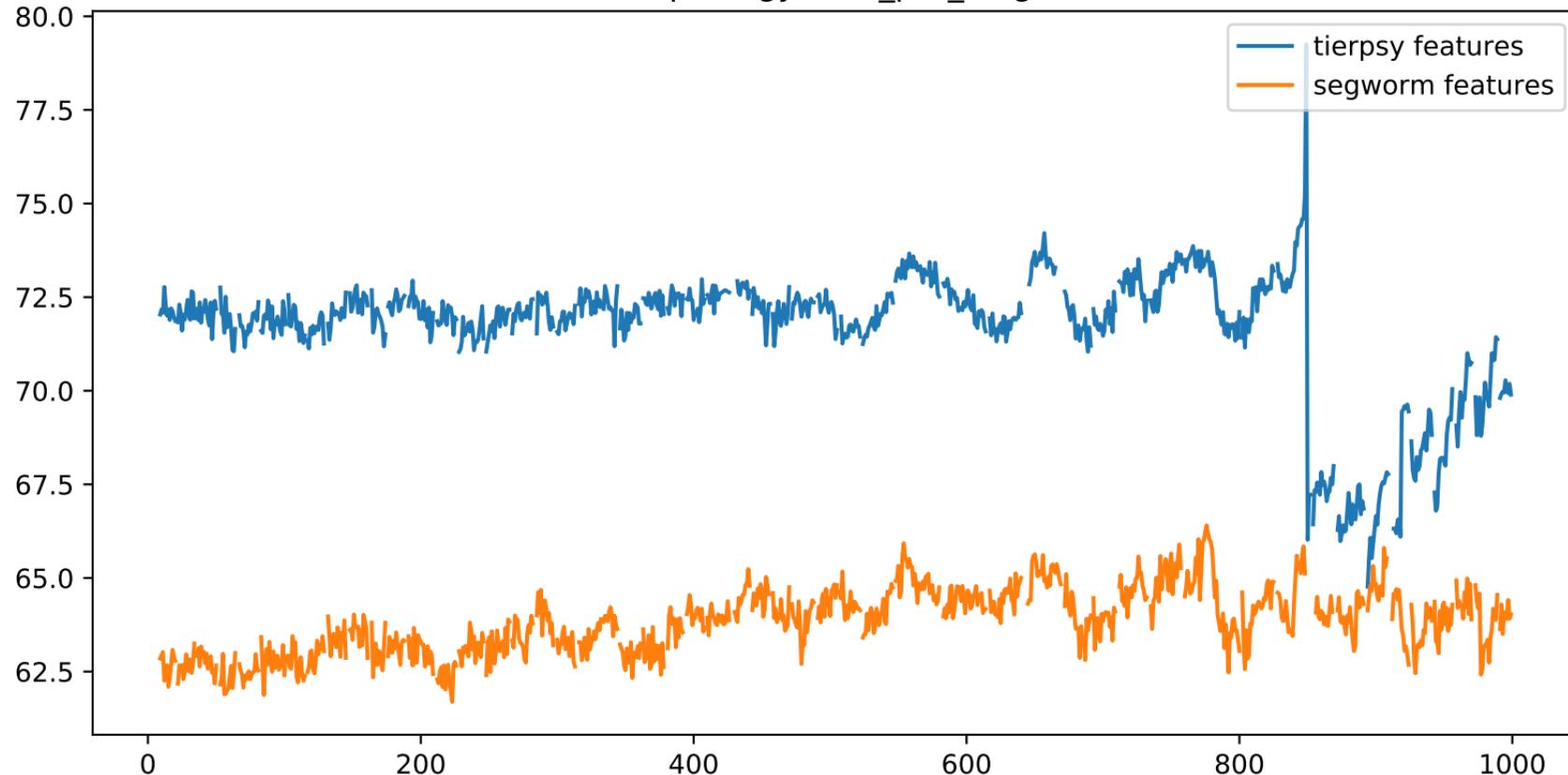
### morphology.area



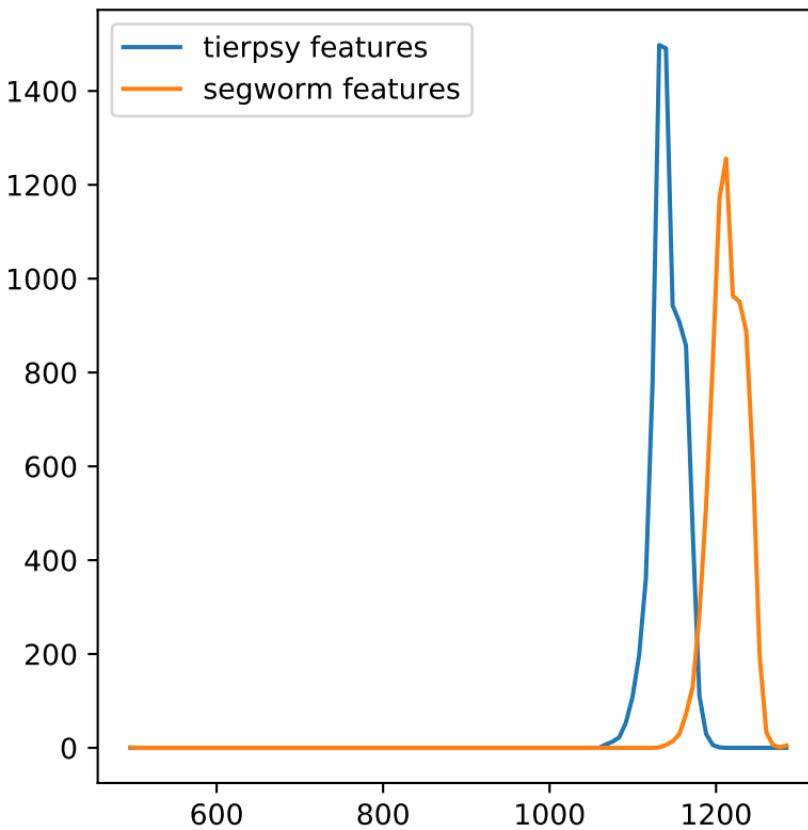
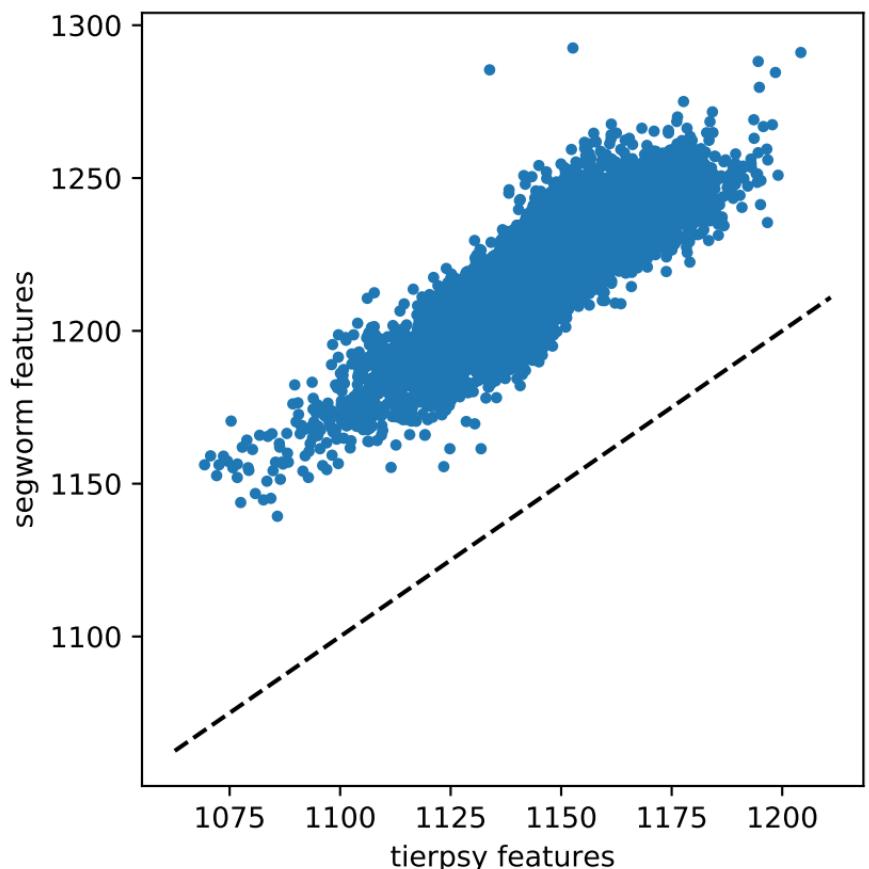
### morphology.area\_per\_length



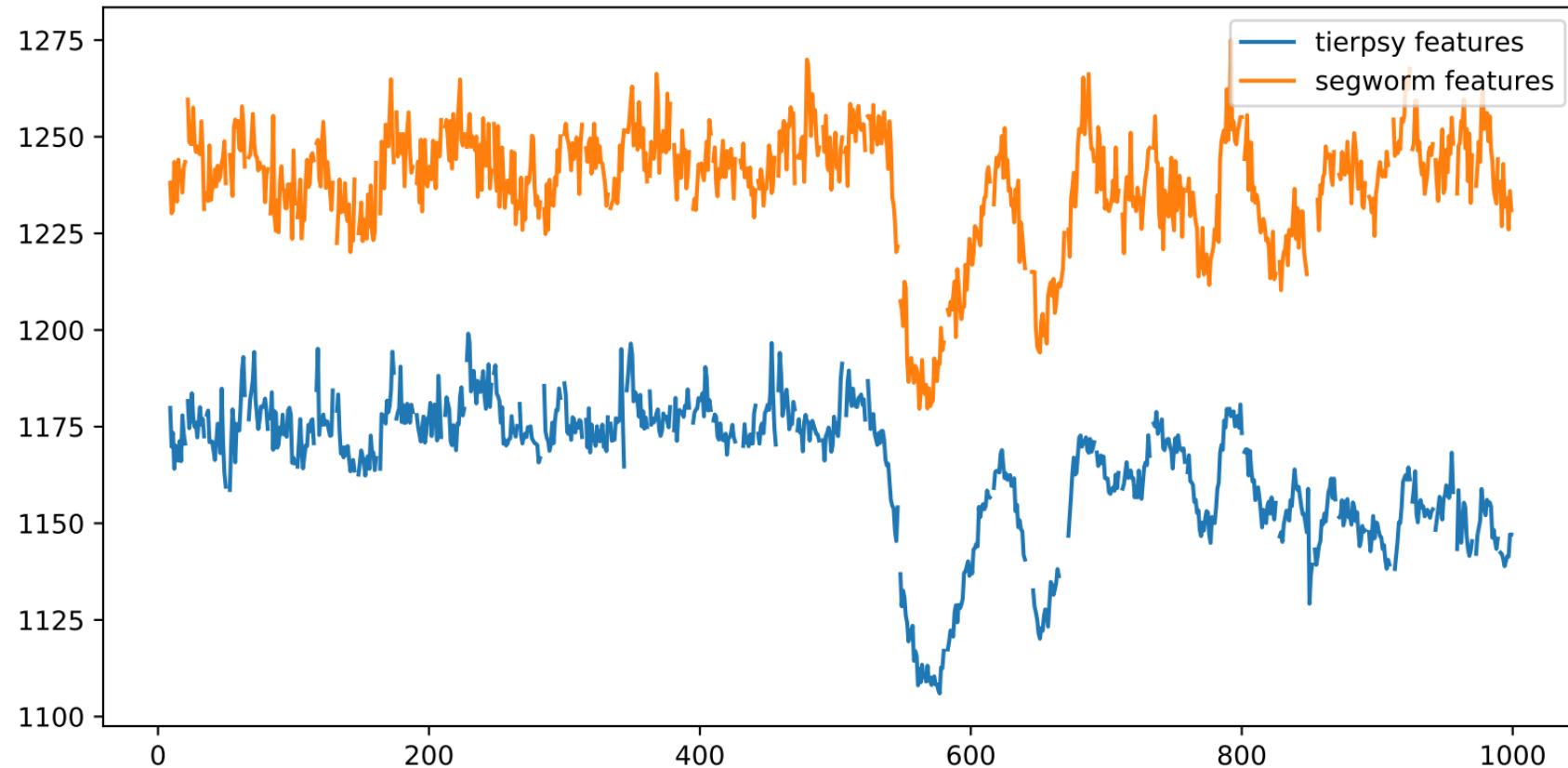
### morphology.area\_per\_length



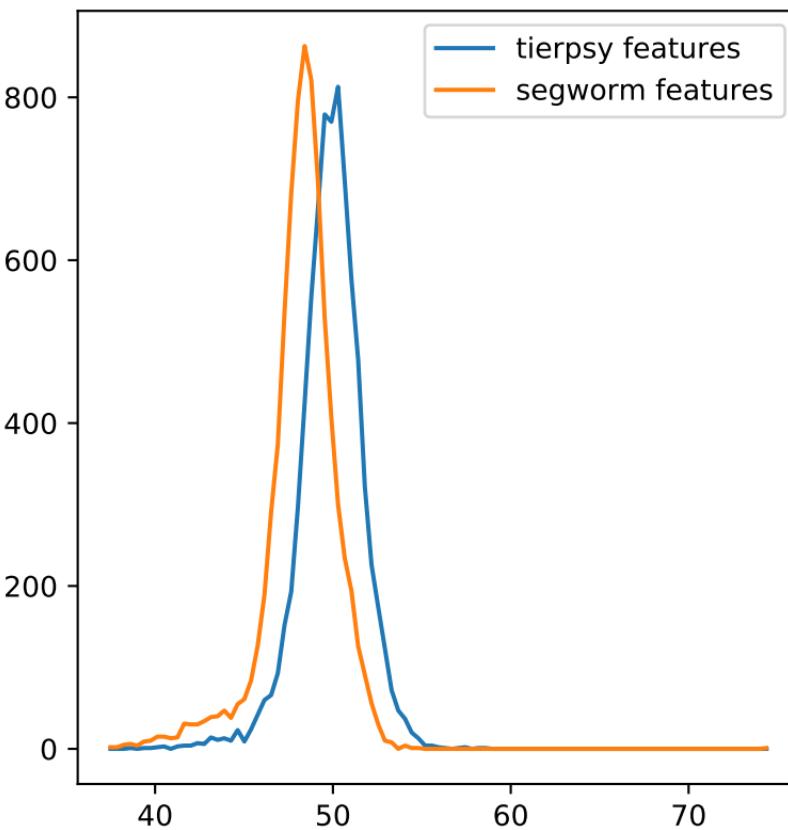
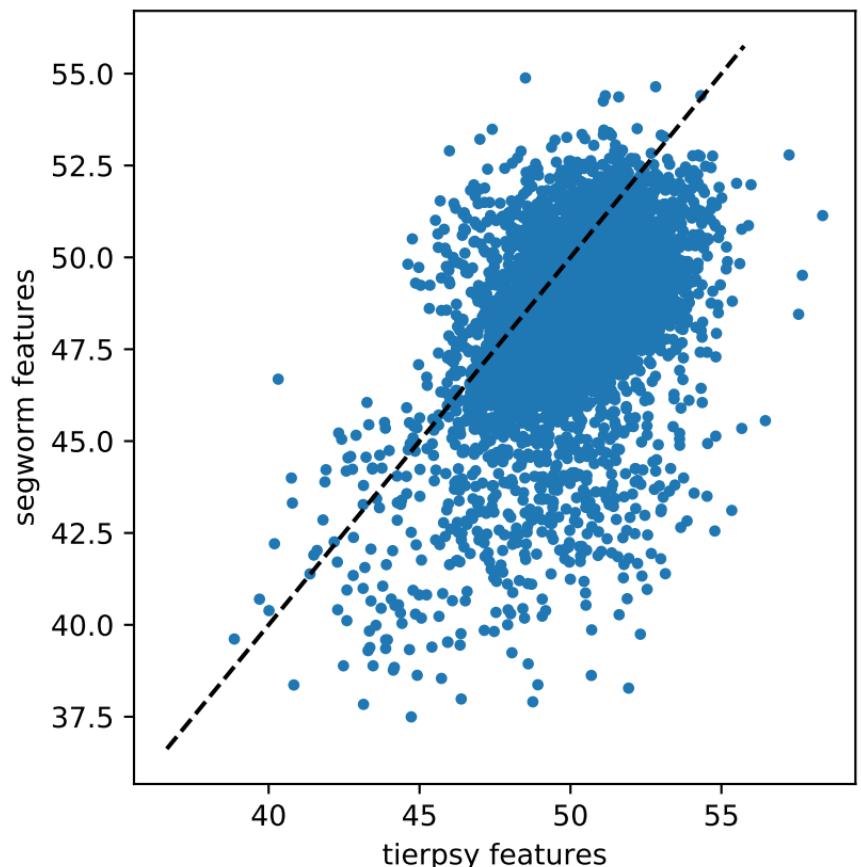
# morphology.length



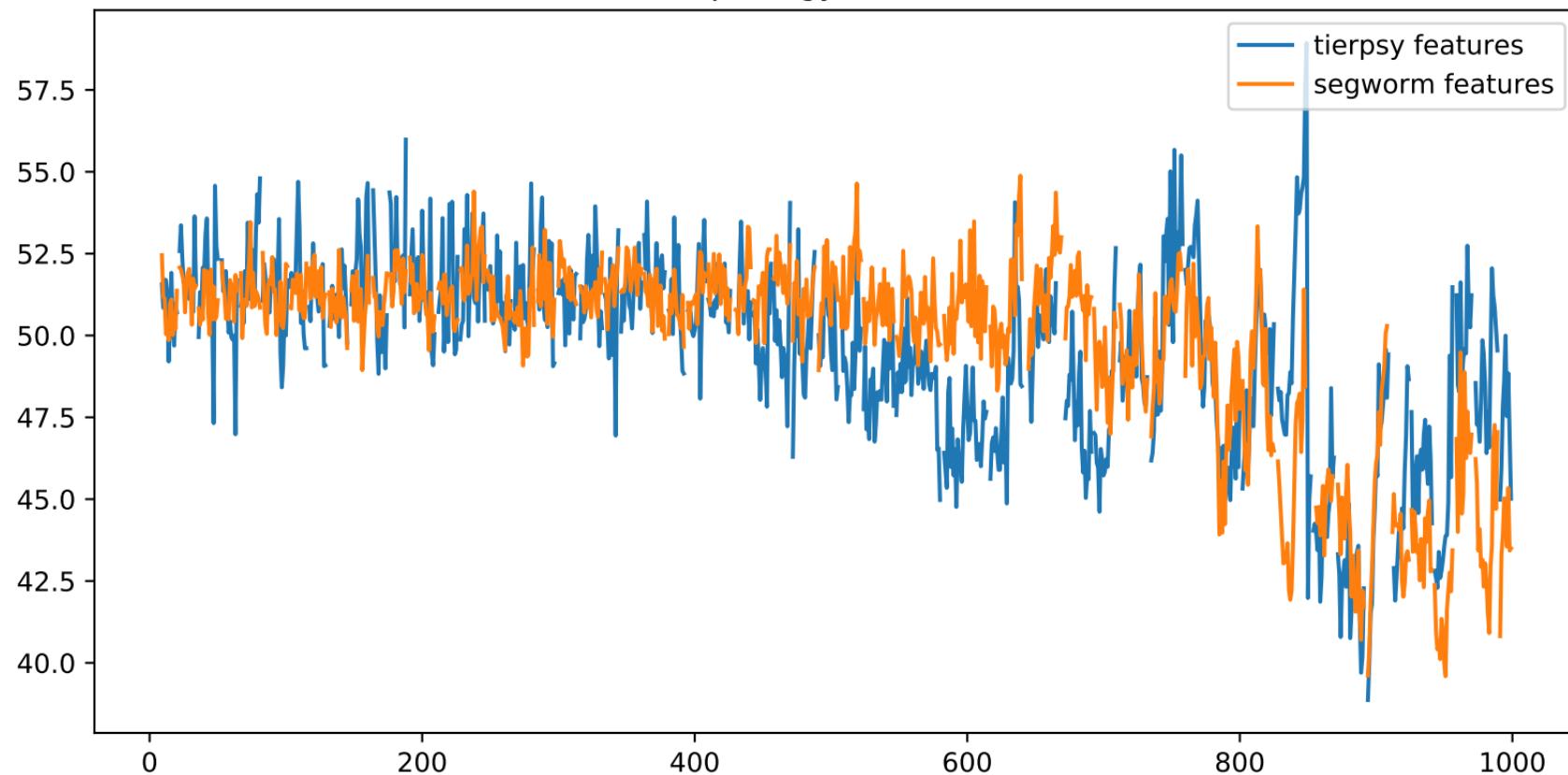
### morphology.length



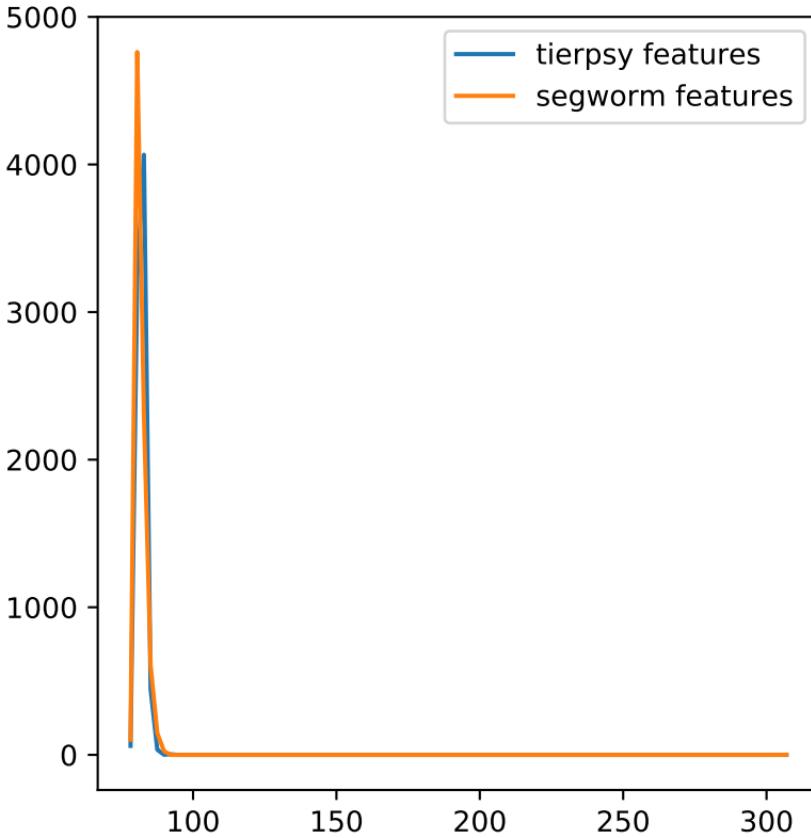
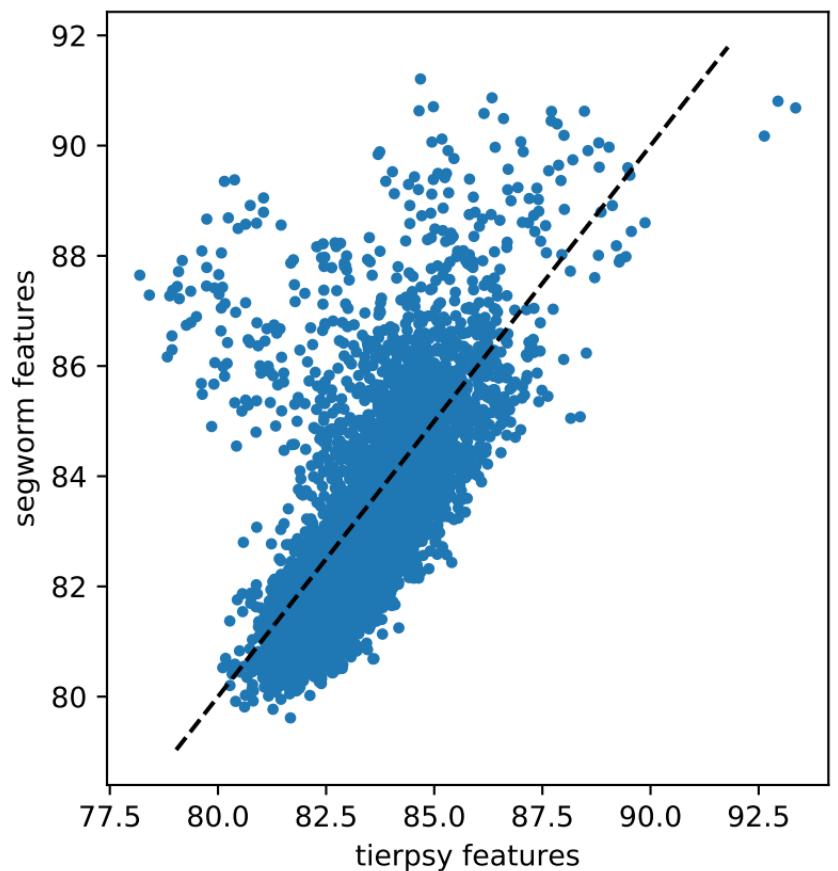
### morphology.width.head



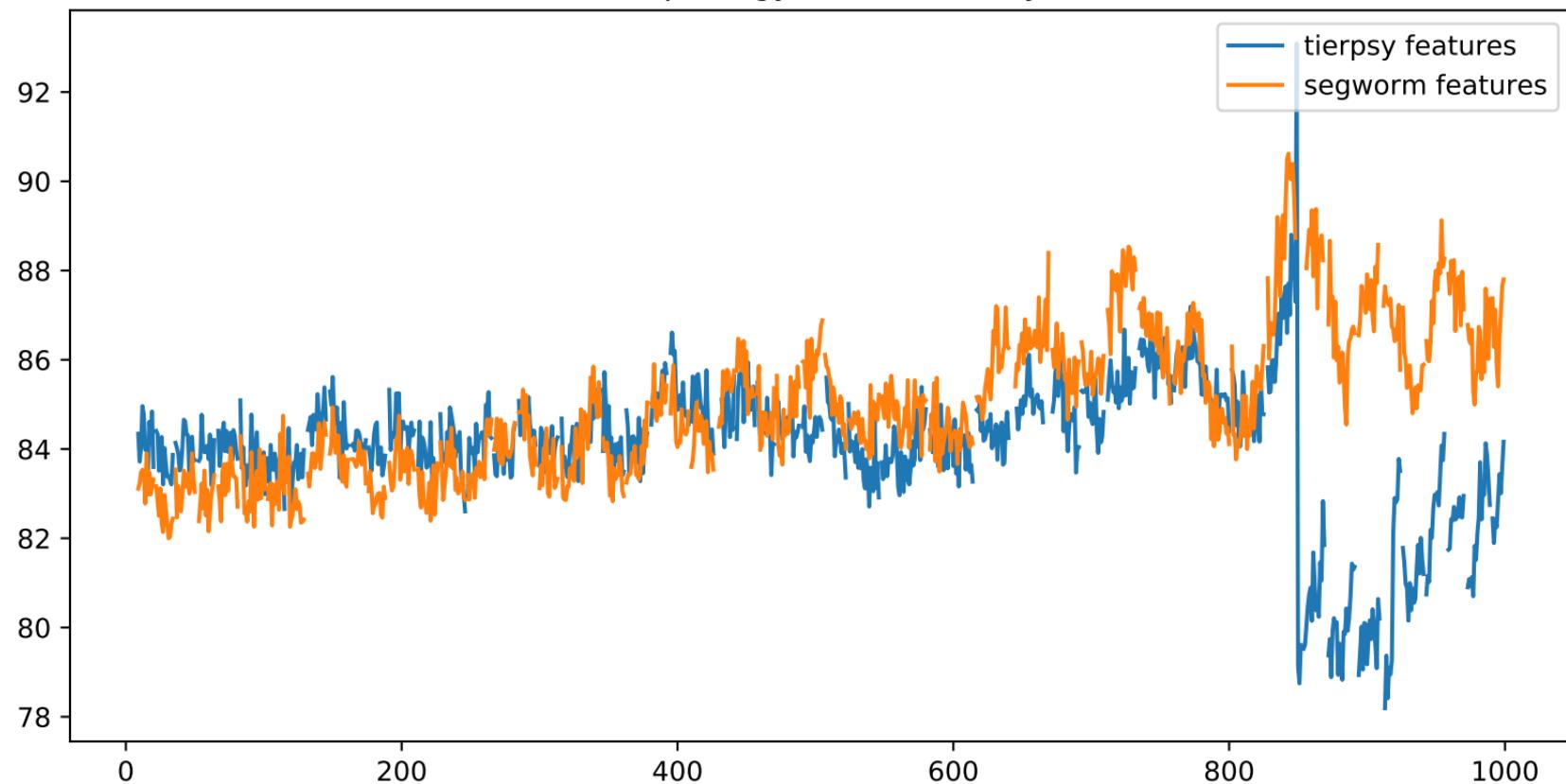
### morphology.width.head



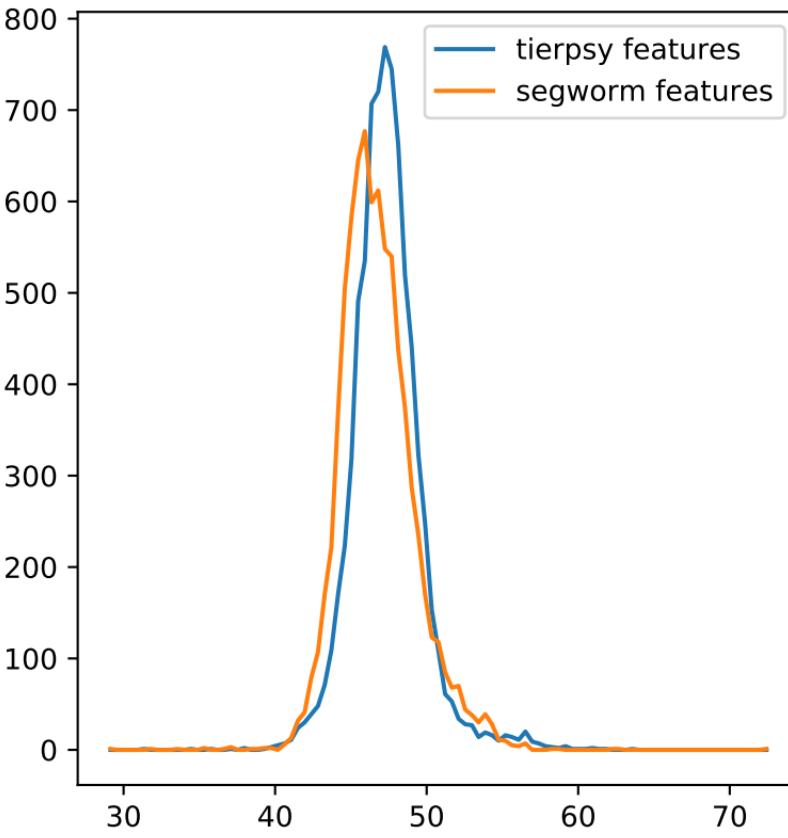
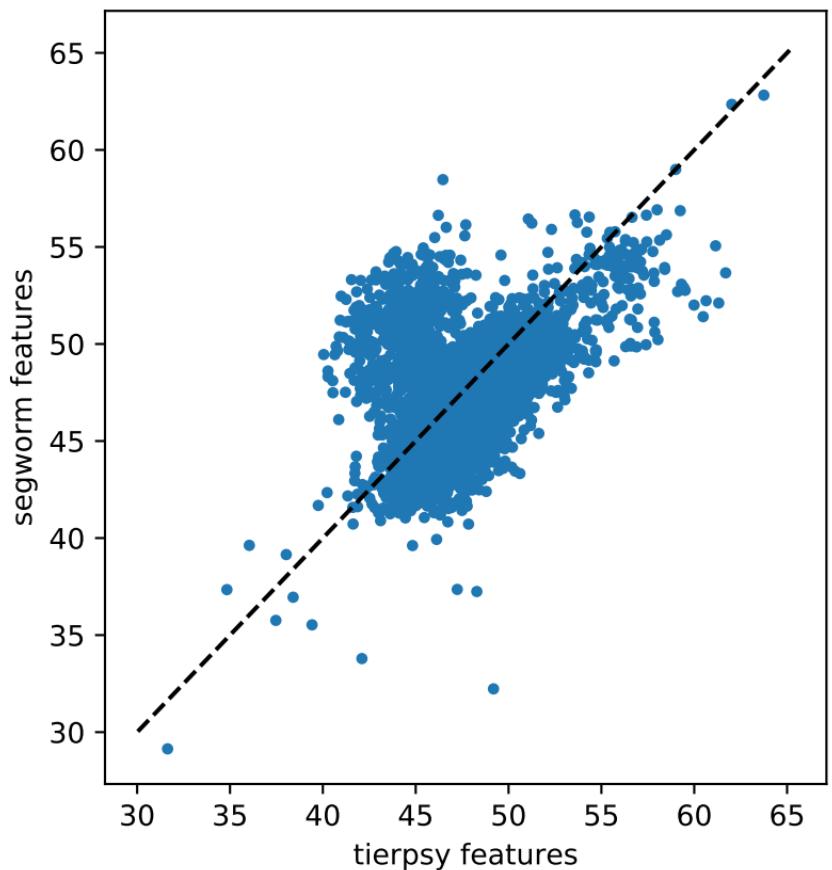
# morphology.width.midbody



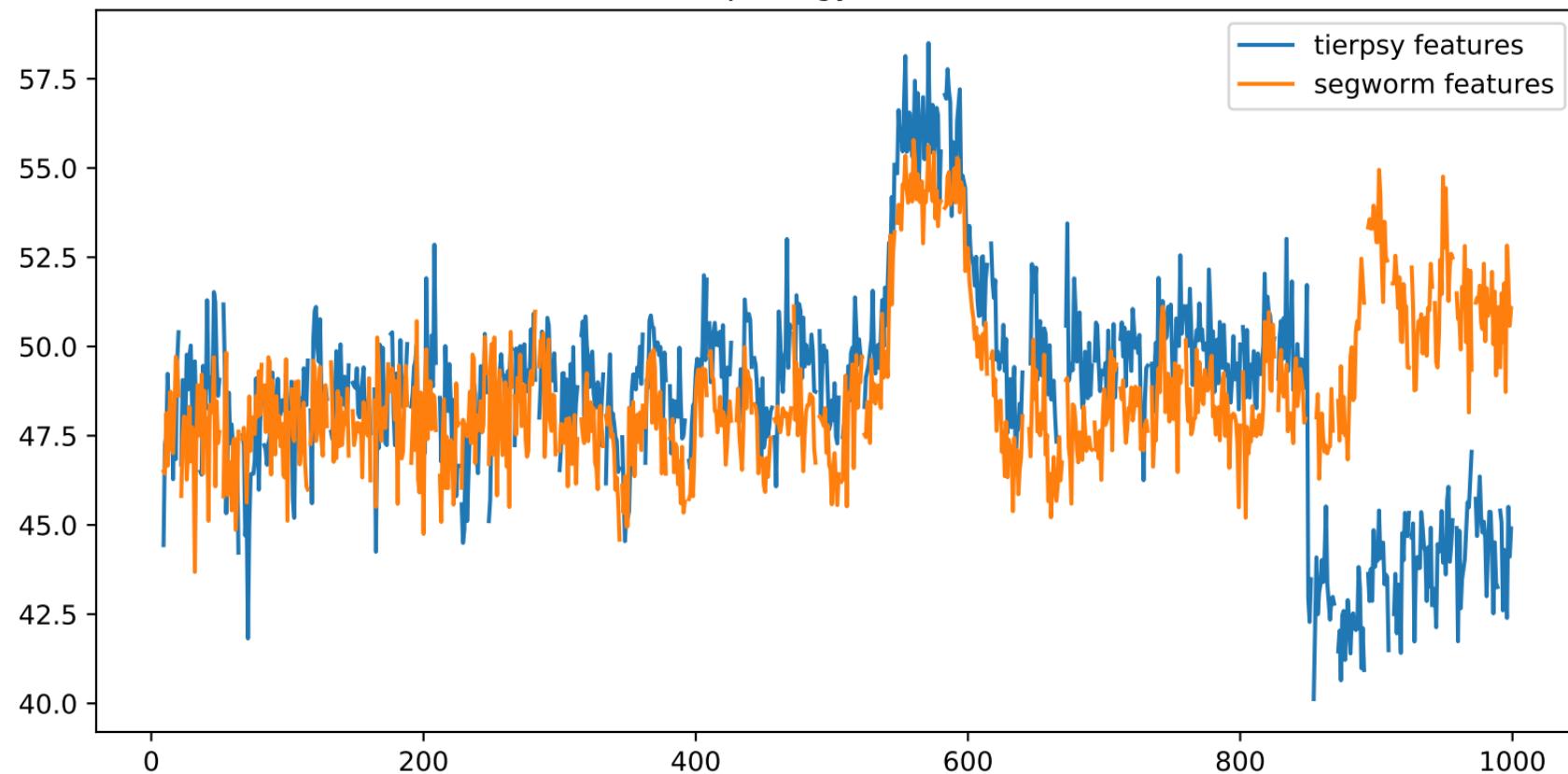
### morphology.width.midbody



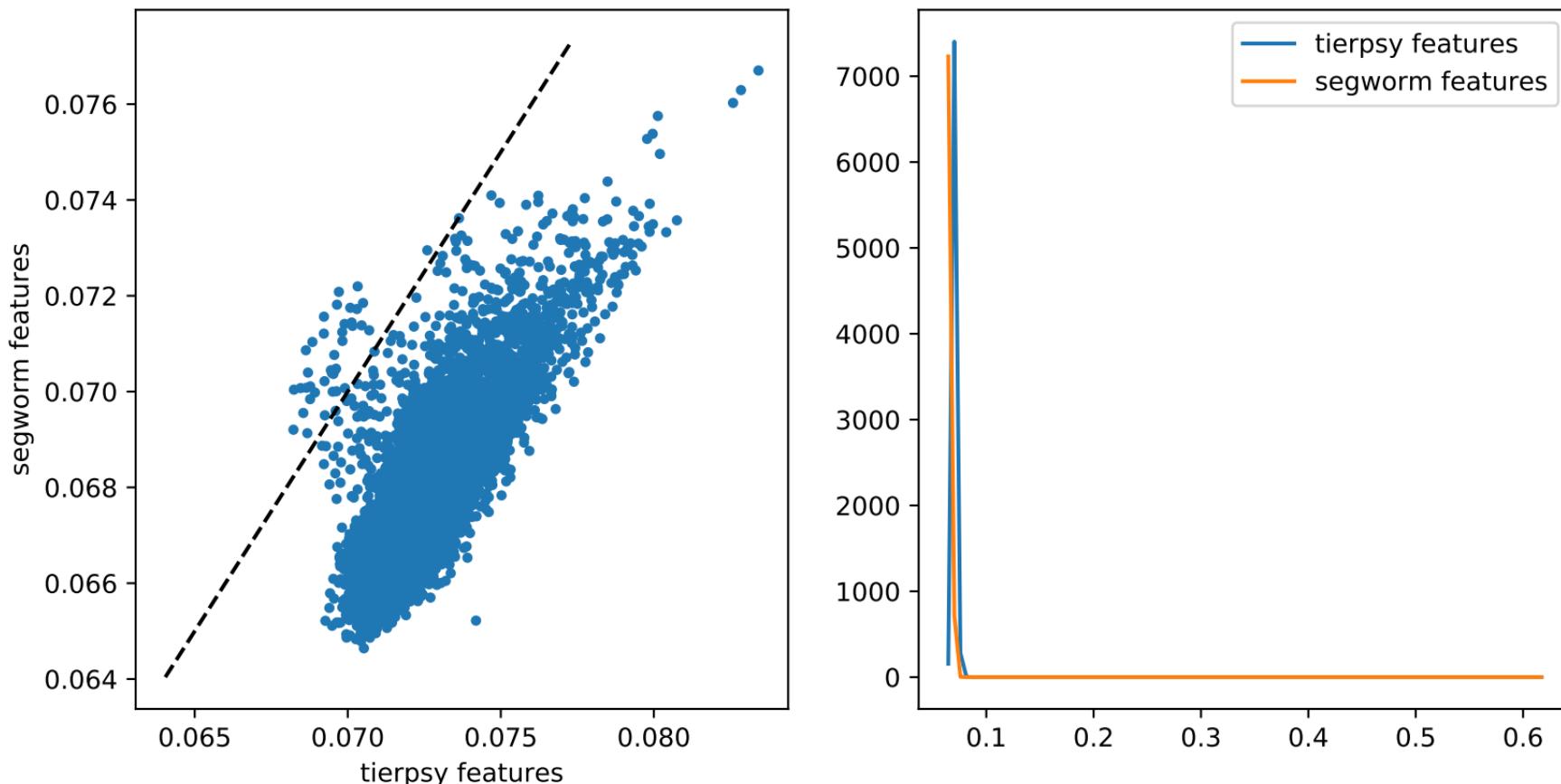
# morphology.width.tail



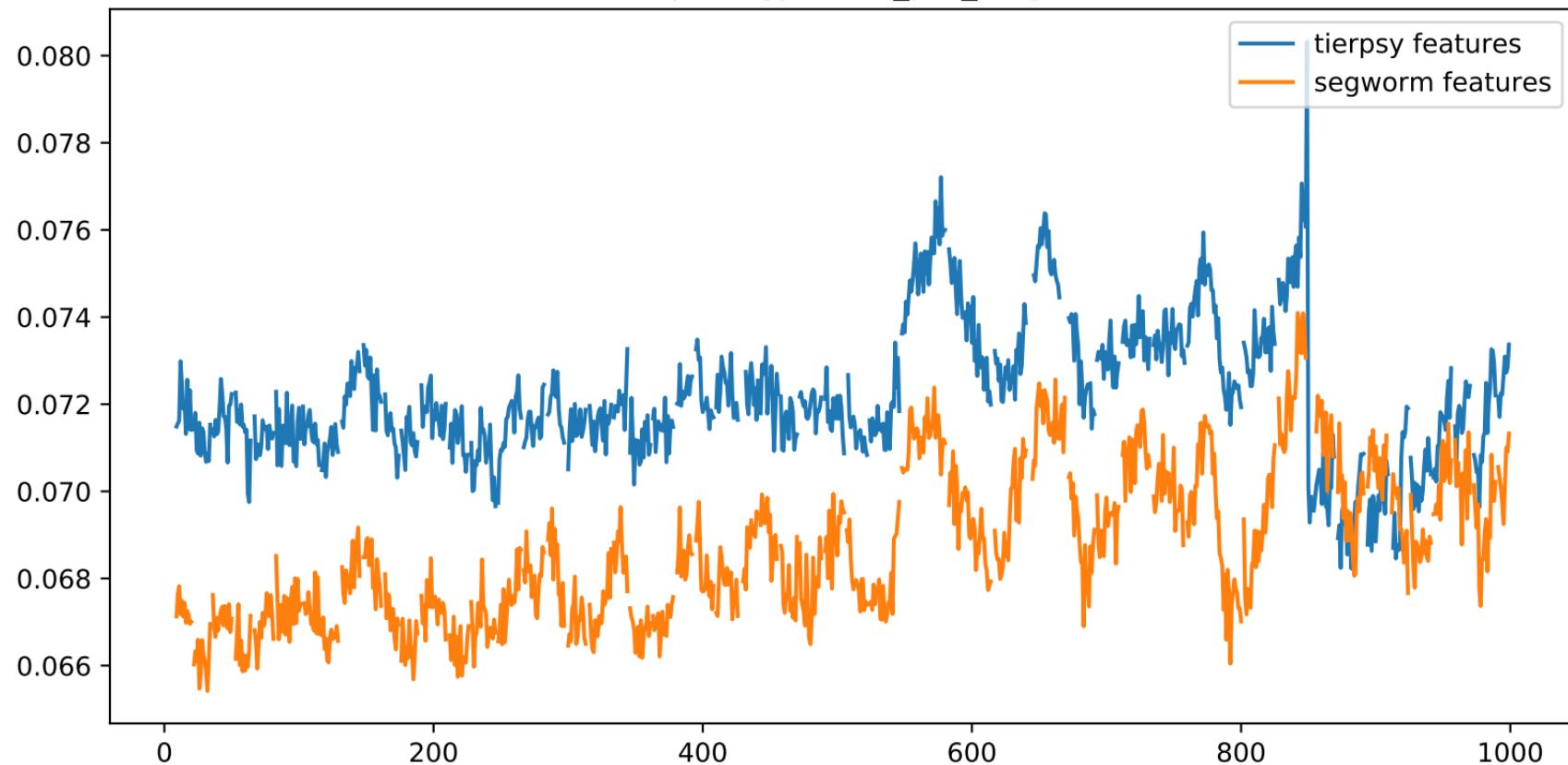
### morphology.width.tail



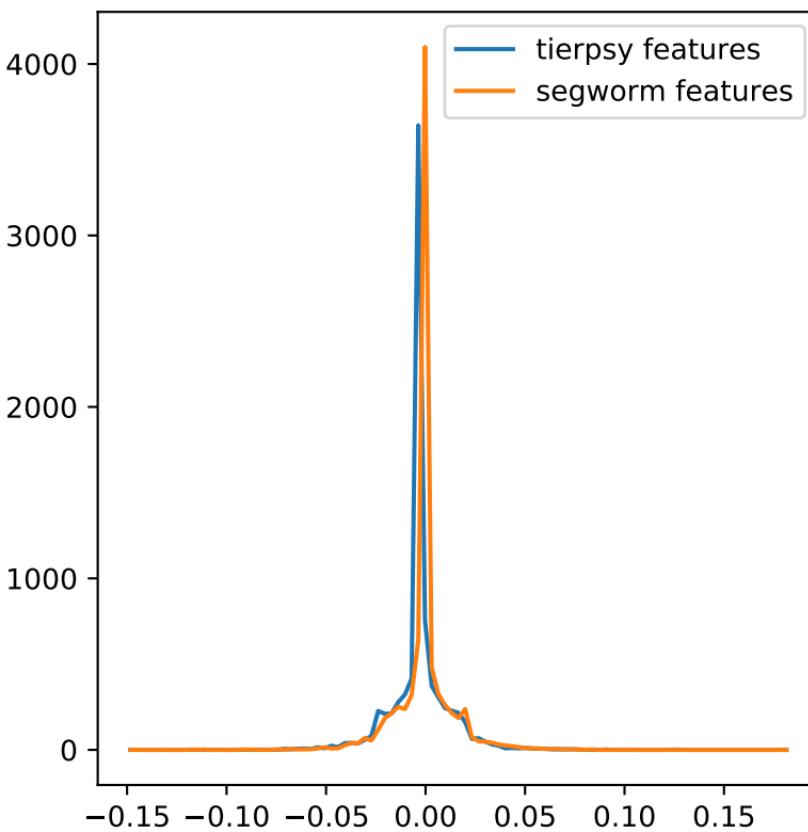
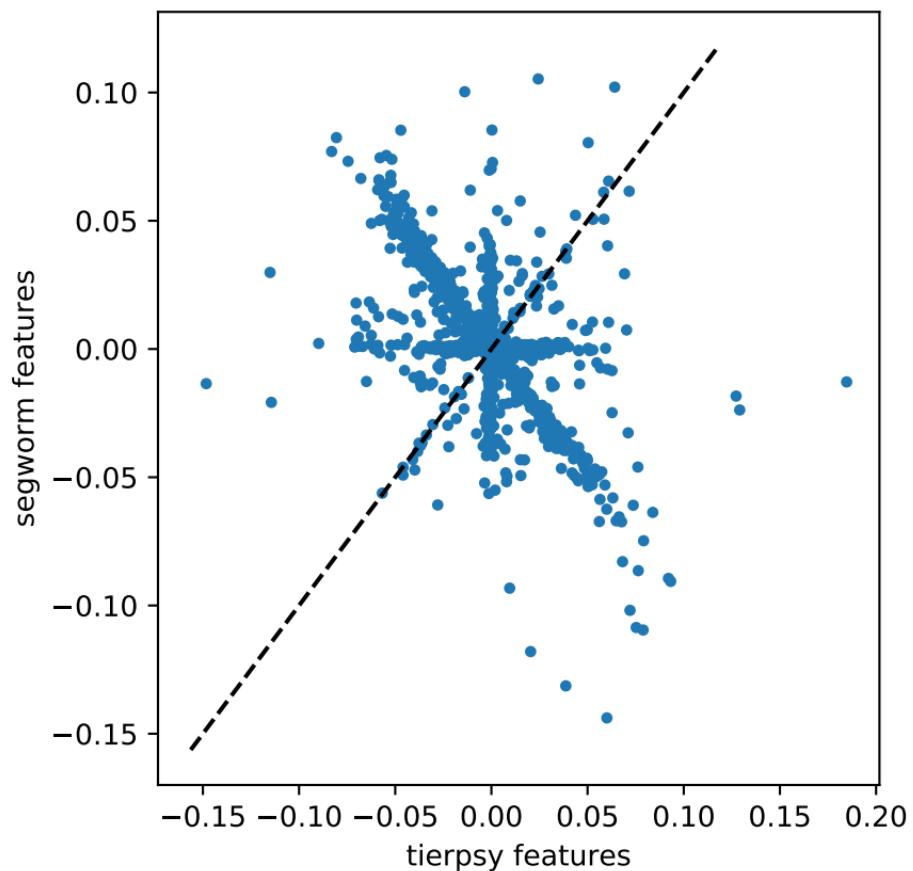
morphology.width\_per\_length



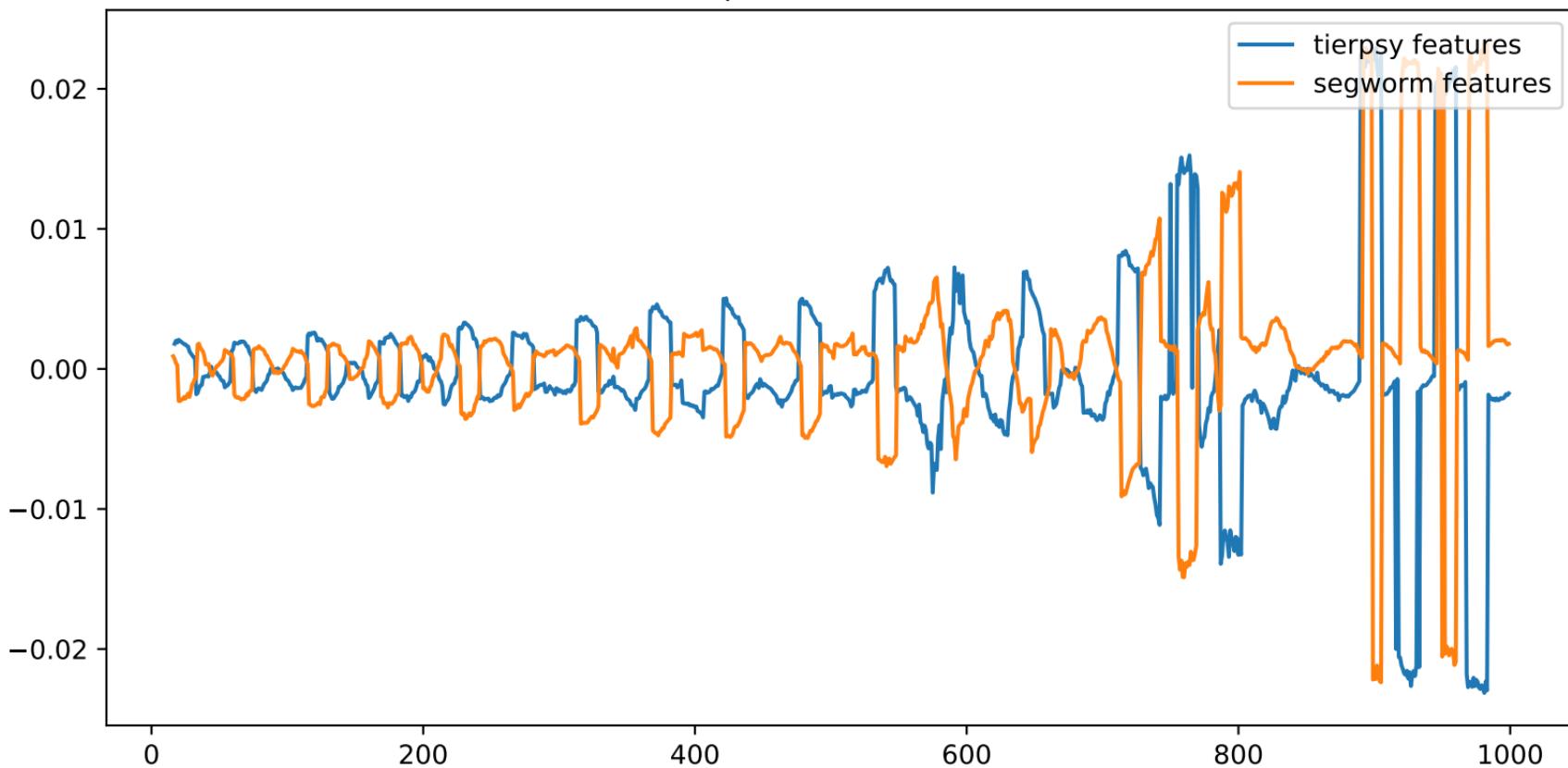
### morphology.width\_per\_length



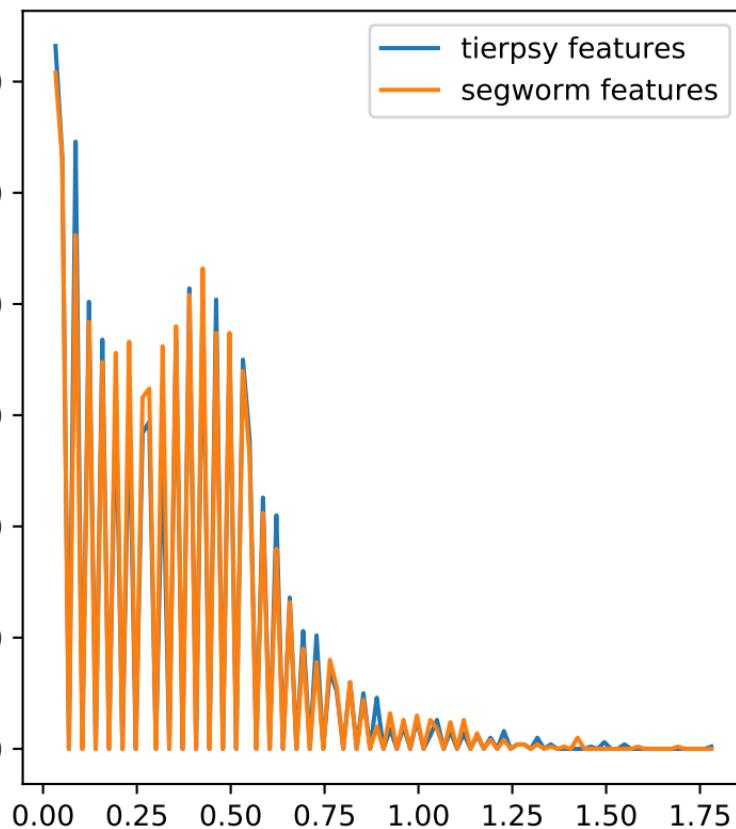
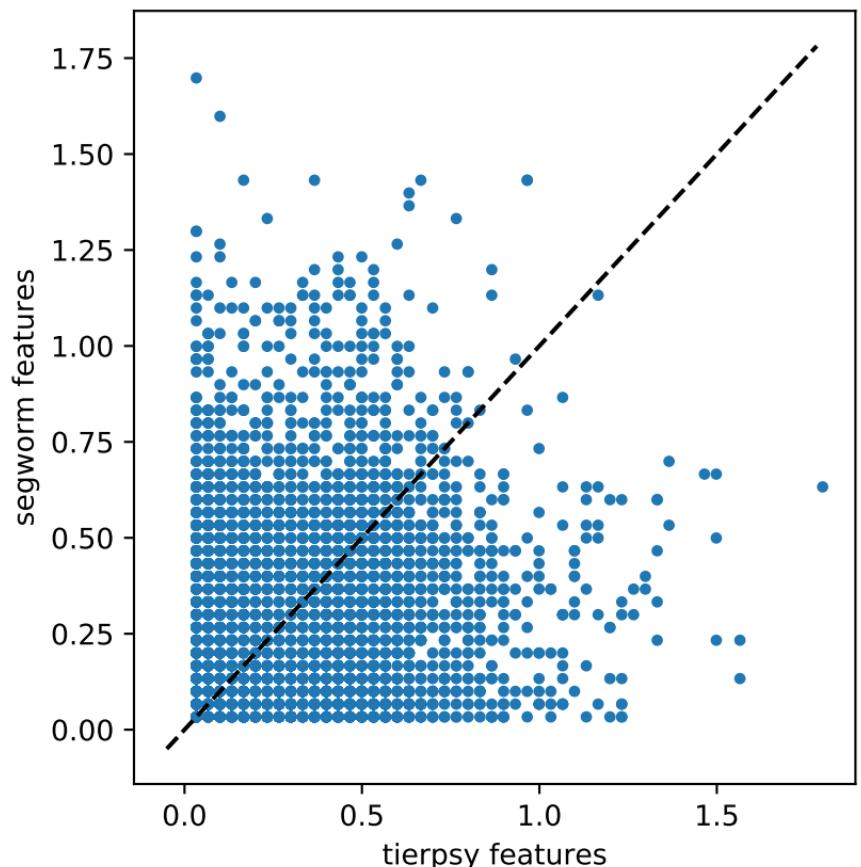
path.curvature



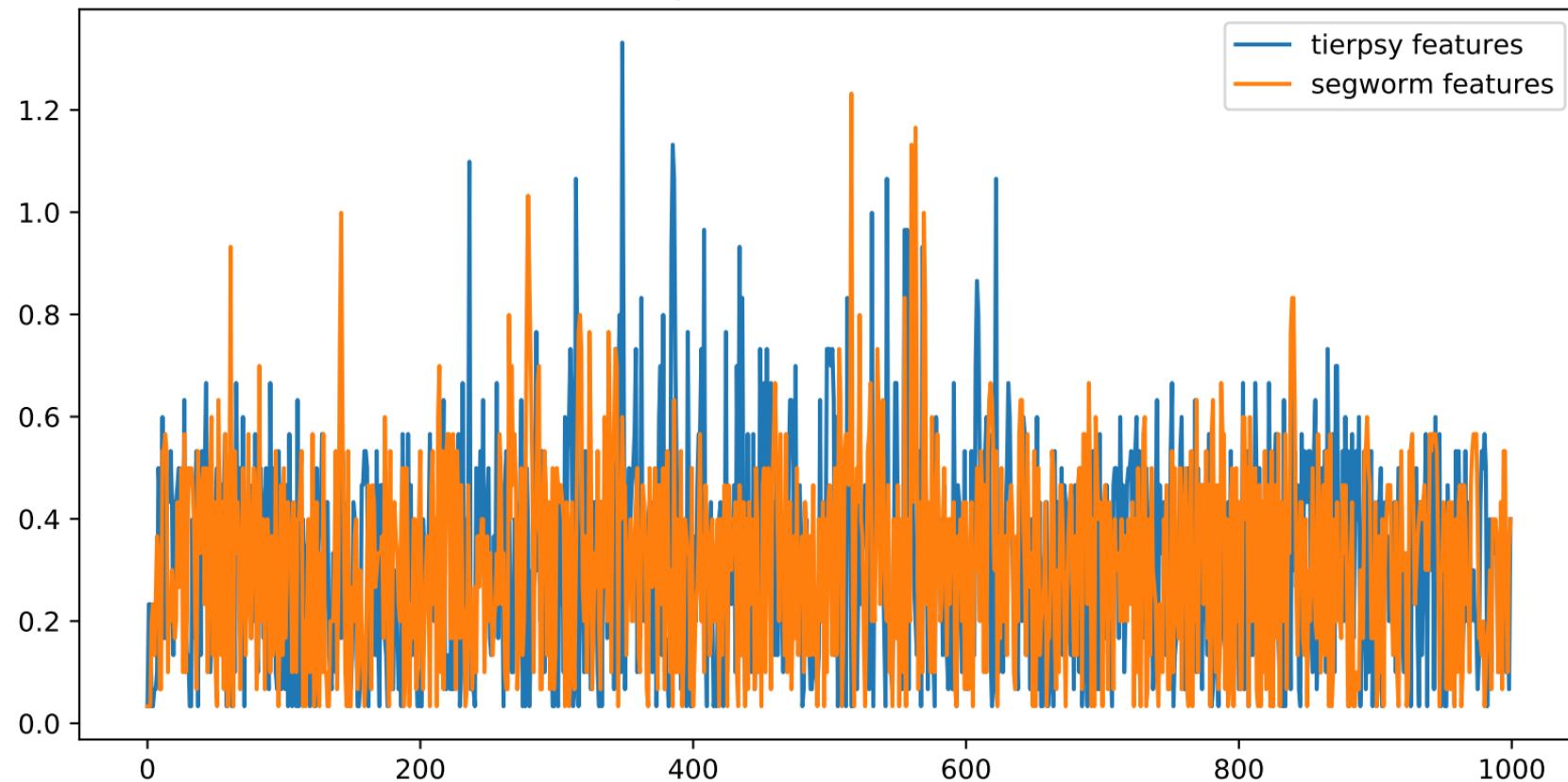
path.curvature



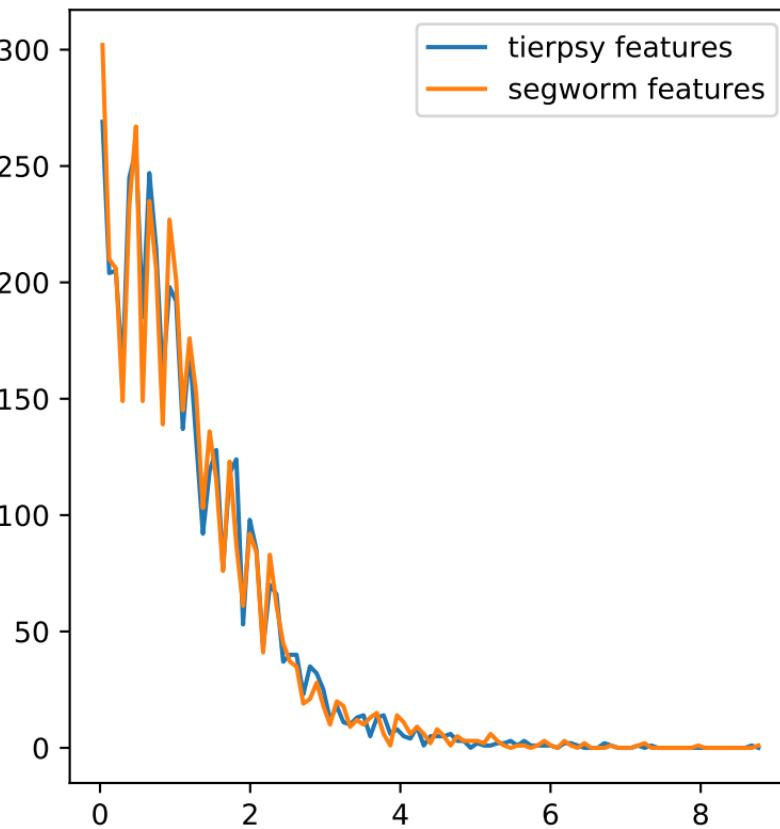
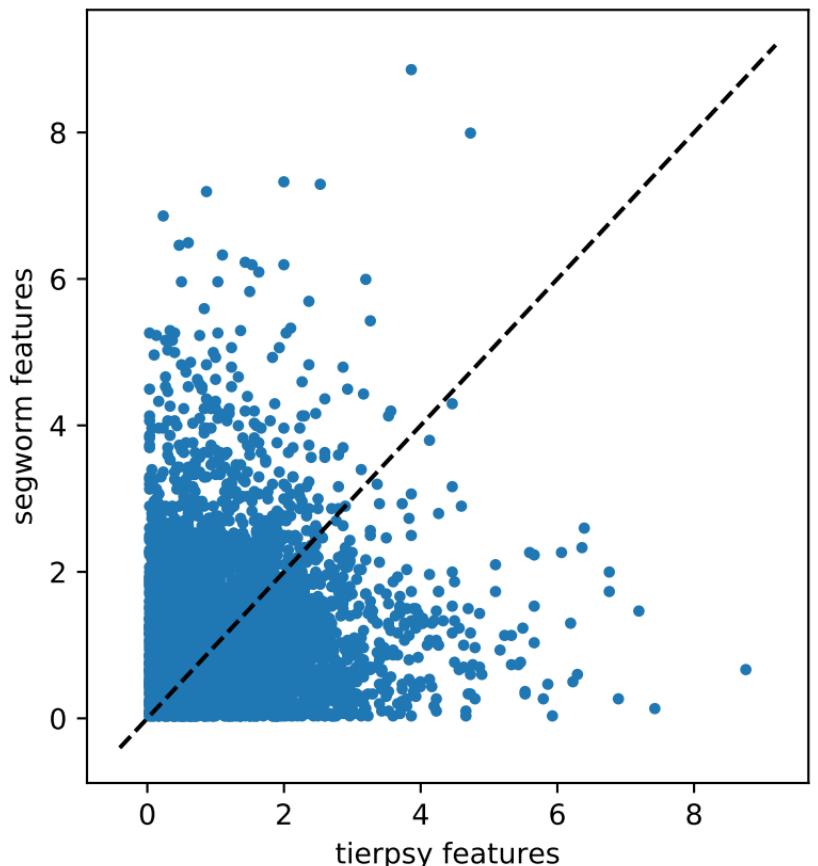
path.duration.head



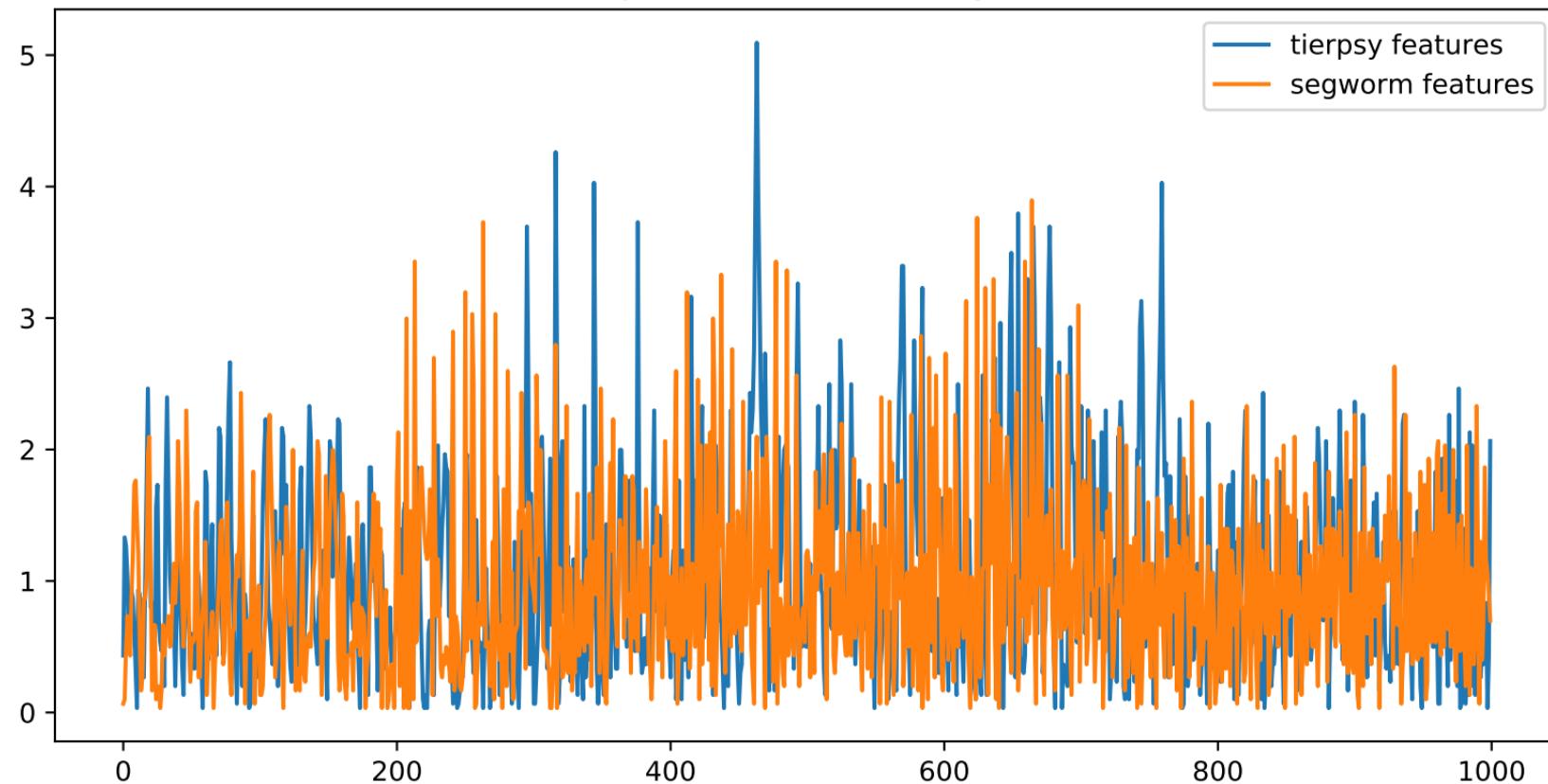
path.duration.head



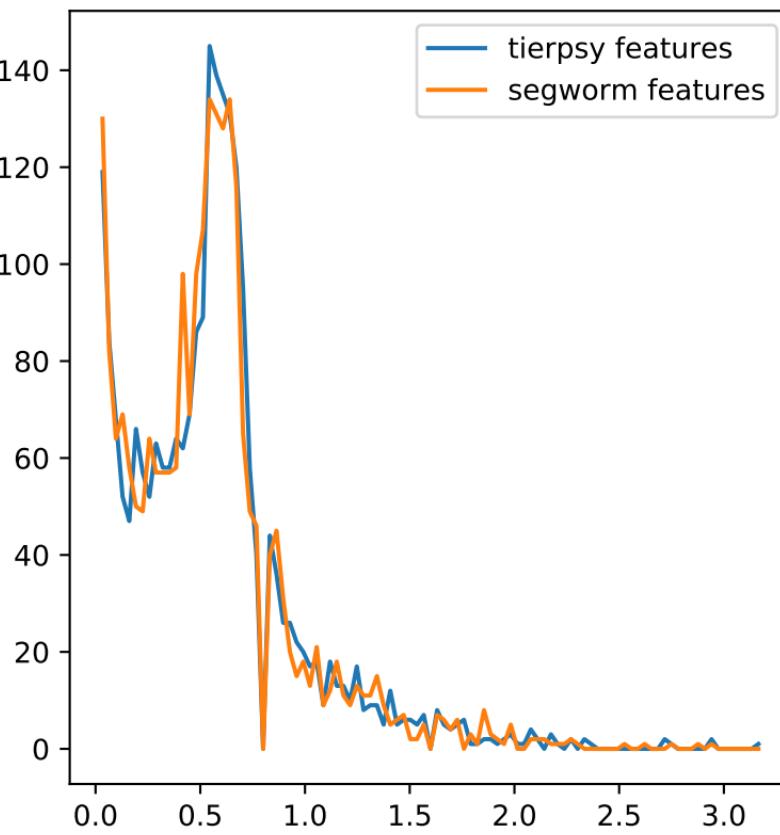
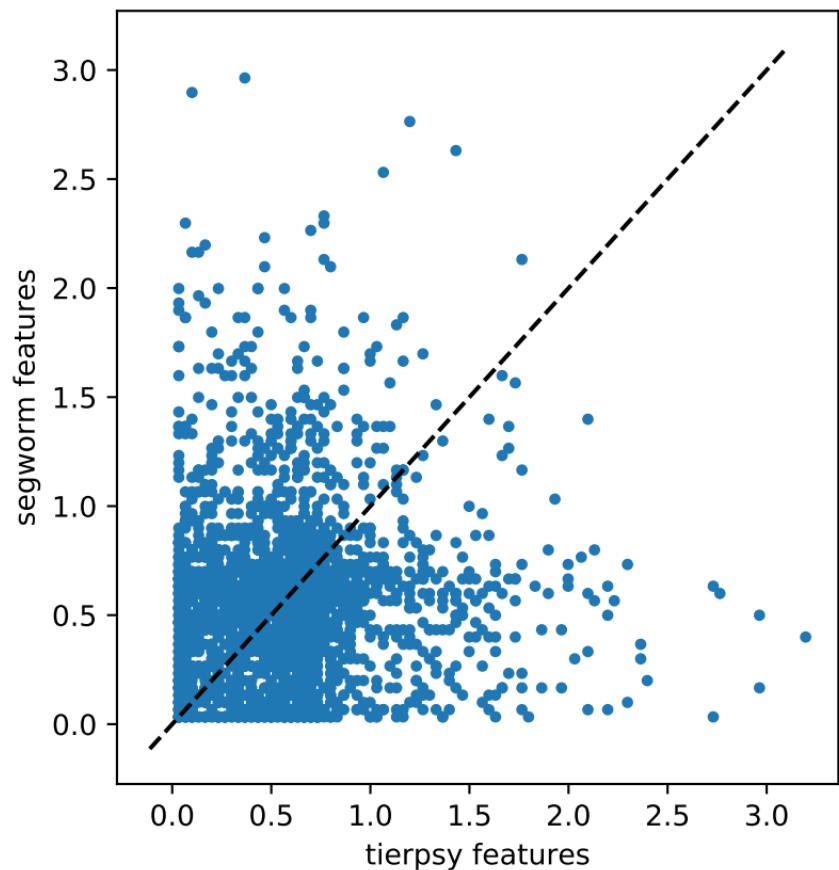
path.duration.midbody



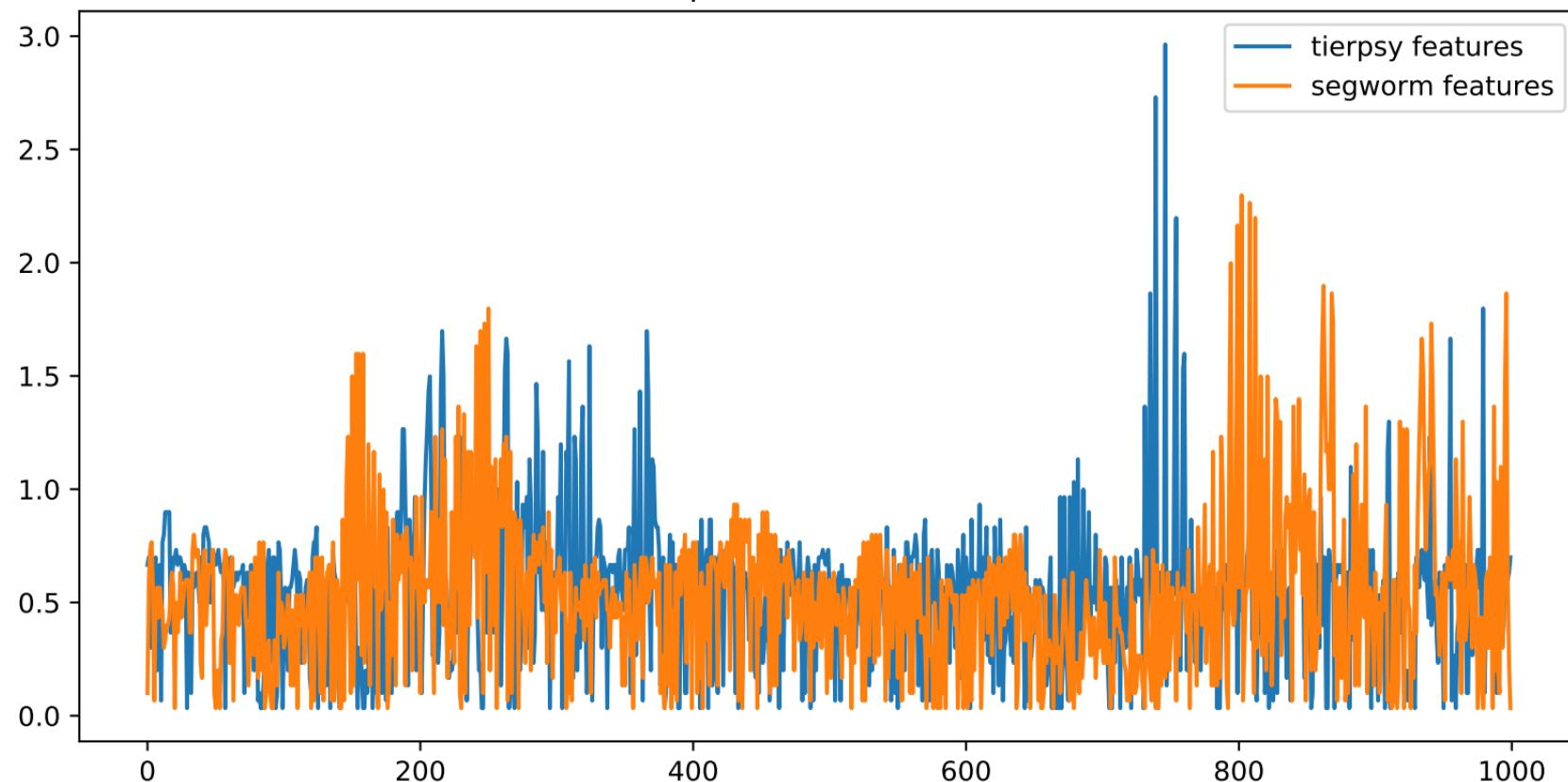
path.duration.midbody



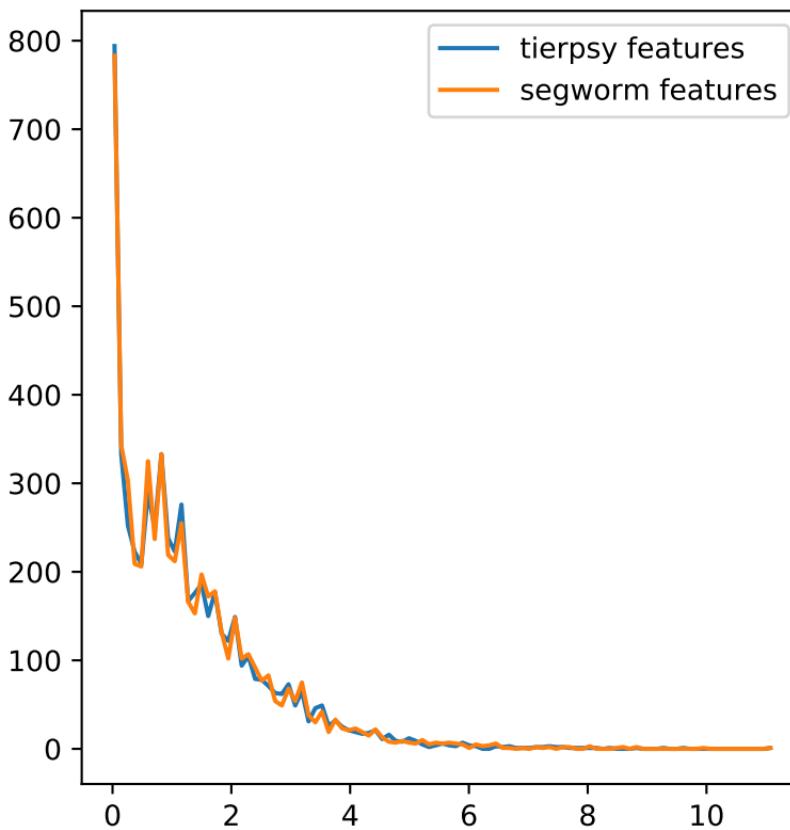
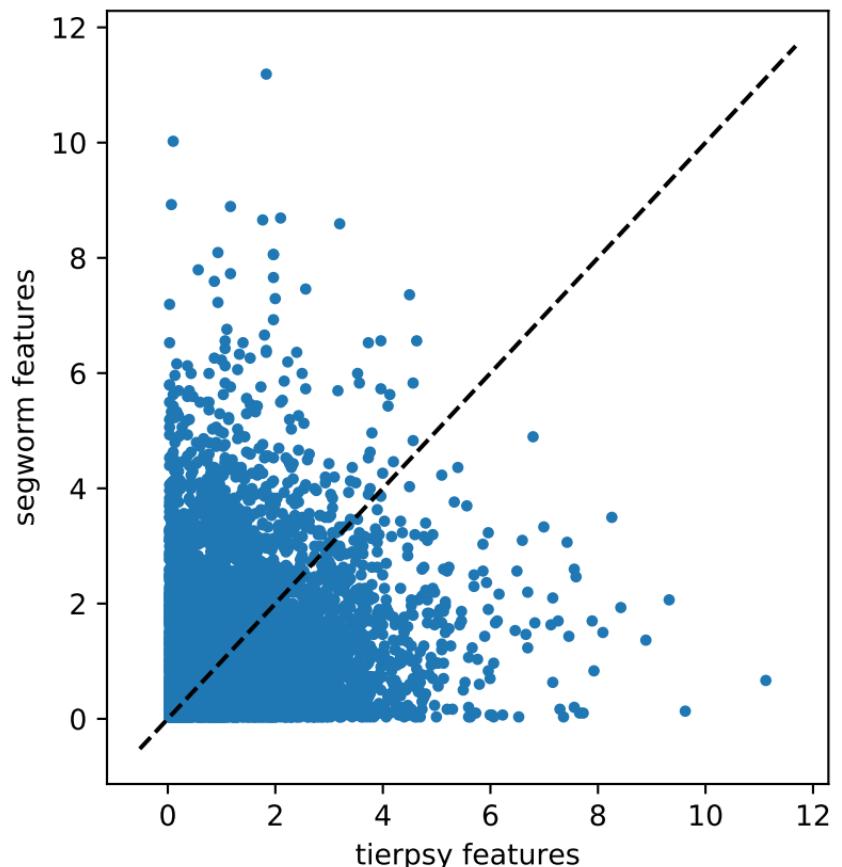
path.duration.tail



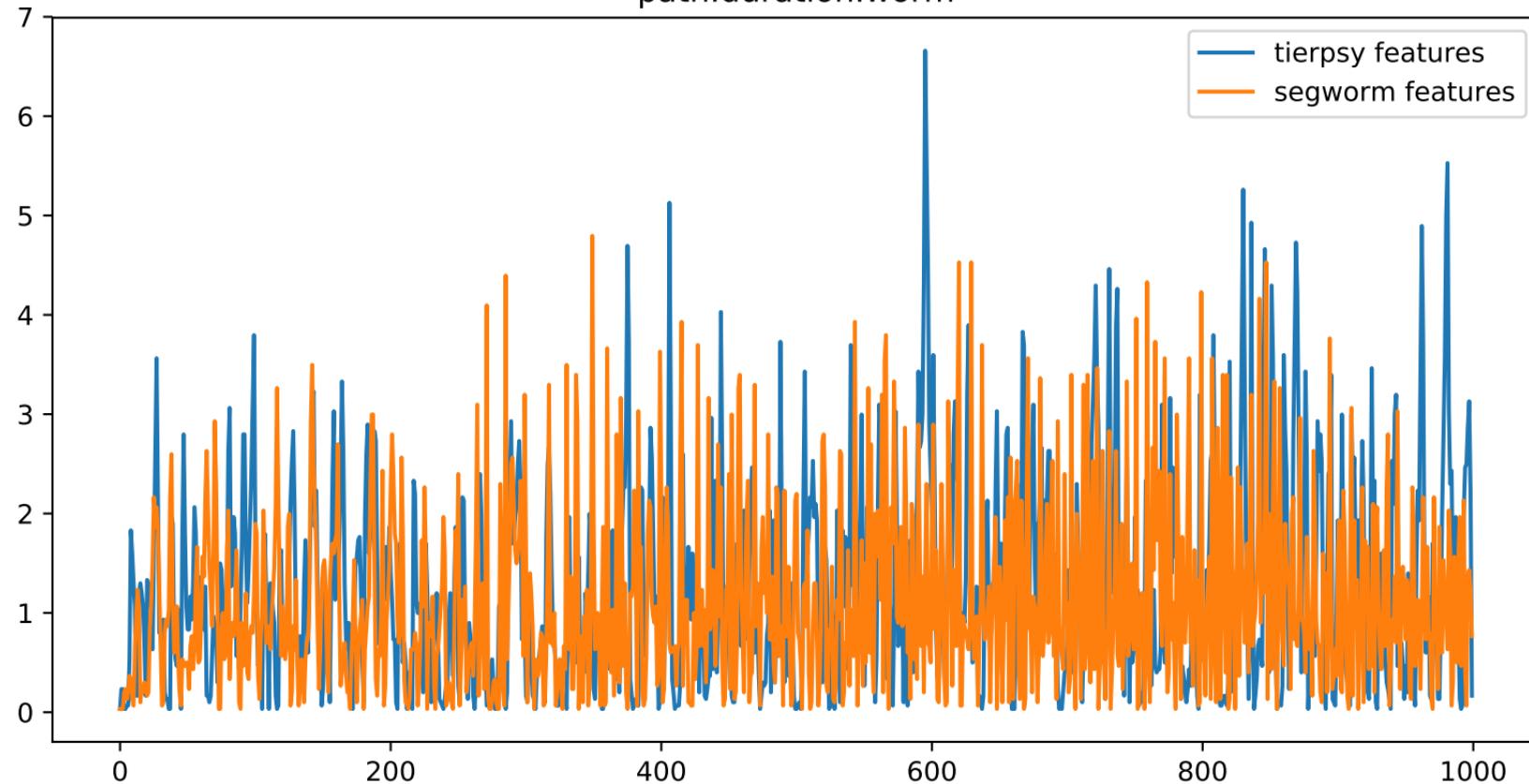
path.duration.tail



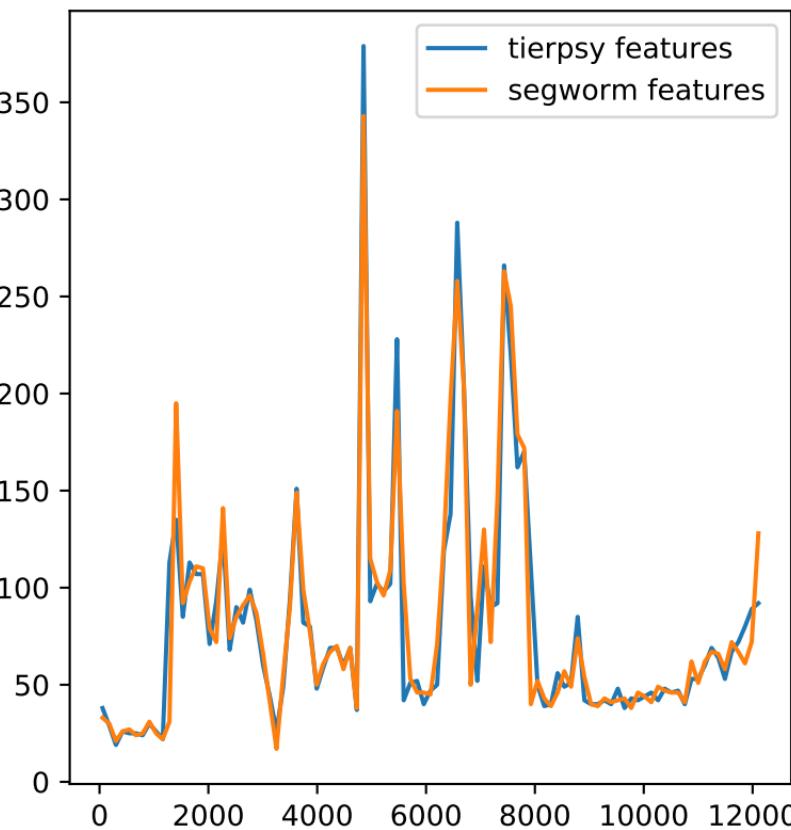
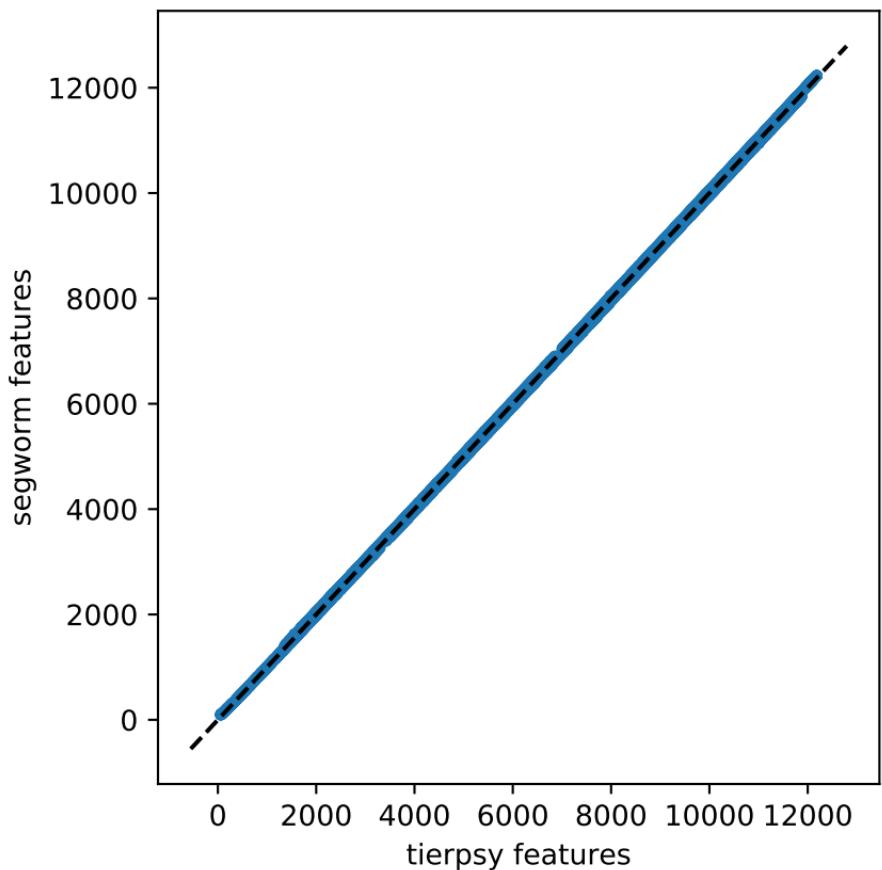
path.duration.worm



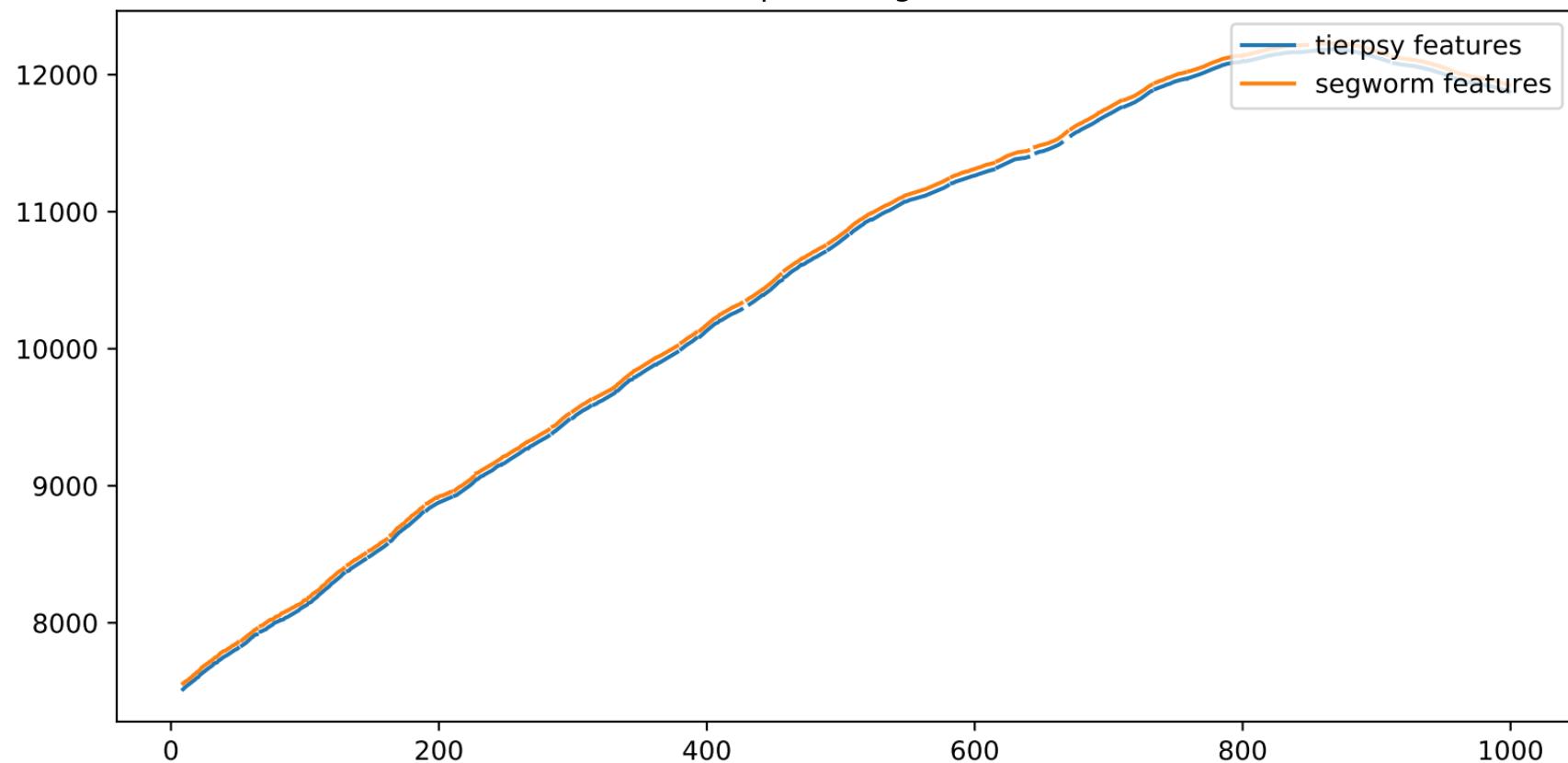
path.duration.worm



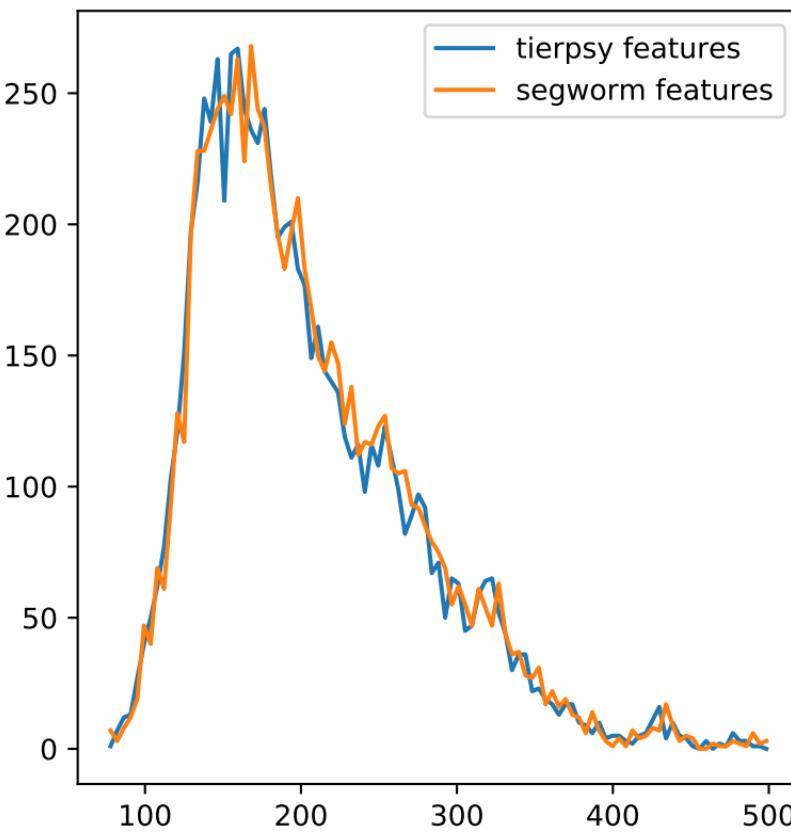
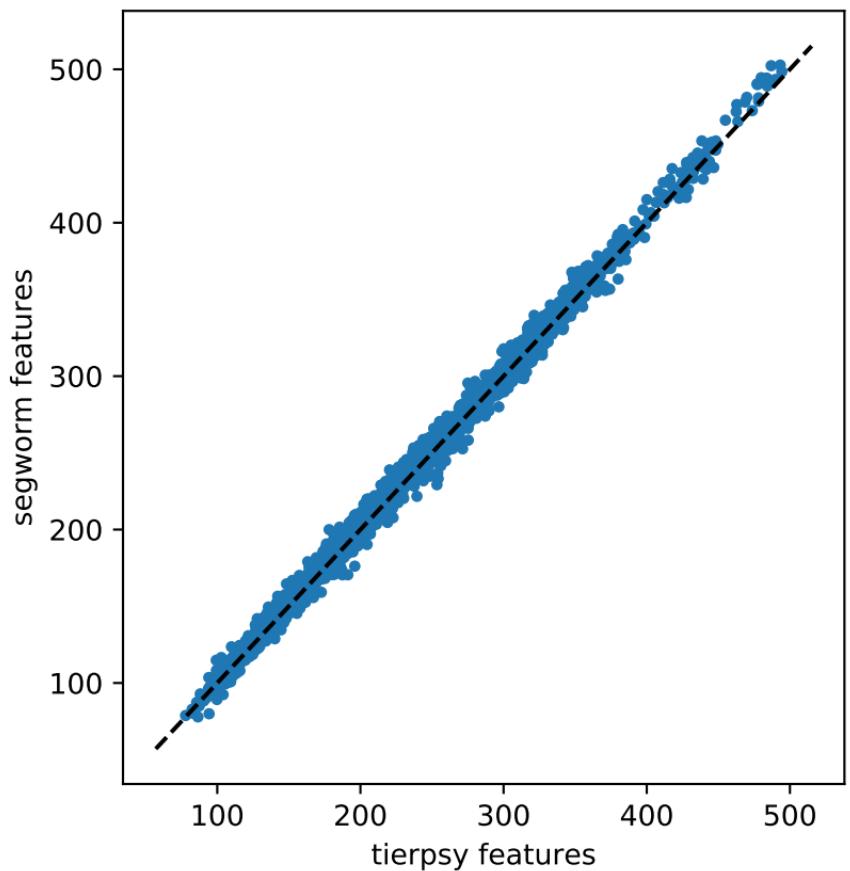
path.range



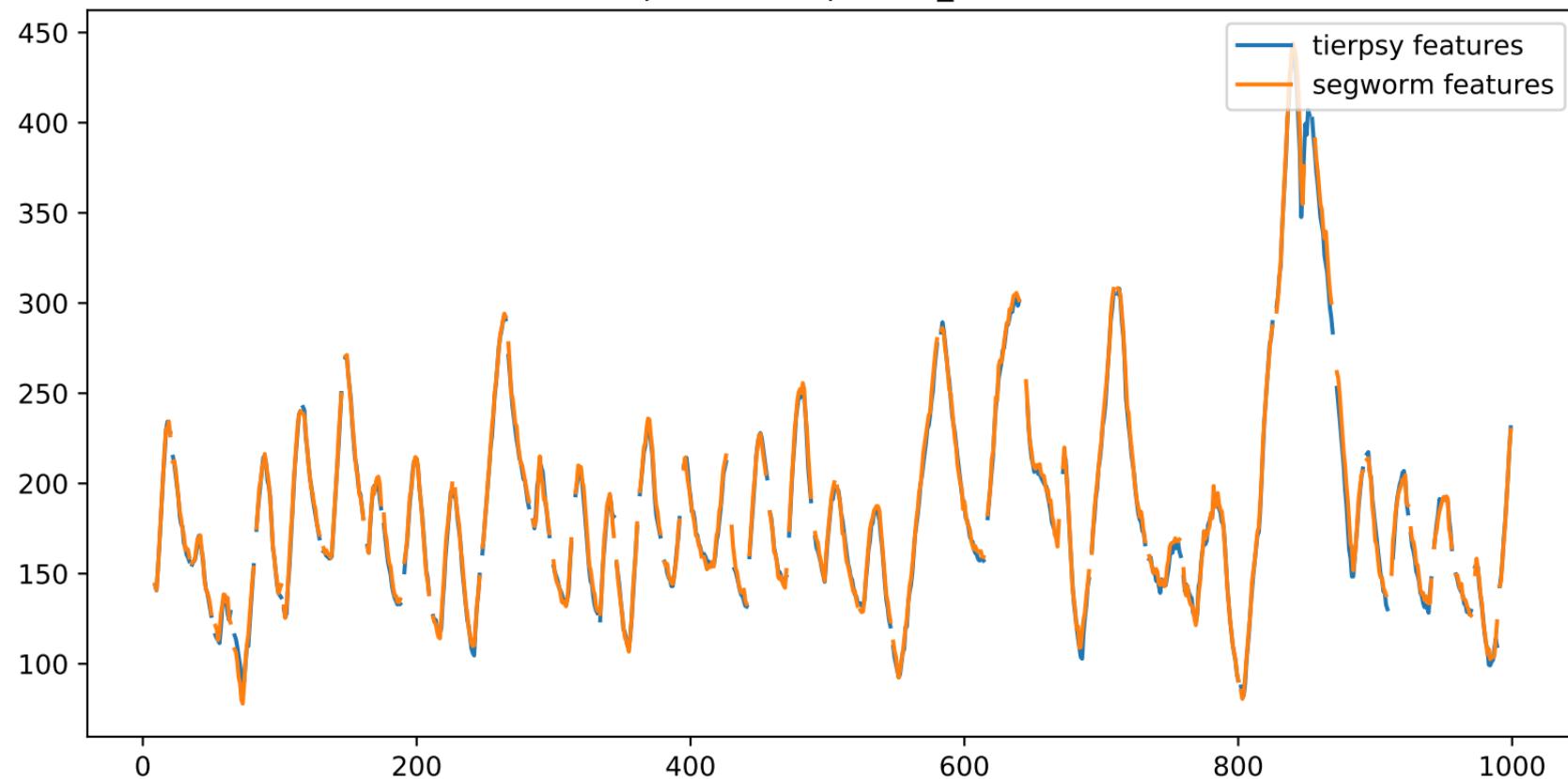
path.range



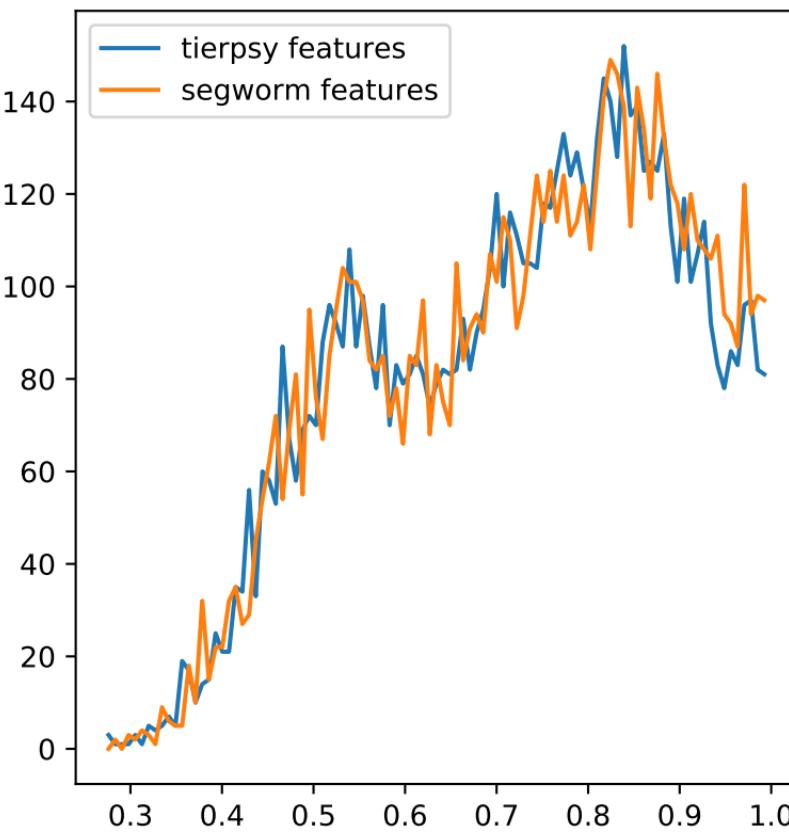
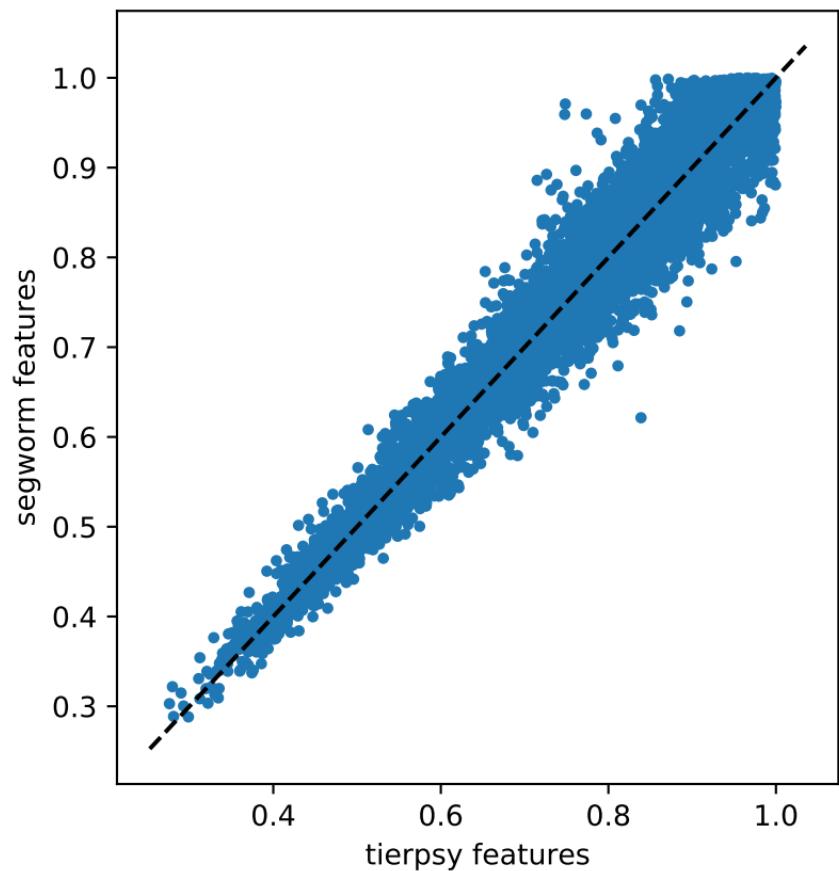
posture.amplitude\_max



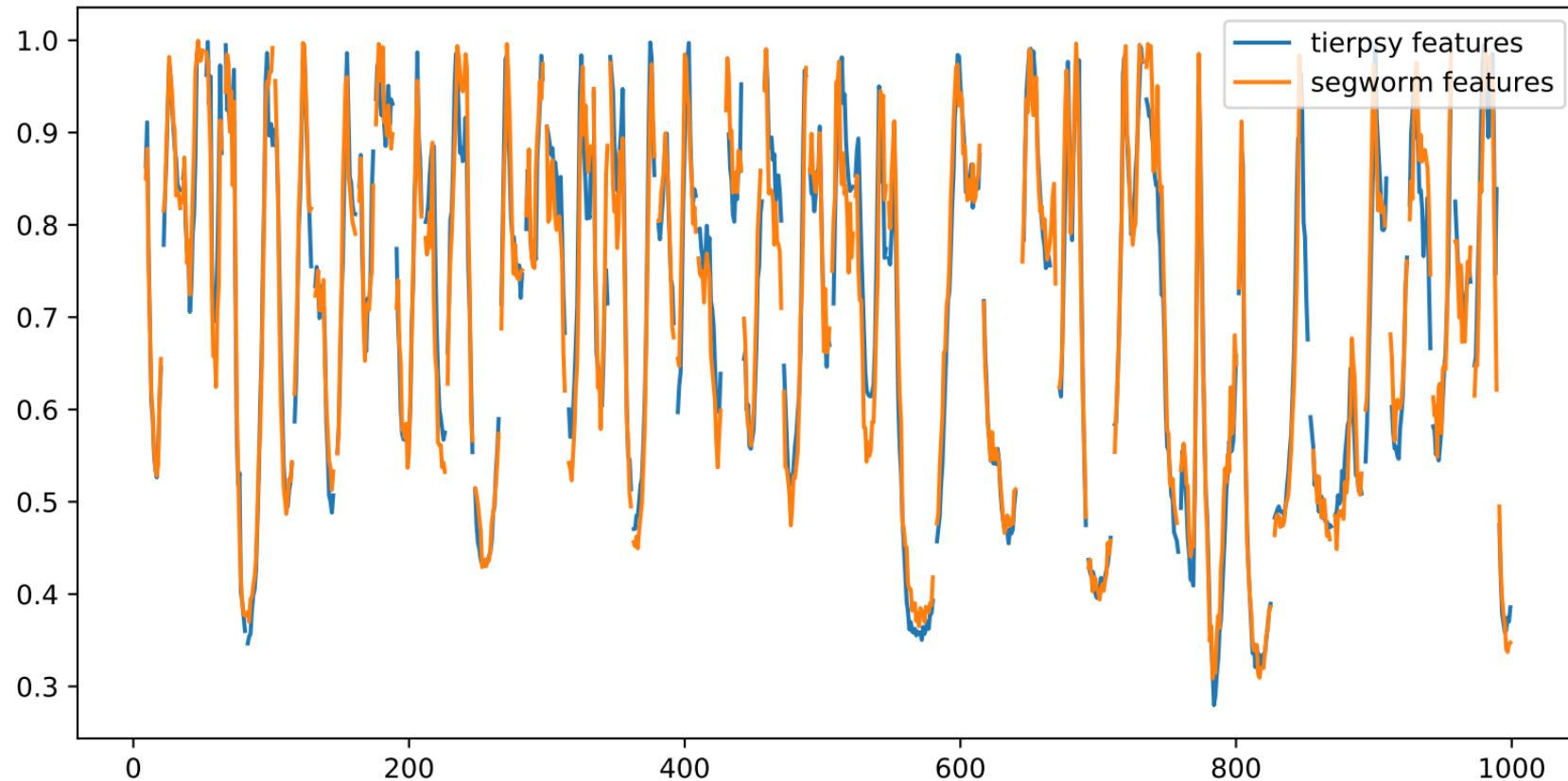
posture.amplitude\_max



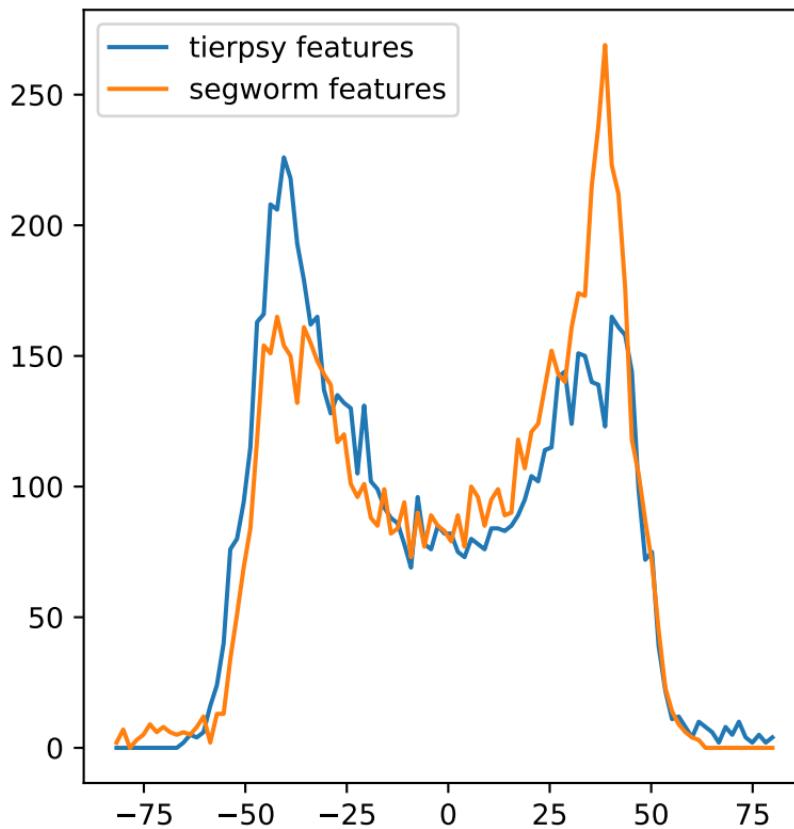
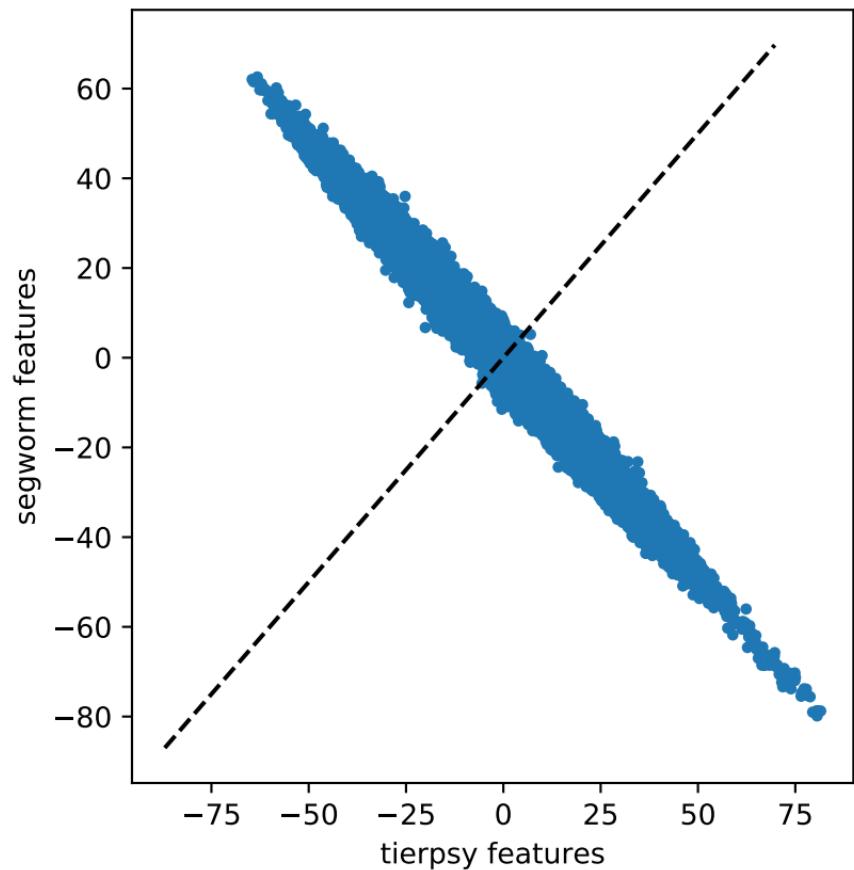
posture.amplitude\_ratio



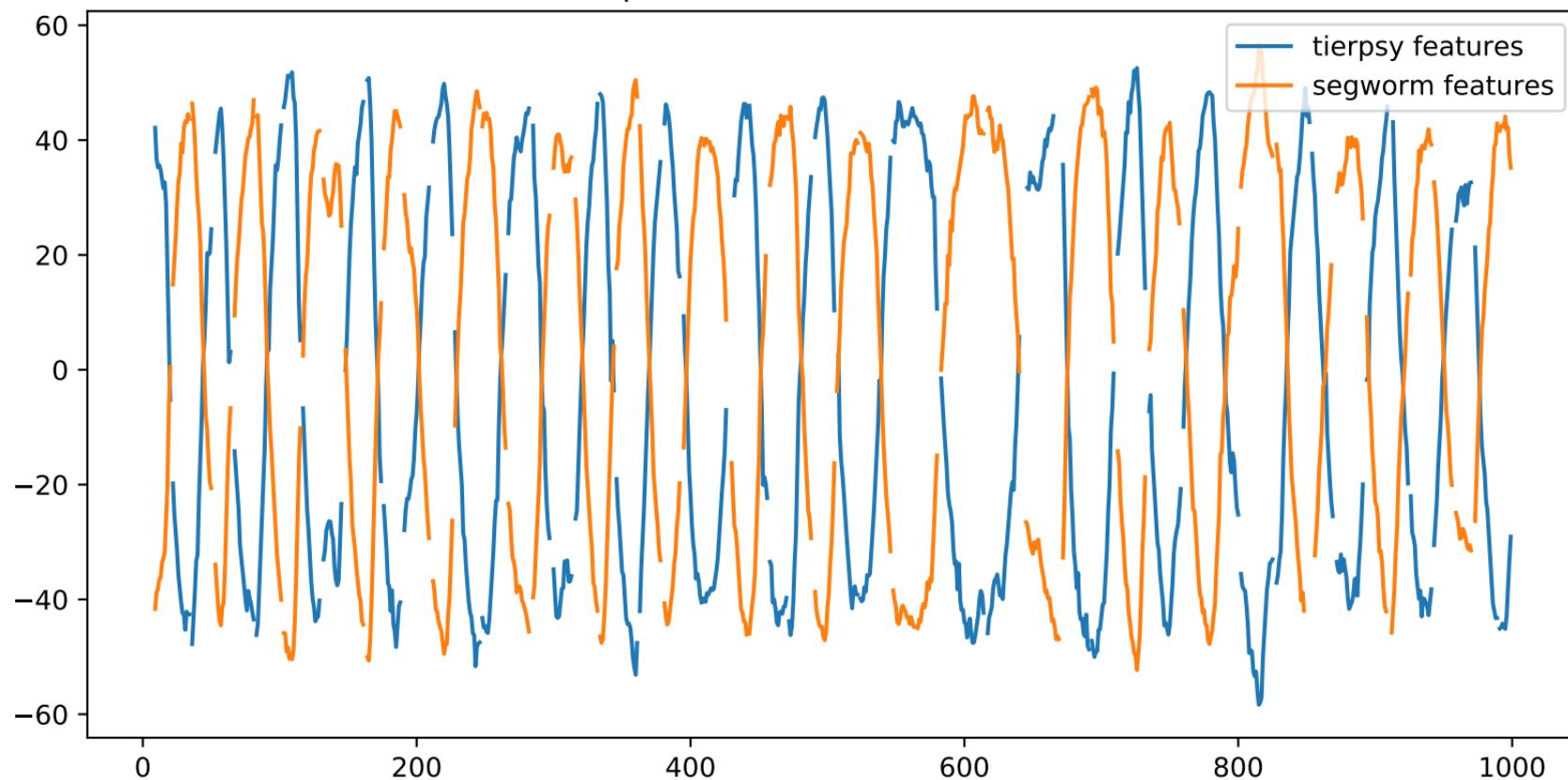
posture.amplitude\_ratio



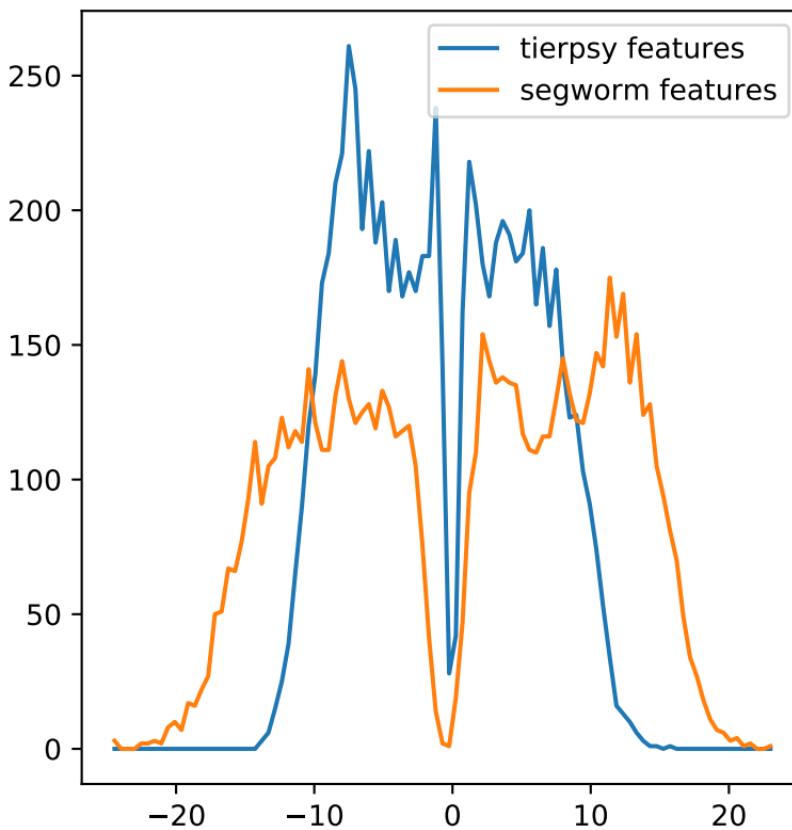
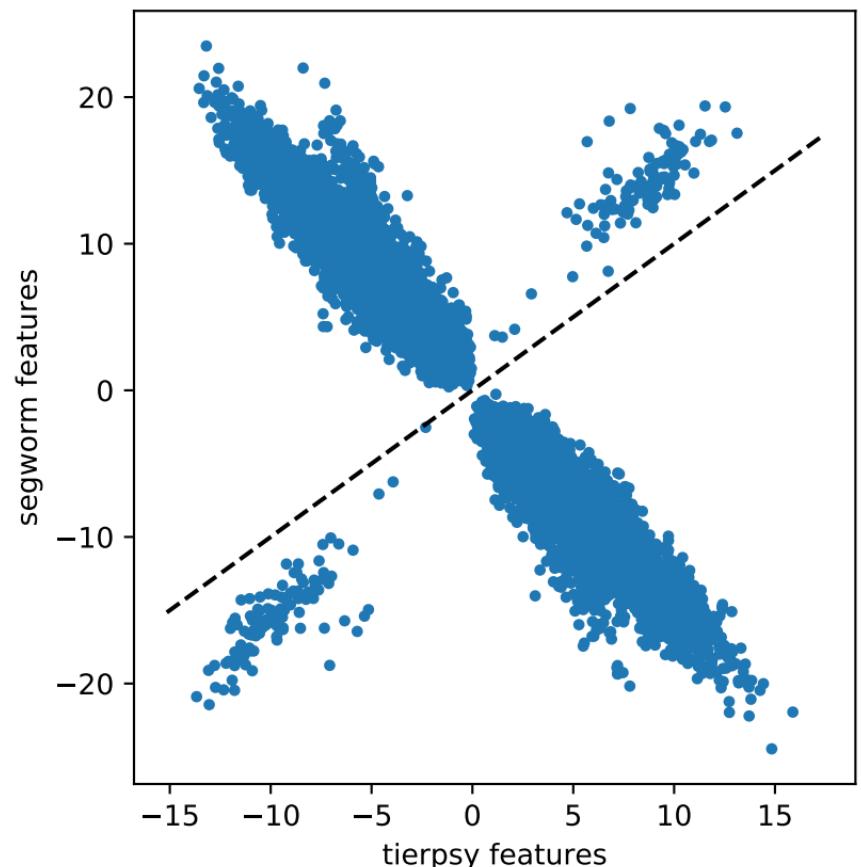
posture.bends.head.mean



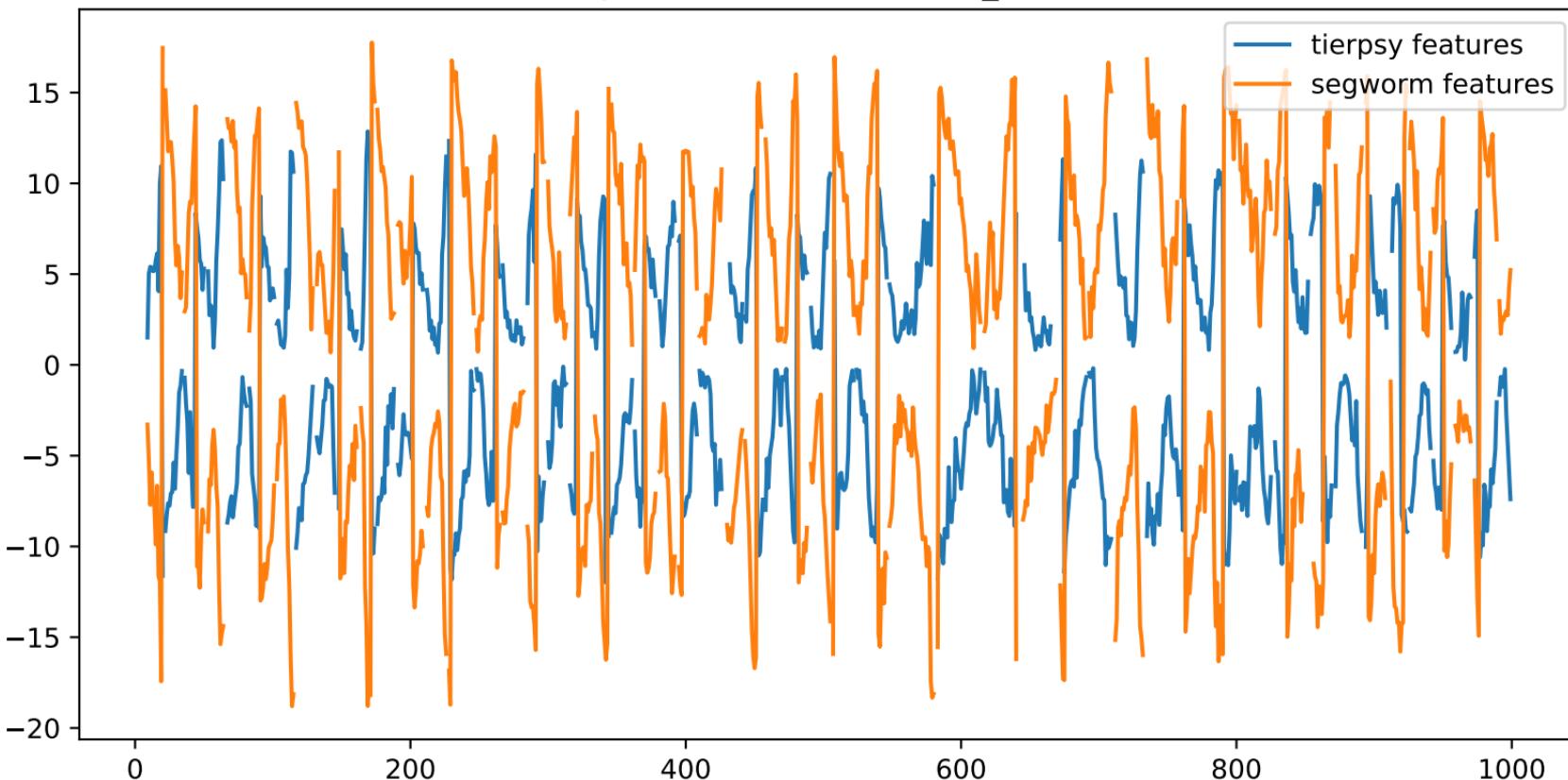
posture.bends.head.mean



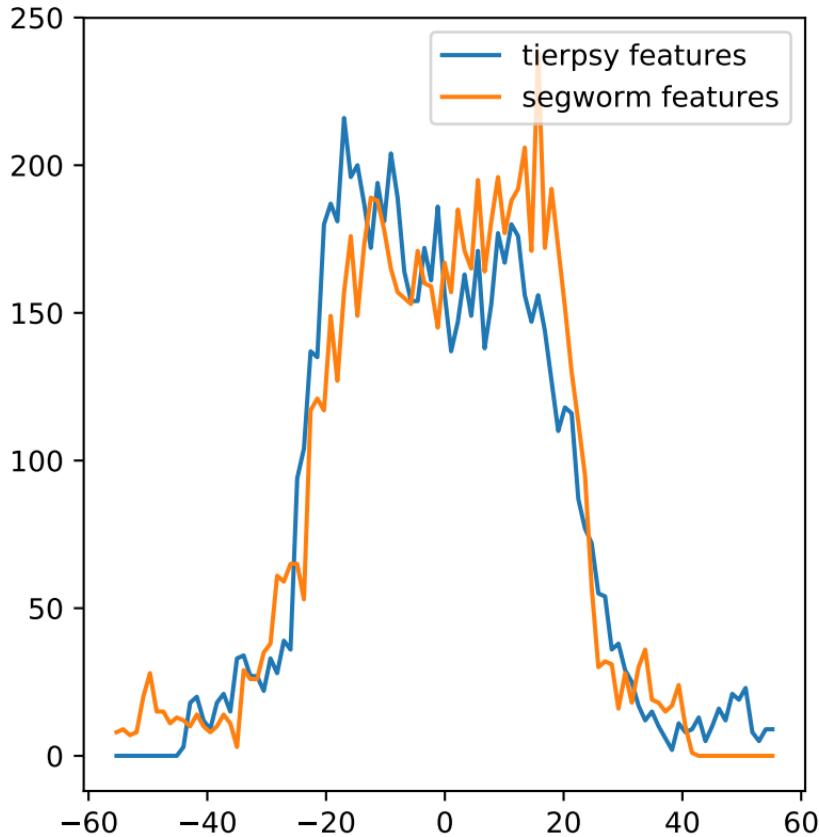
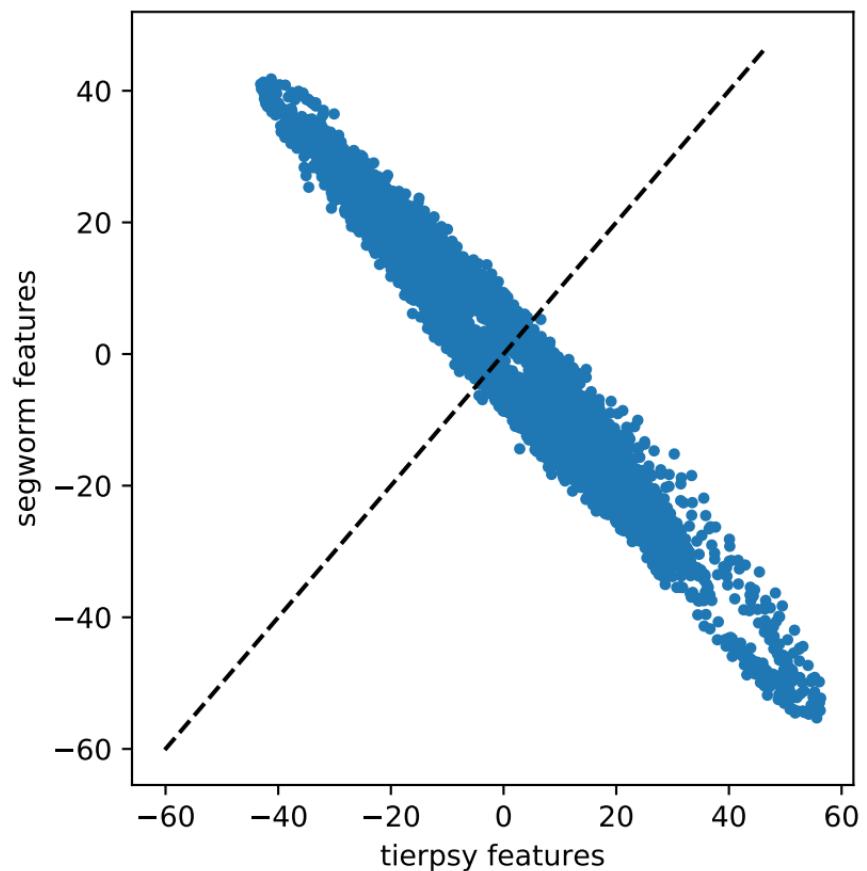
posture.bends.head.std\_dev



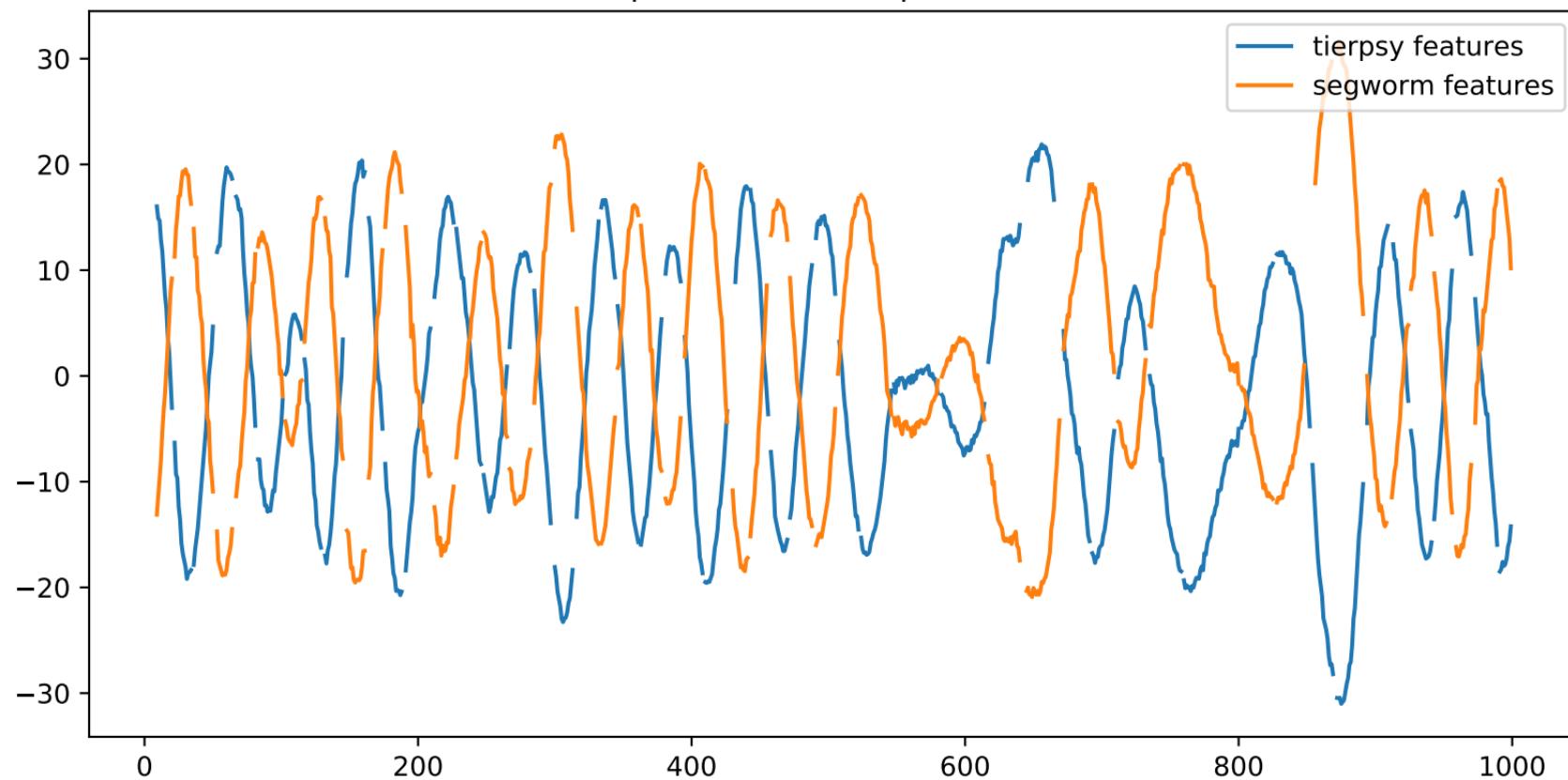
posture.bends.head.std\_dev



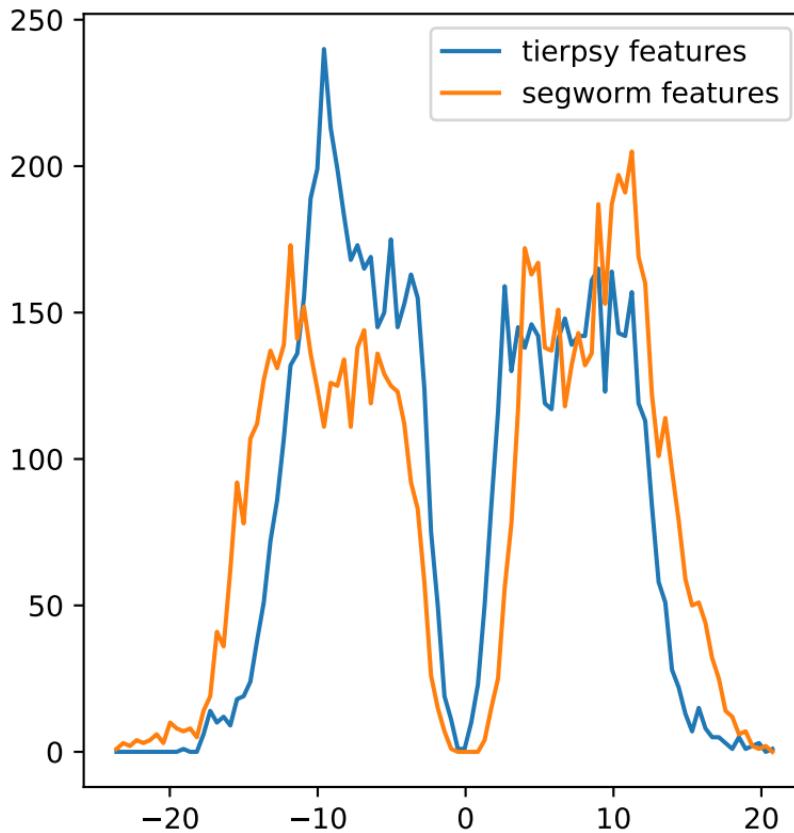
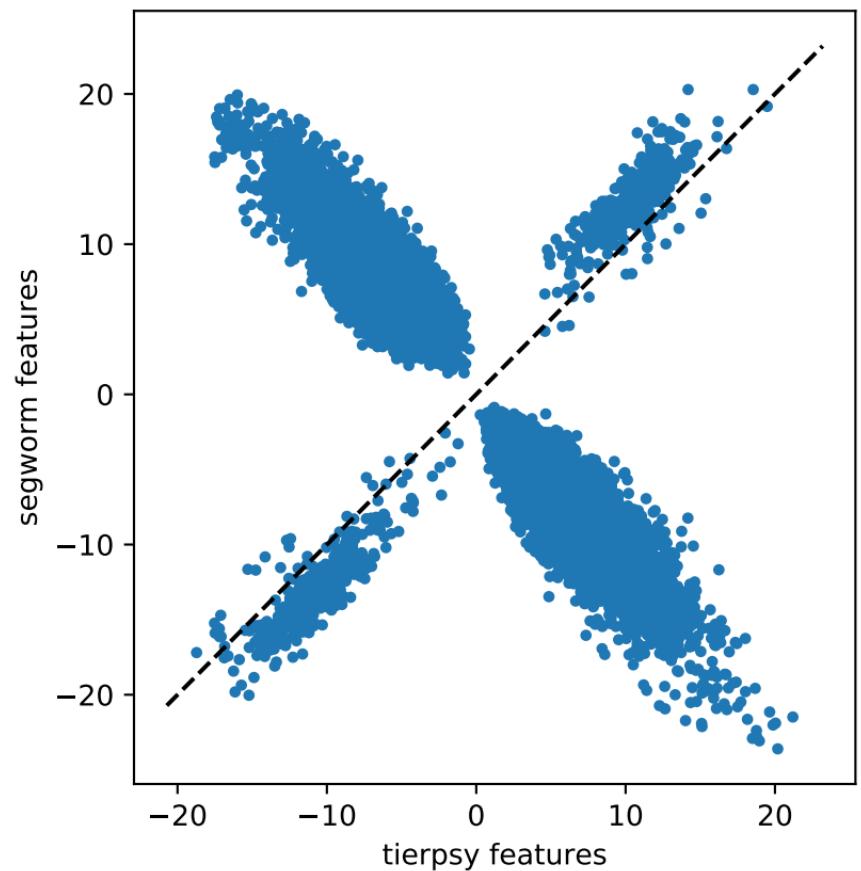
posture.bends.hips.mean



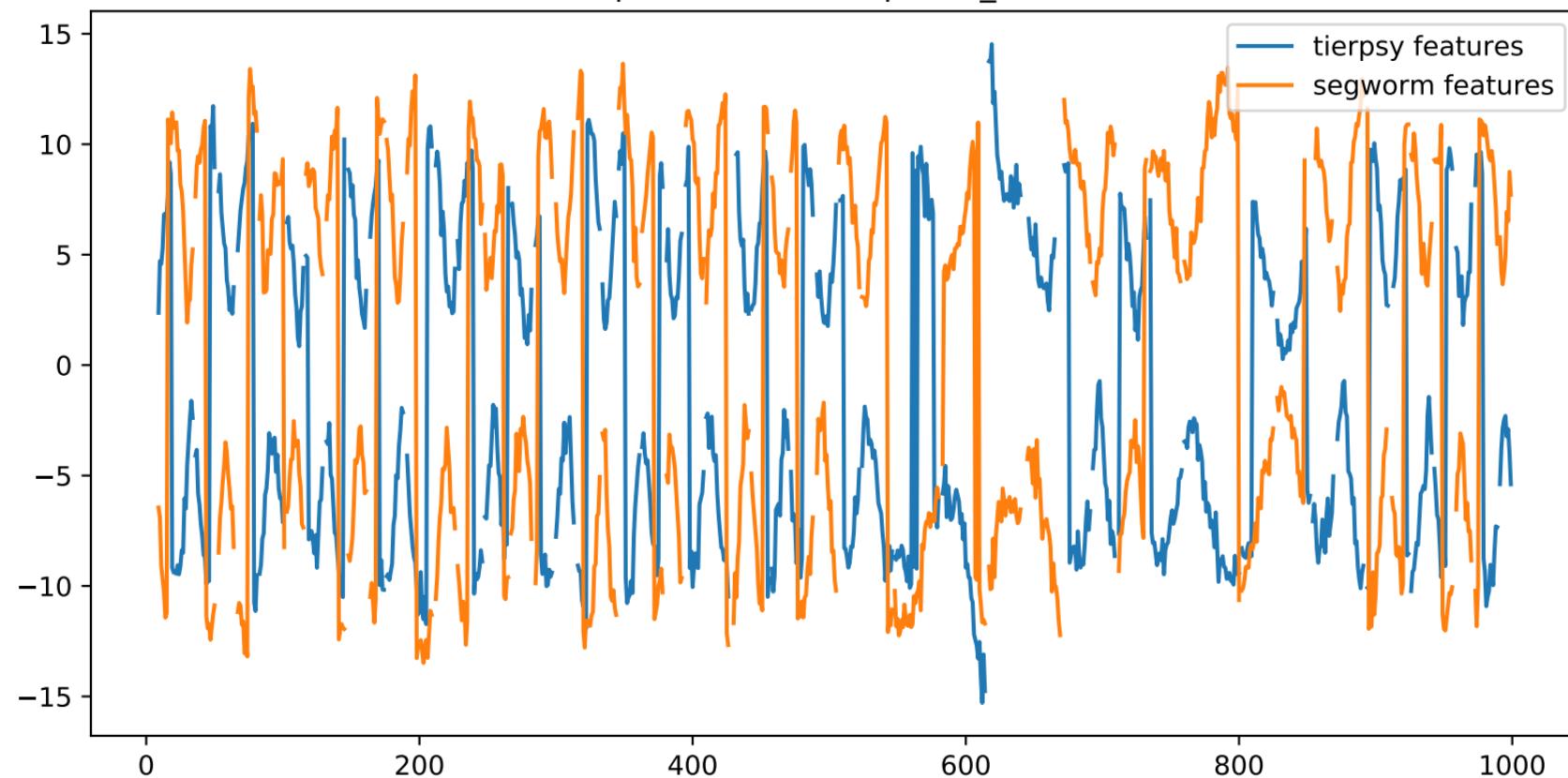
posture.bends.hips.mean



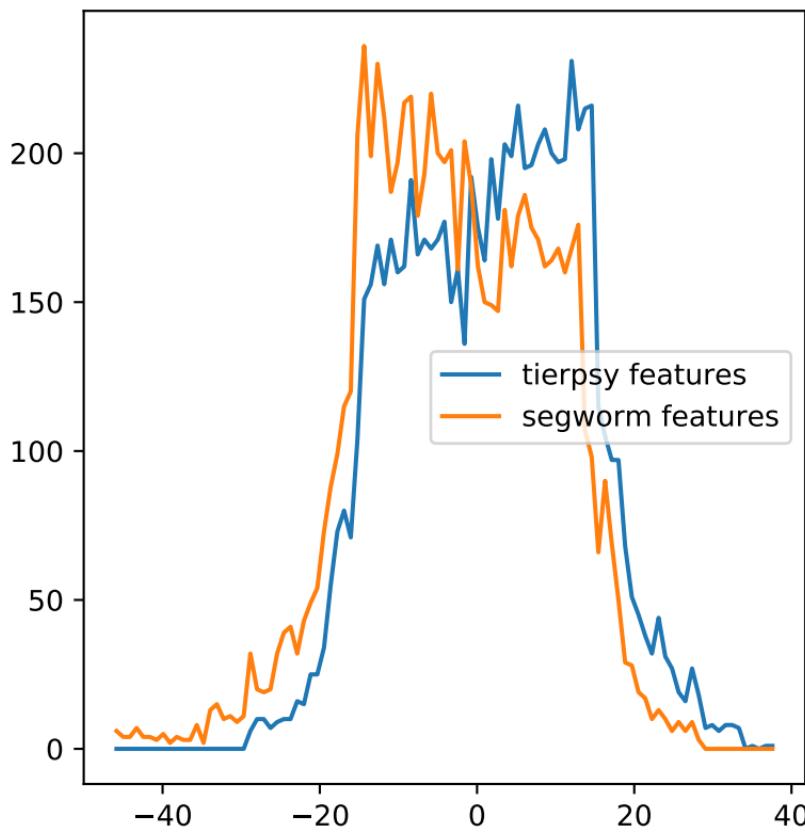
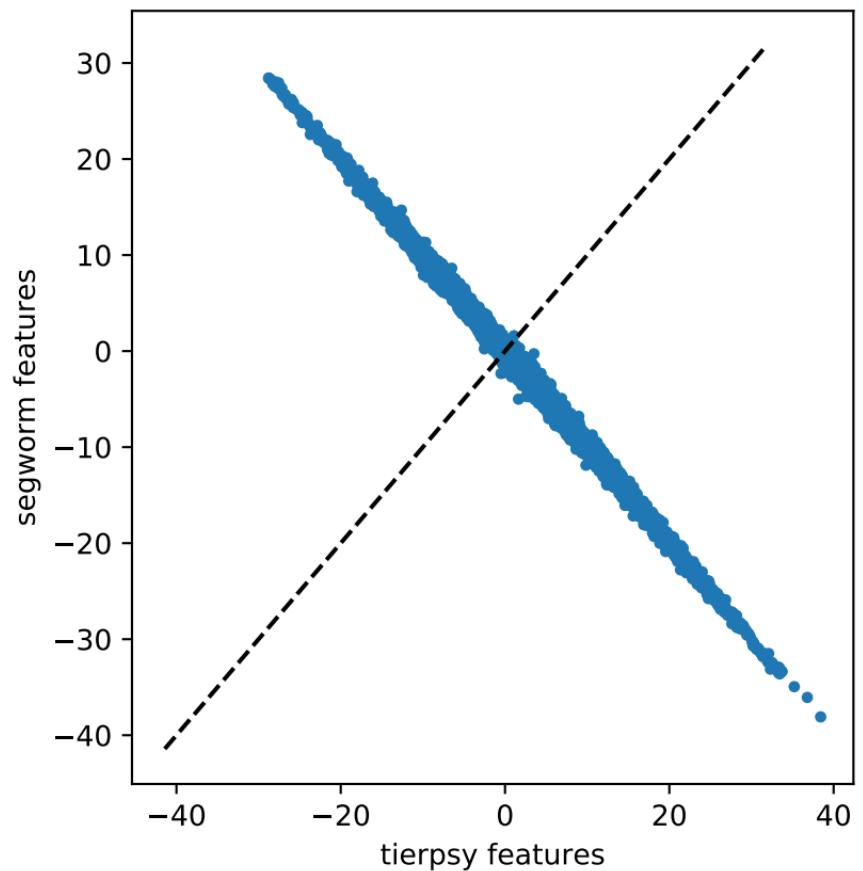
posture.bends.hips.std\_dev



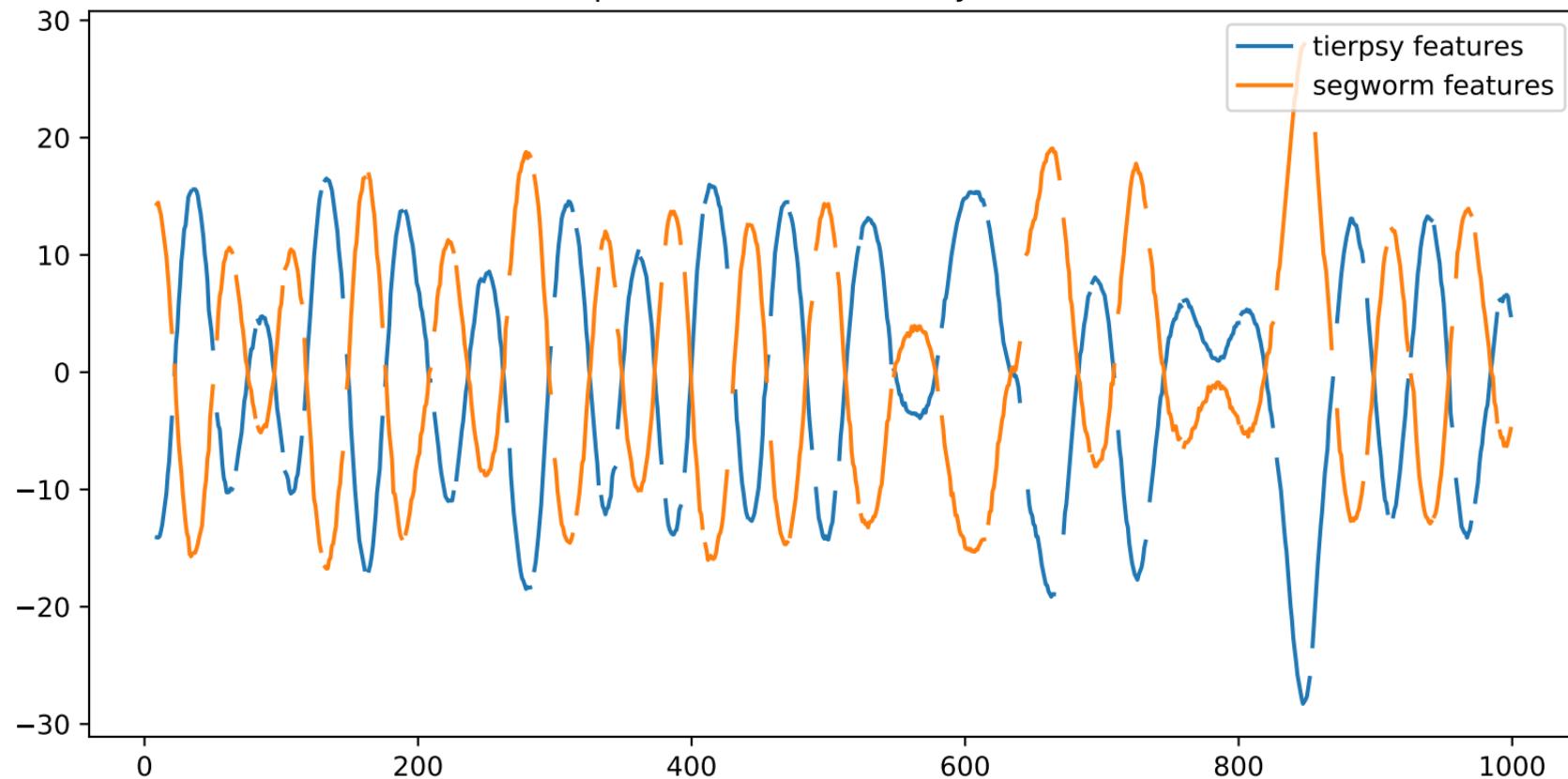
posture.bends.hips.std\_dev



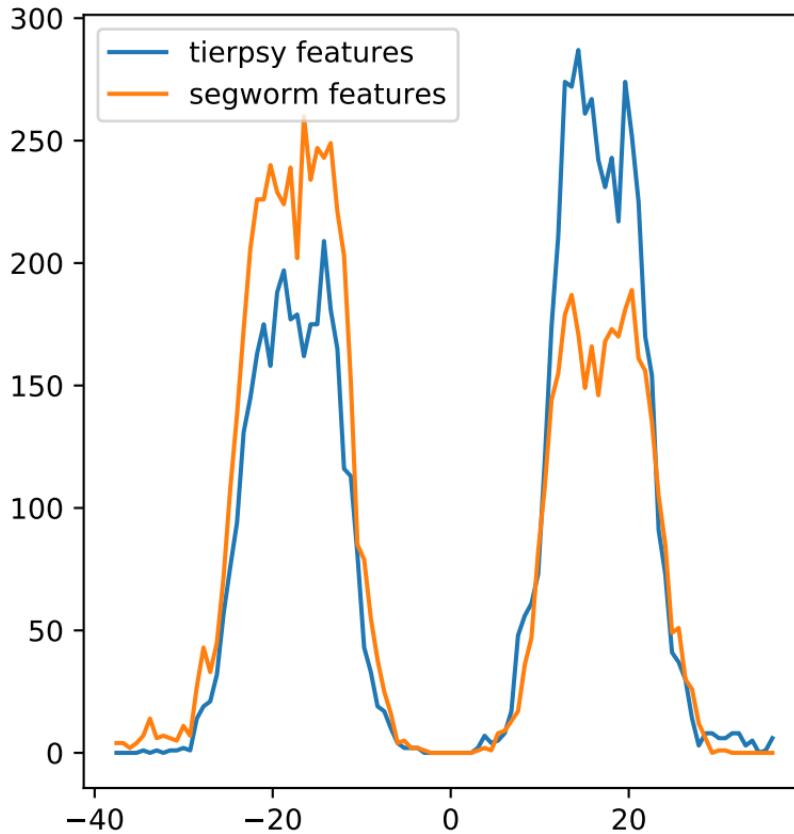
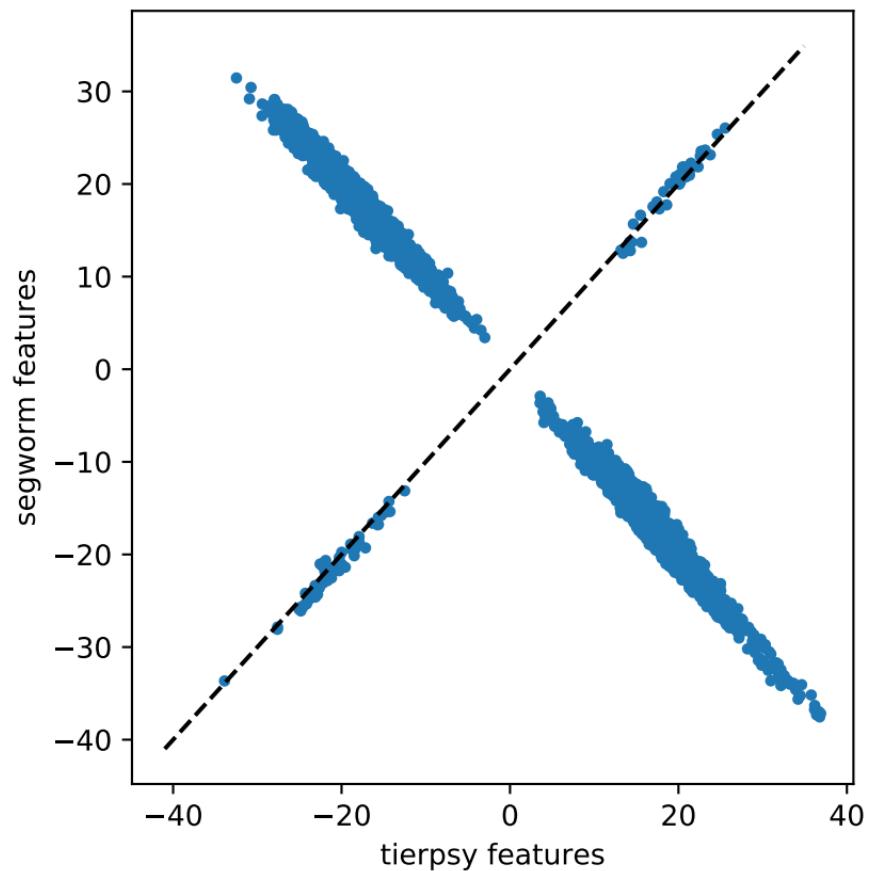
posture.bends.midbody.mean



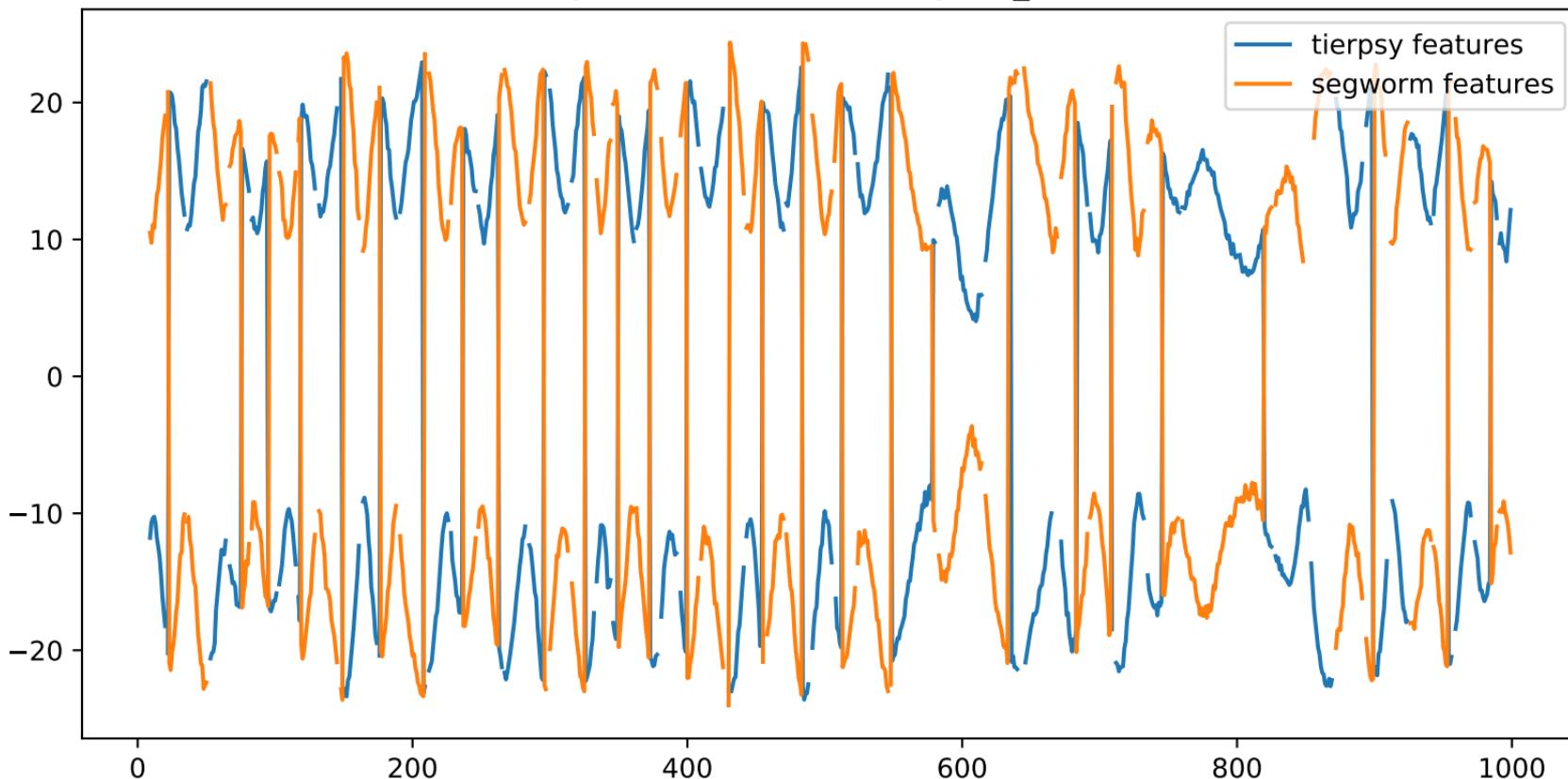
posture.bends.midbody.mean



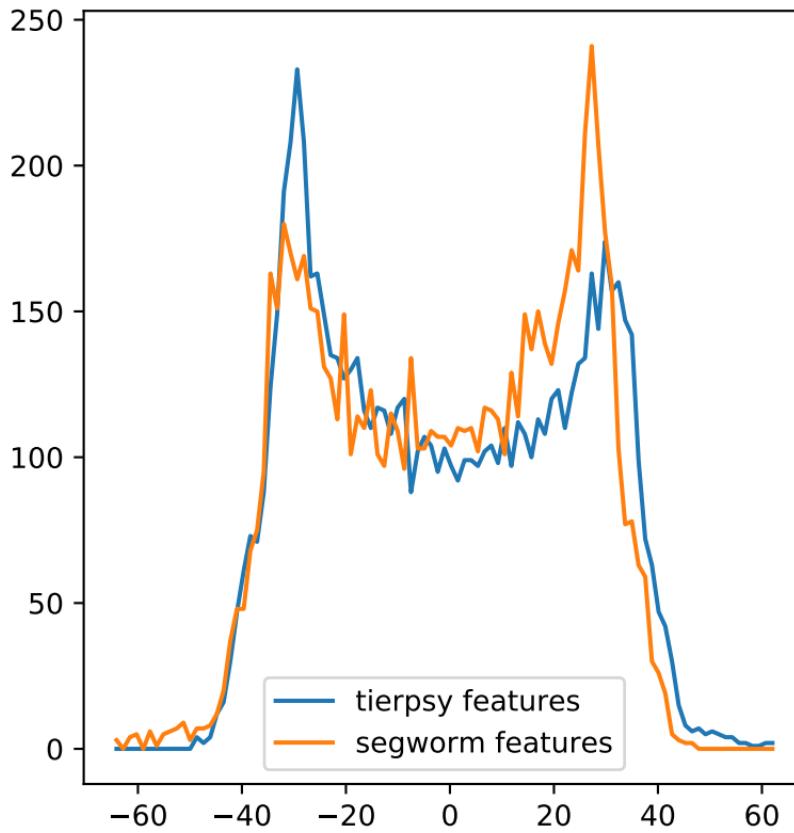
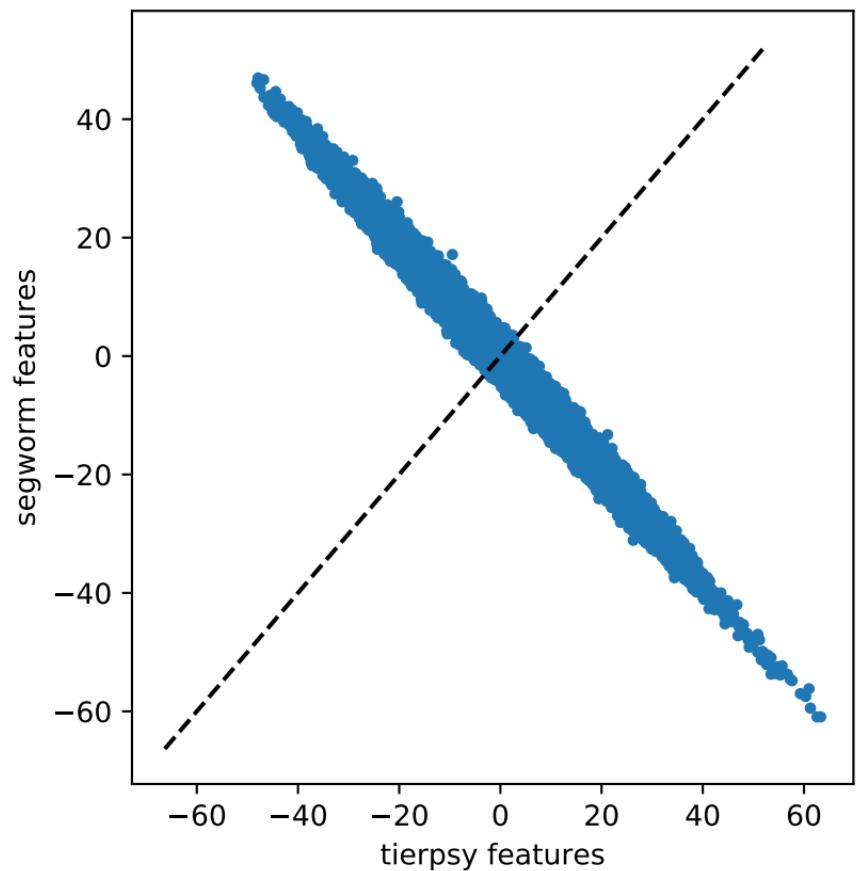
posture.bends.midbody.std\_dev



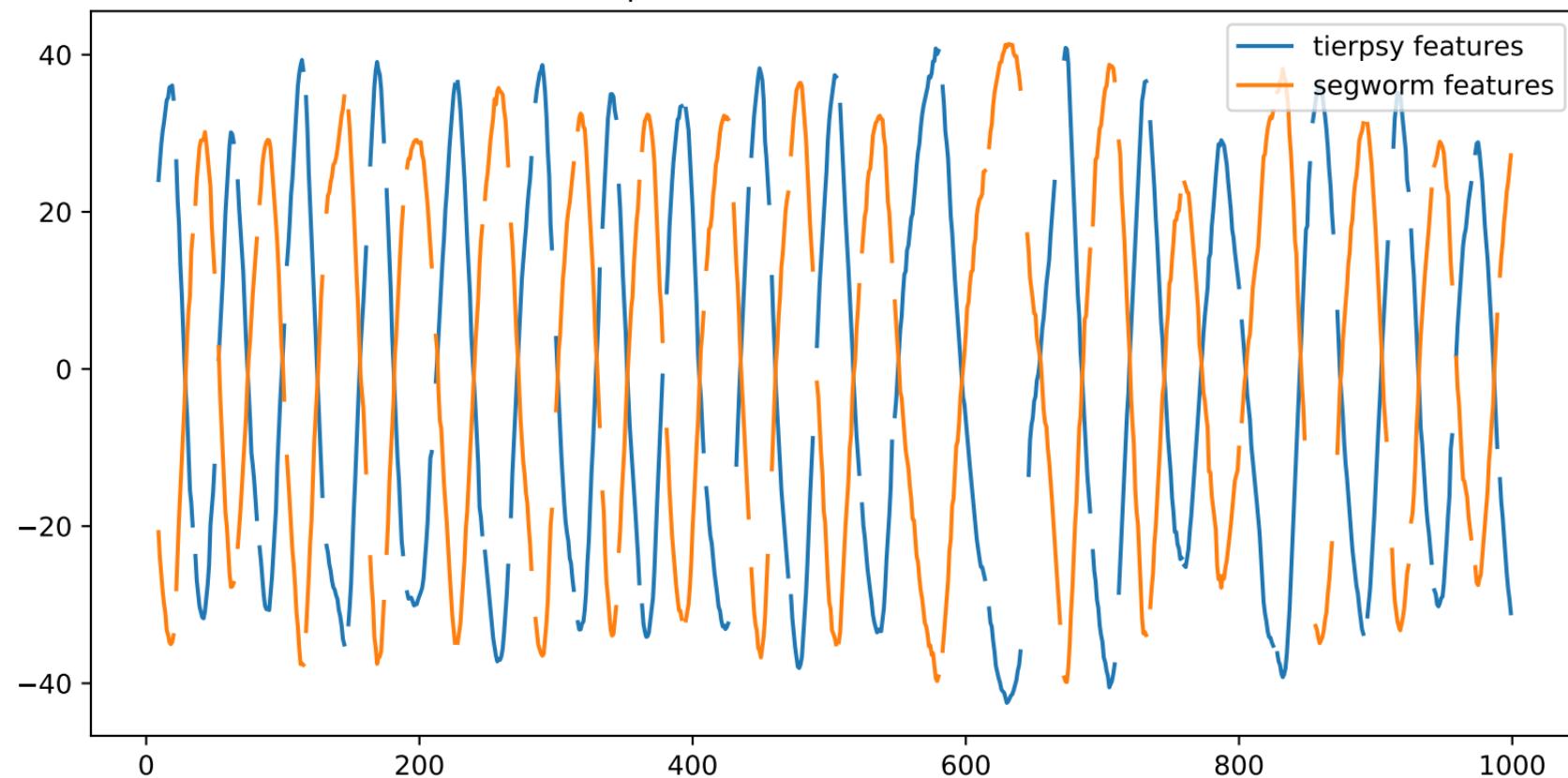
posture.bends.midbody.std\_dev



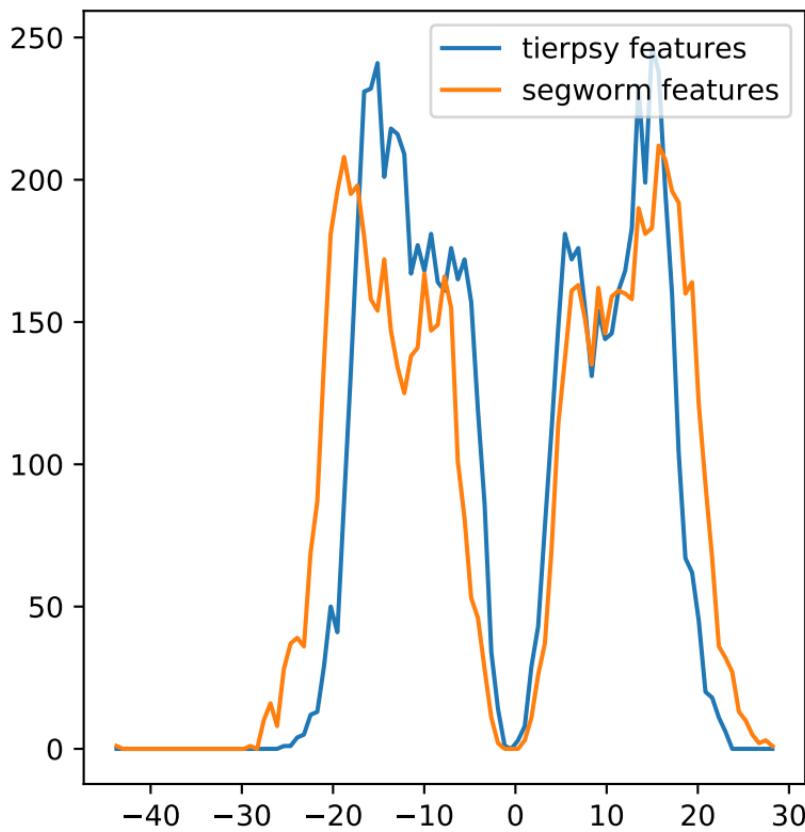
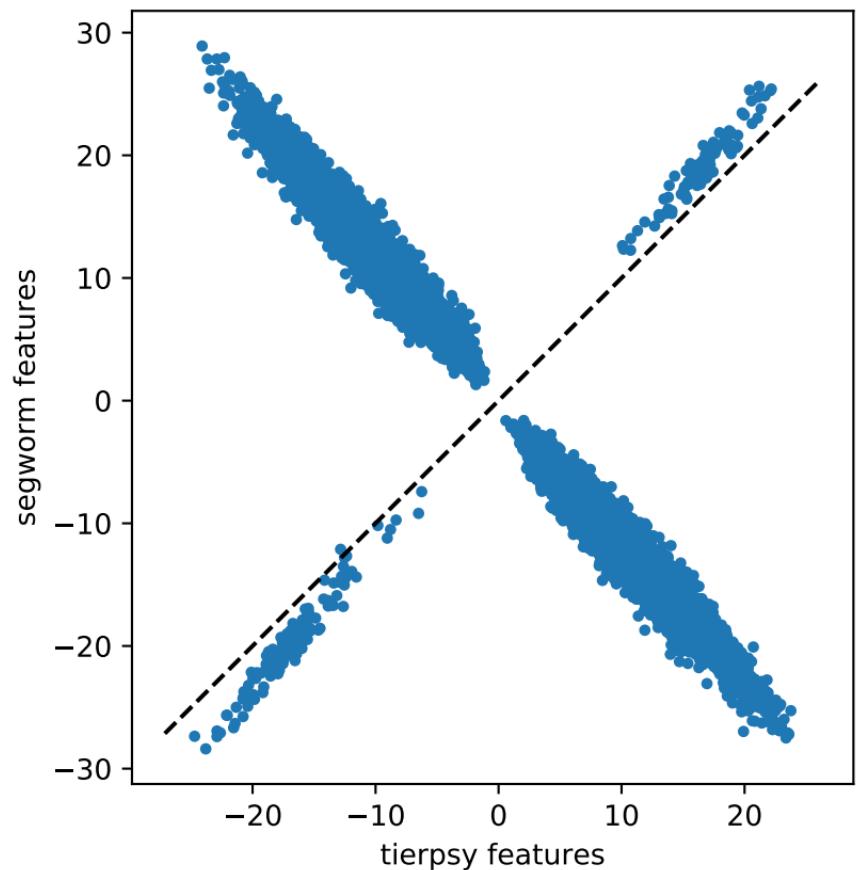
posture.bends.neck.mean



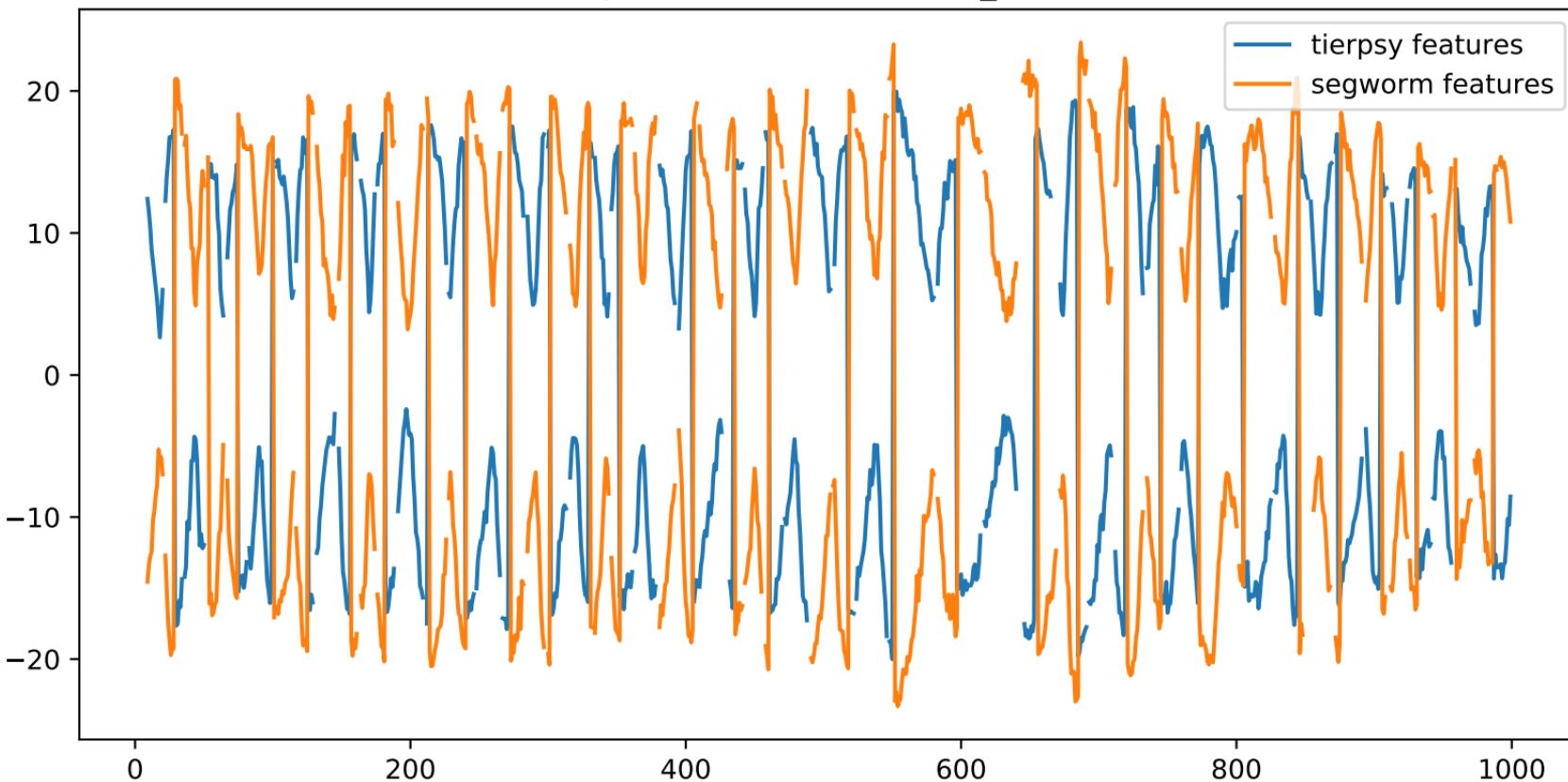
posture.bends.neck.mean



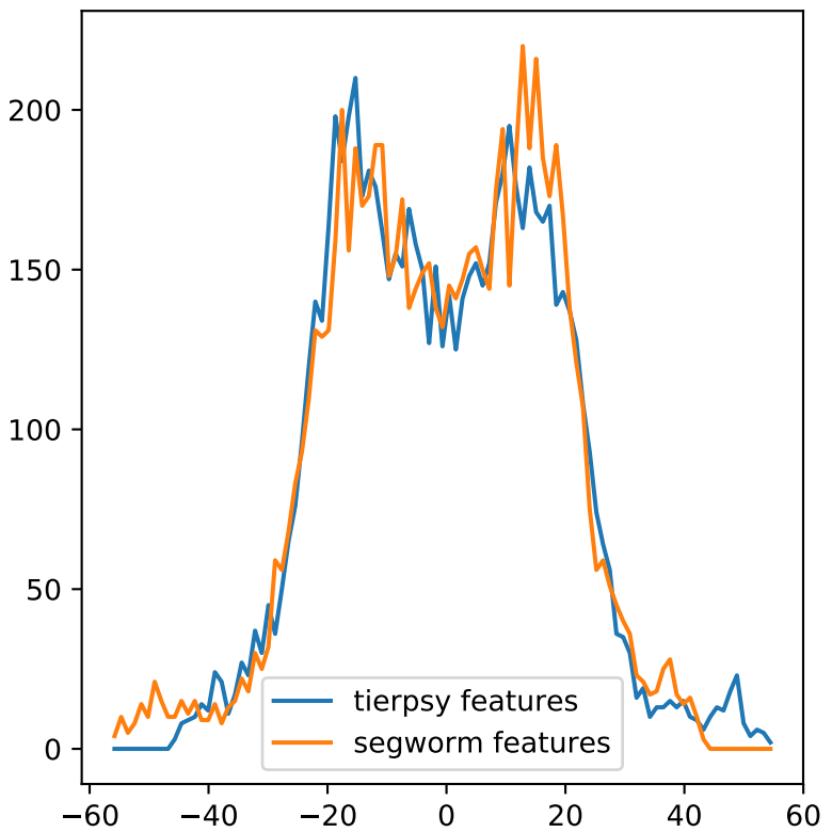
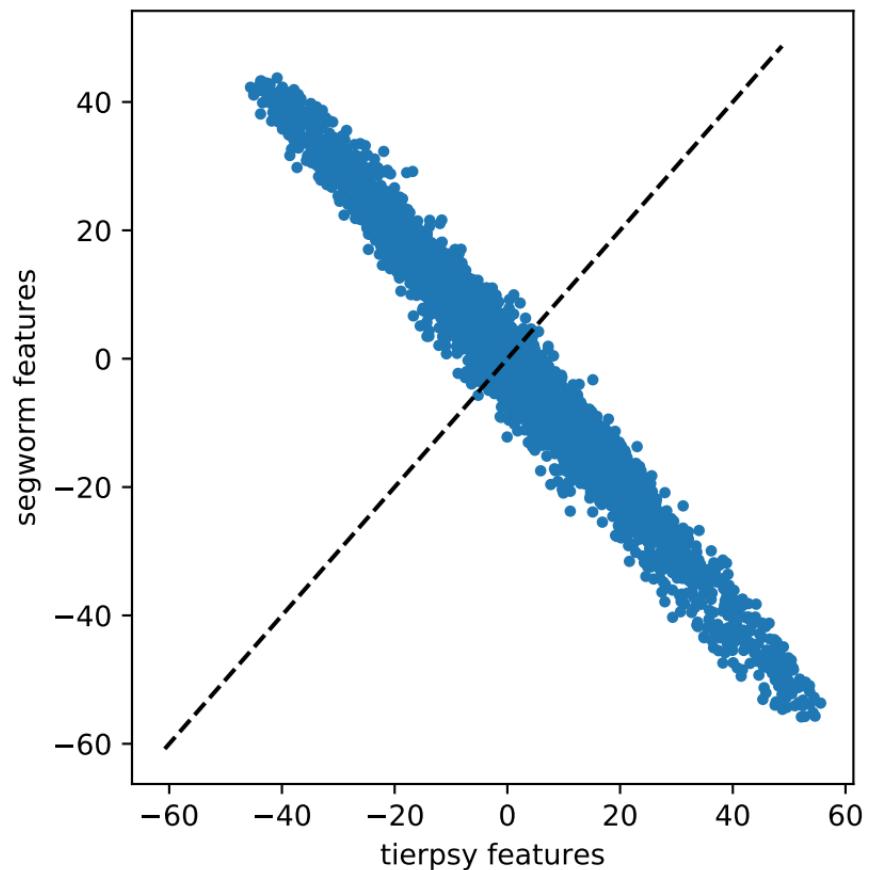
posture.bends.neck.std\_dev



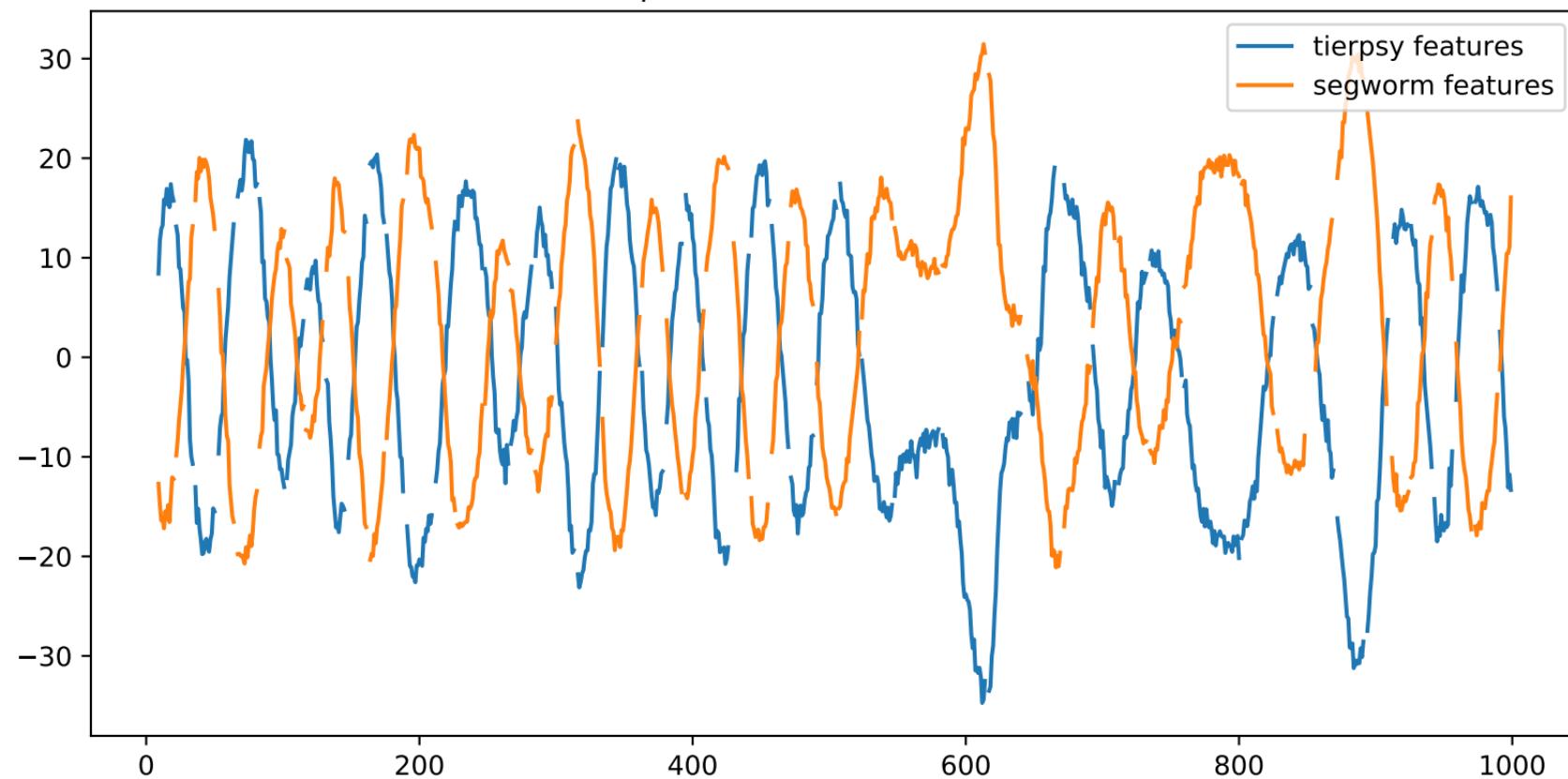
posture.bends.neck.std\_dev



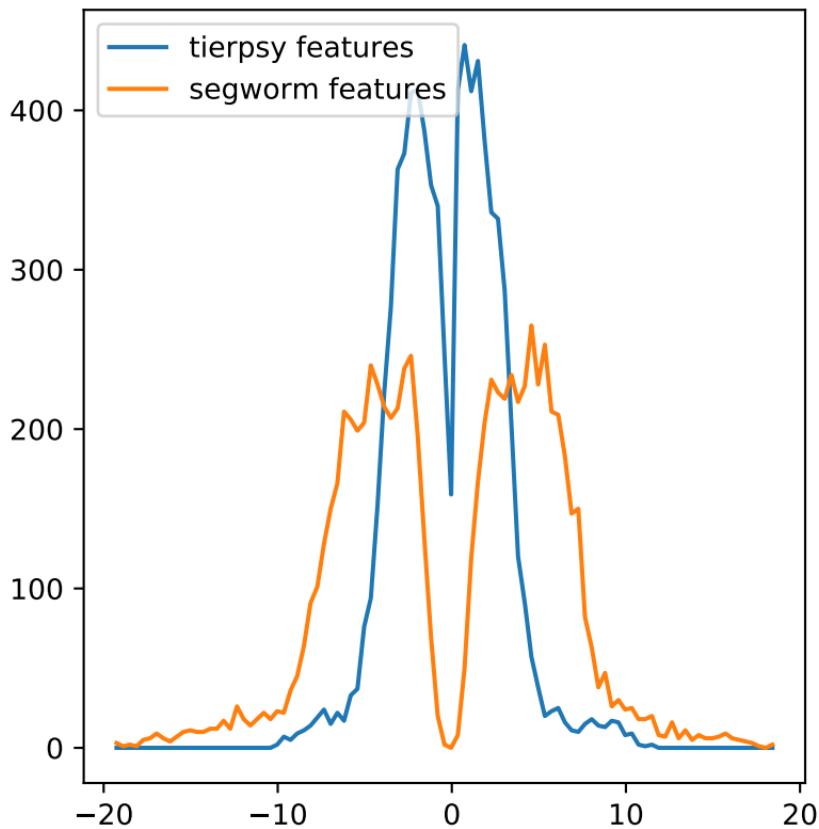
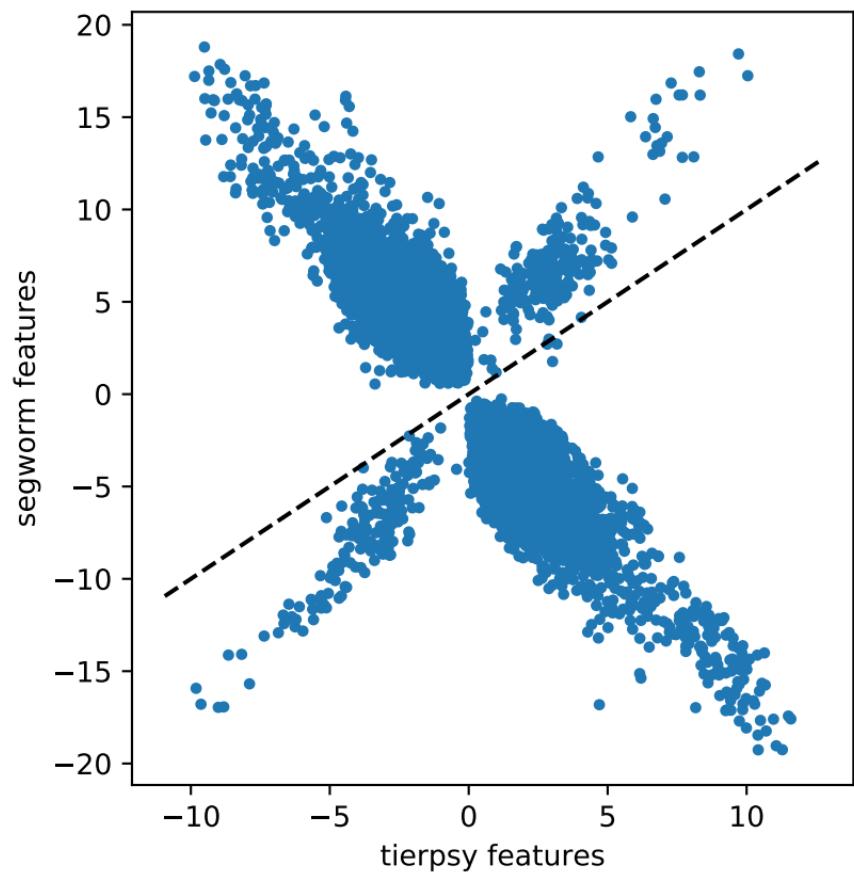
posture.bends.tail.mean



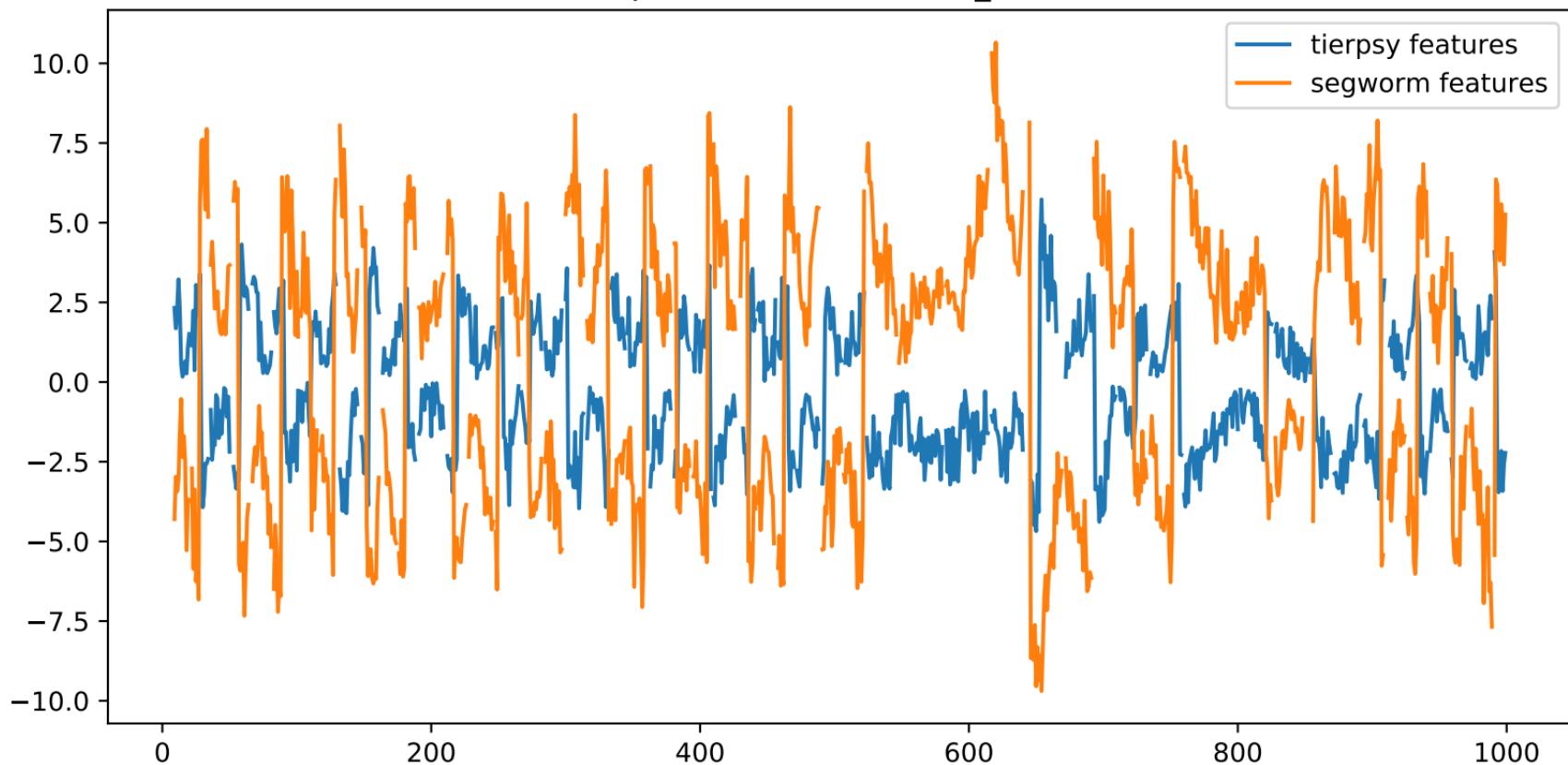
posture.bends.tail.mean



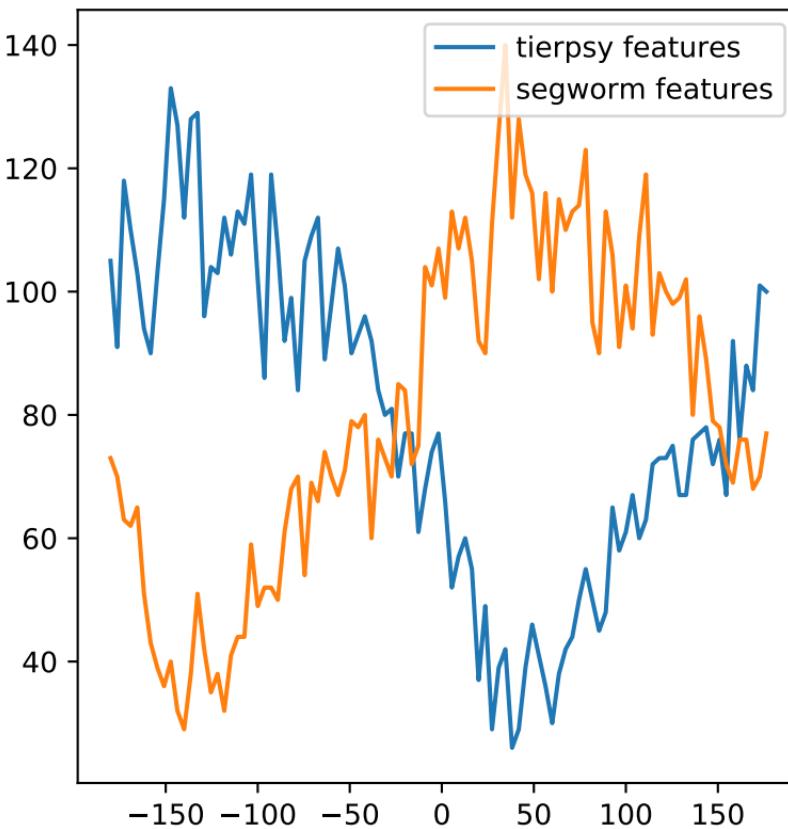
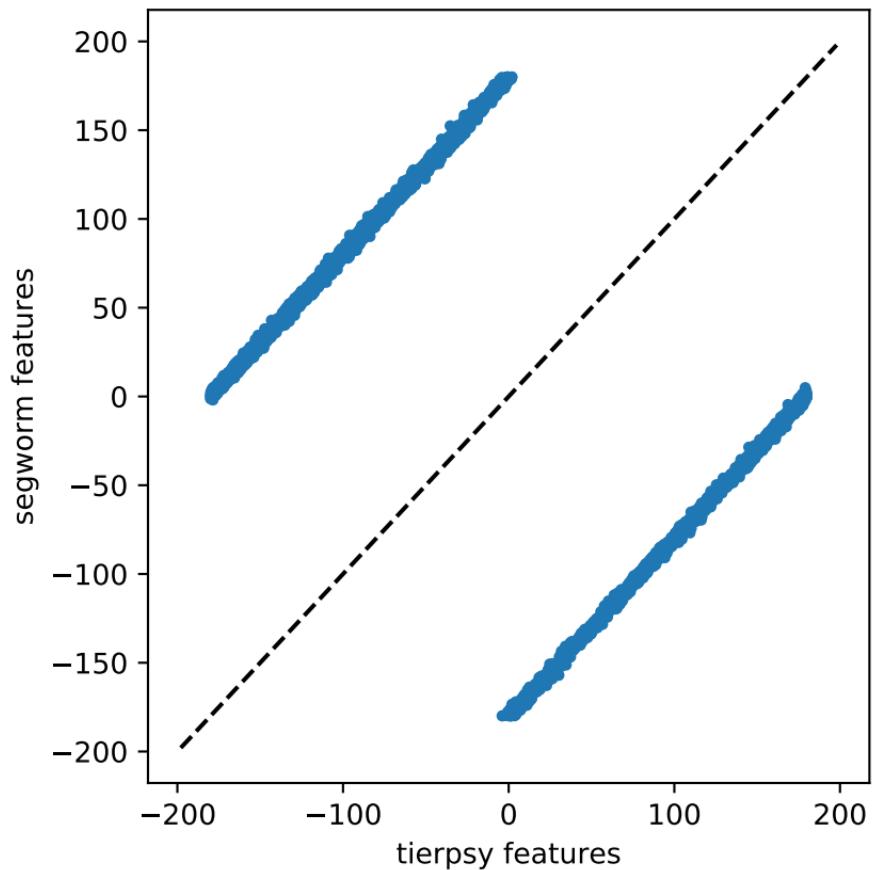
posture.bends.tail.std\_dev



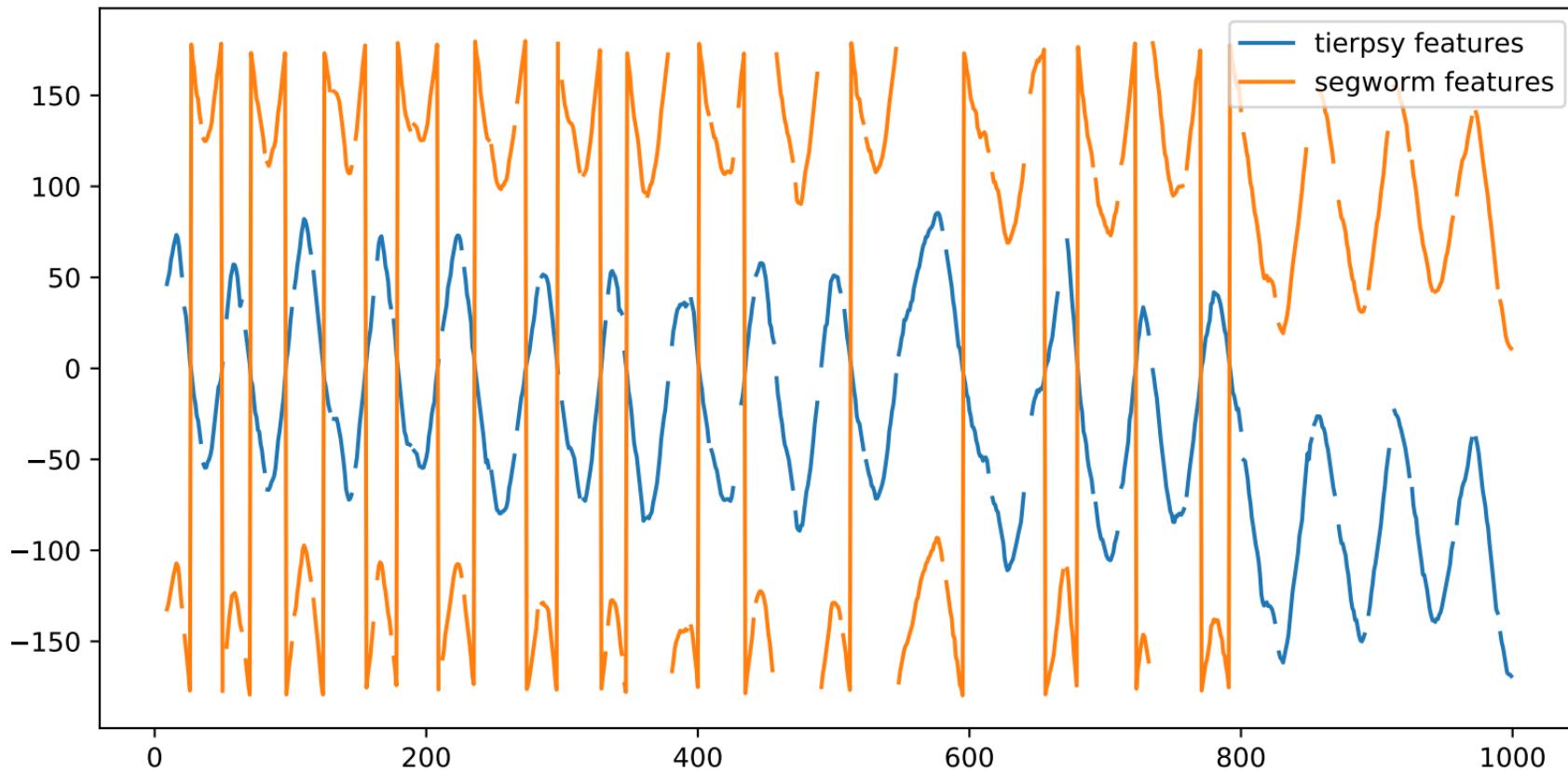
posture.bends.tail.std\_dev



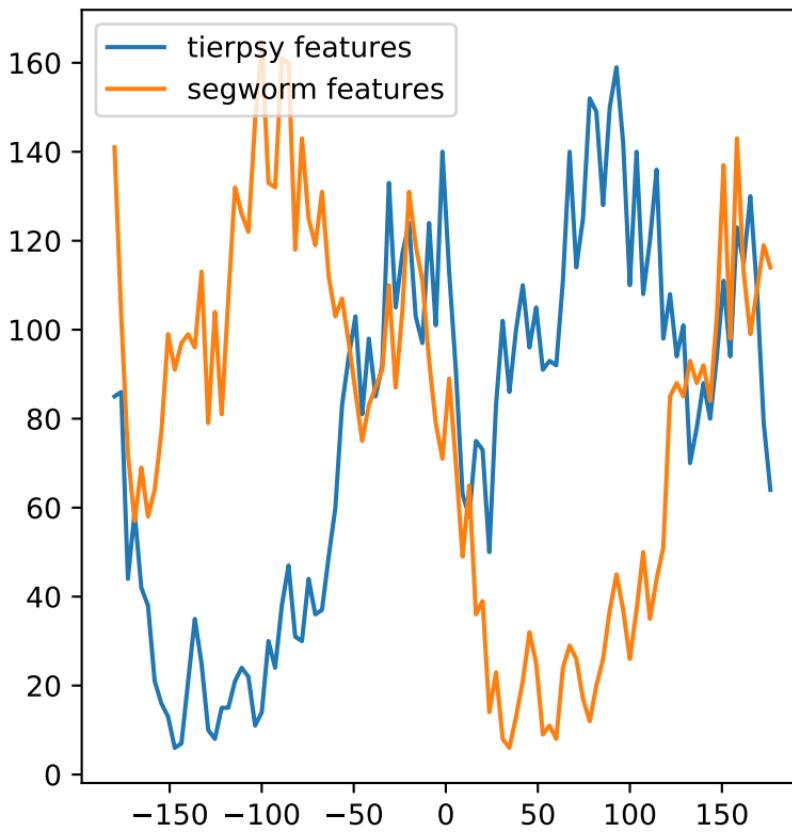
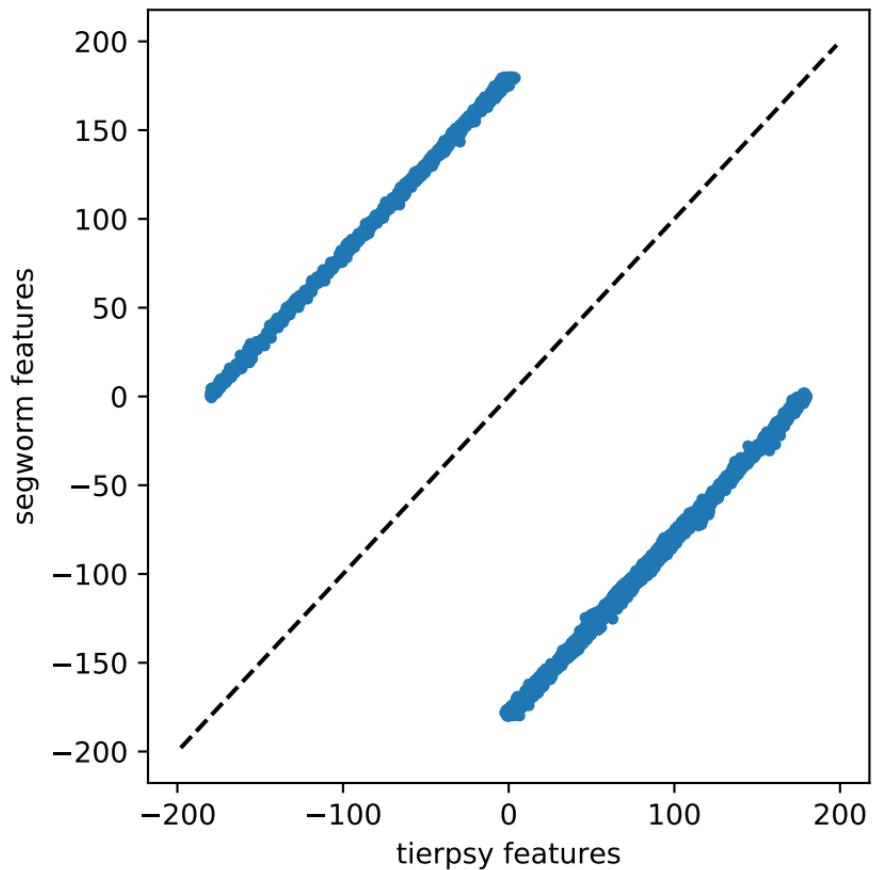
posture.directions.head



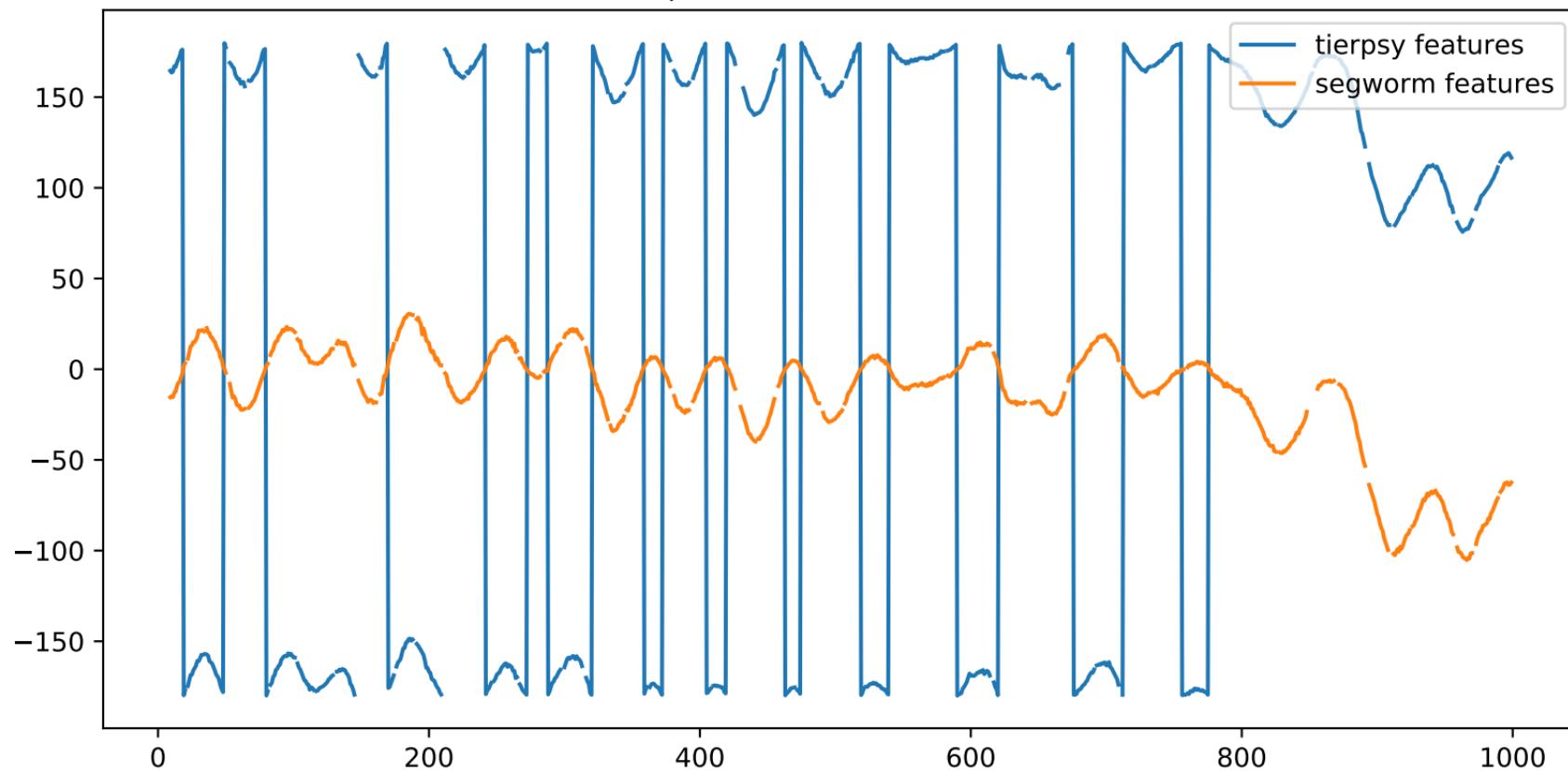
posture.directions.head



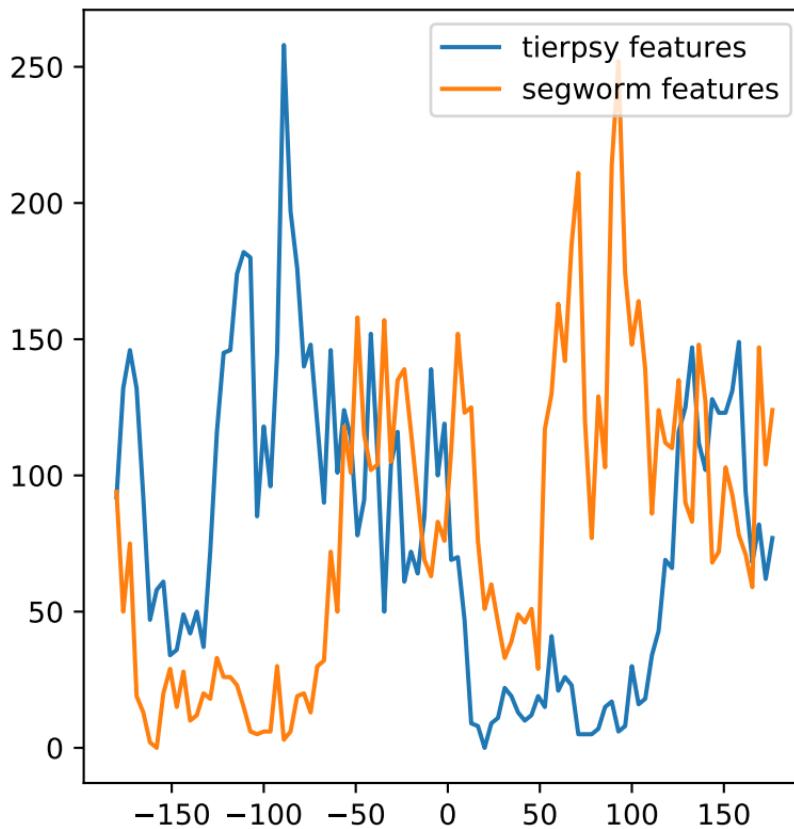
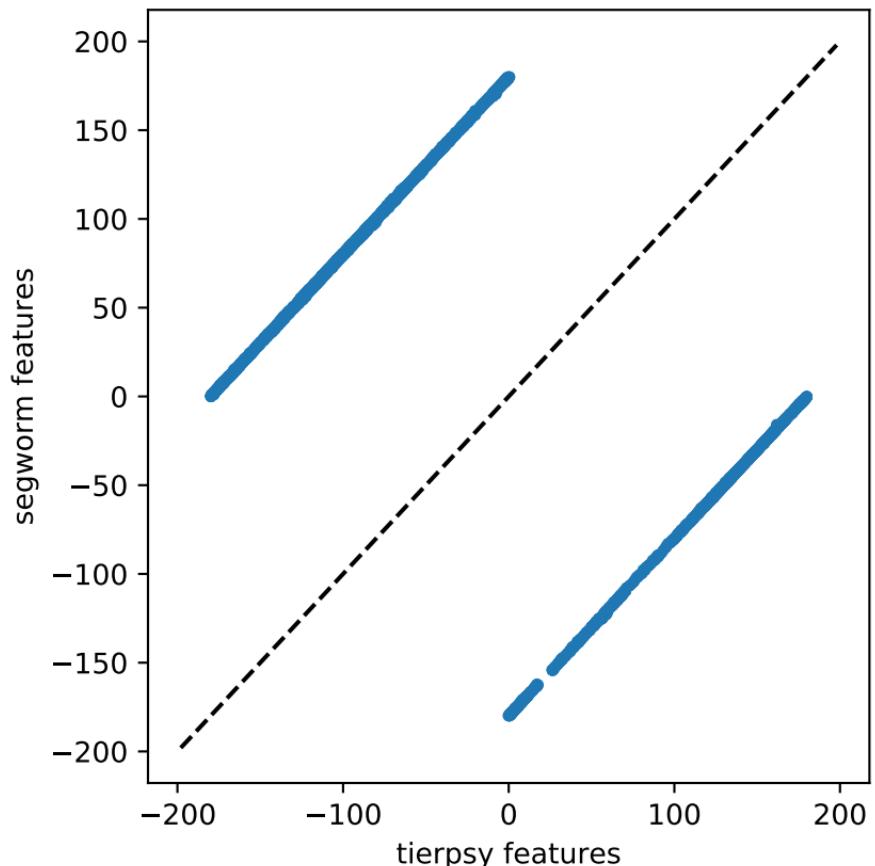
posture.directions.tail



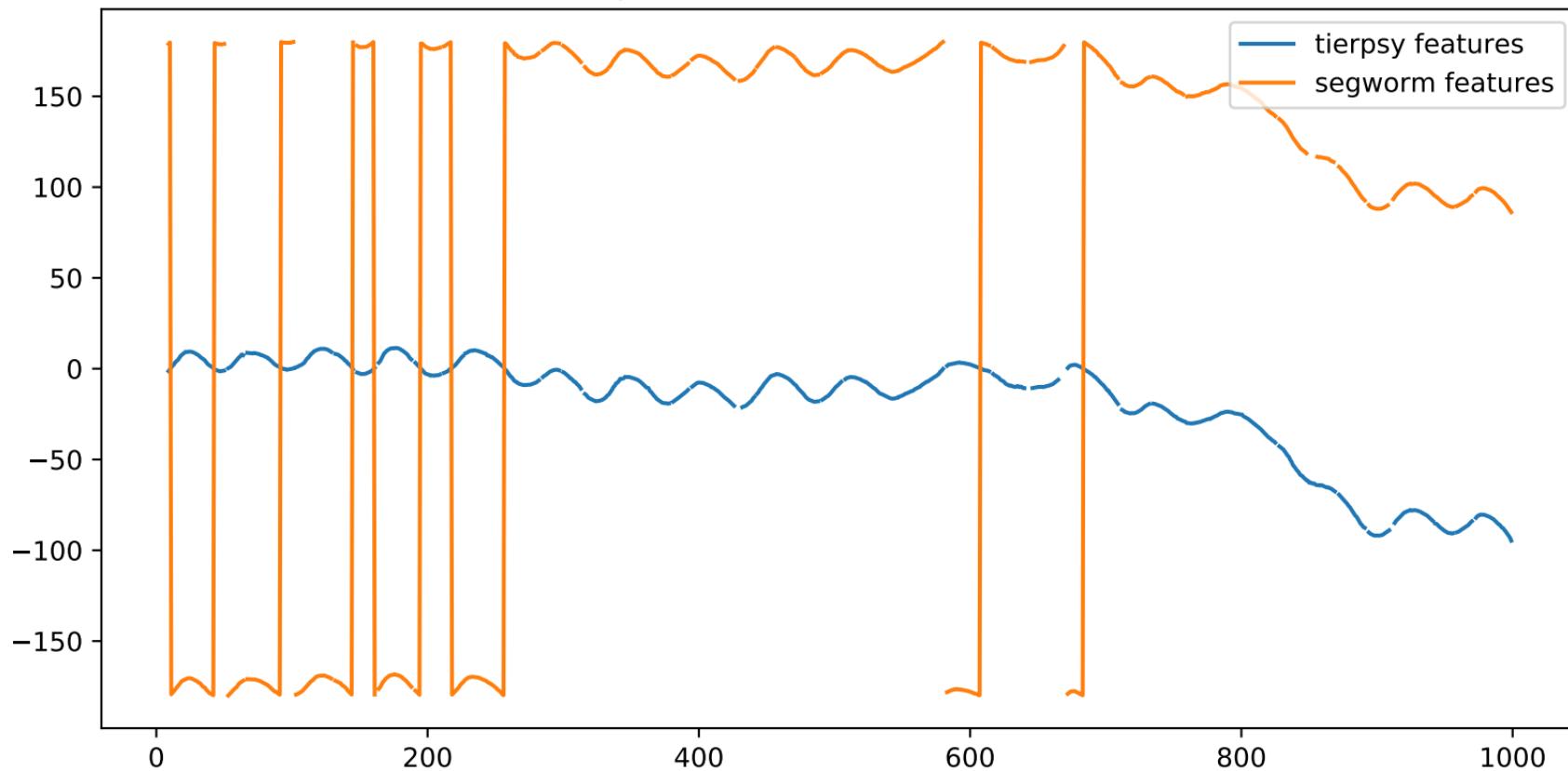
### posture.directions.tail



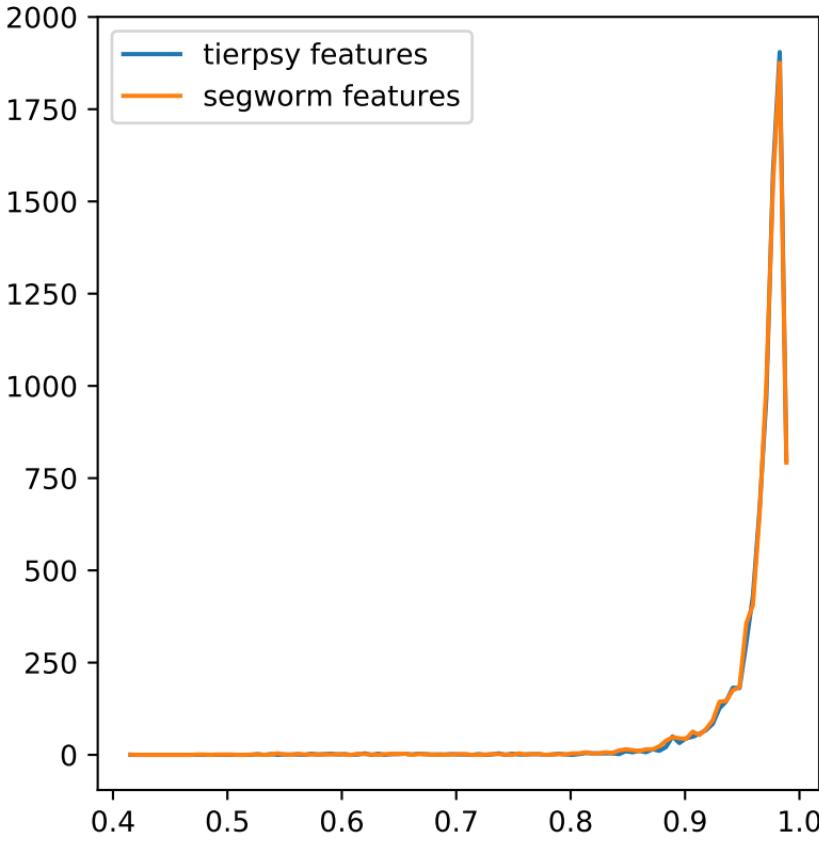
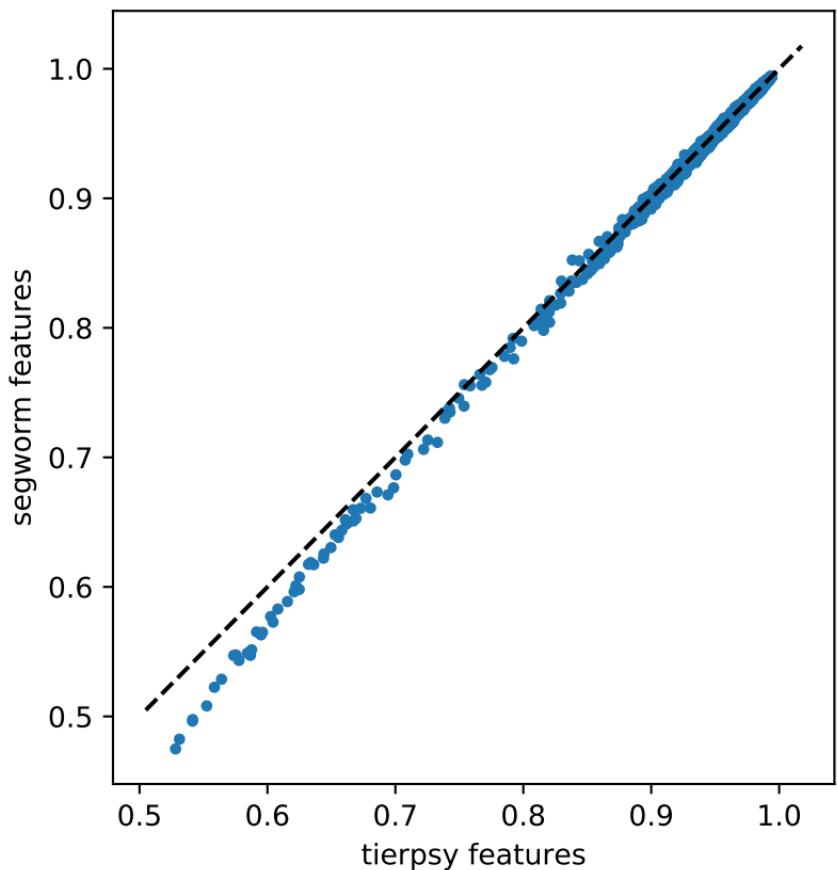
posture.directions.tail2head



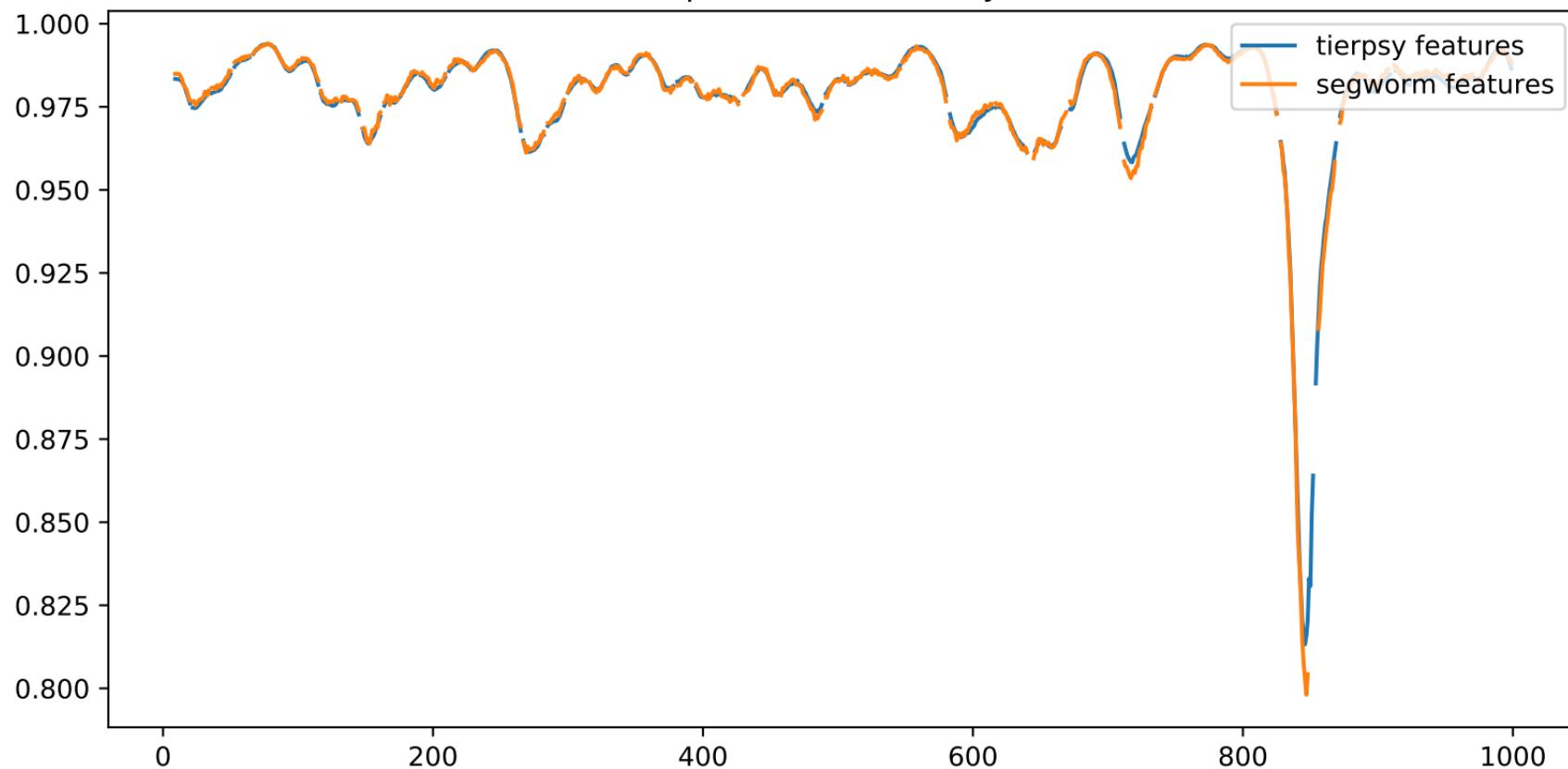
posture.directions.tail2head



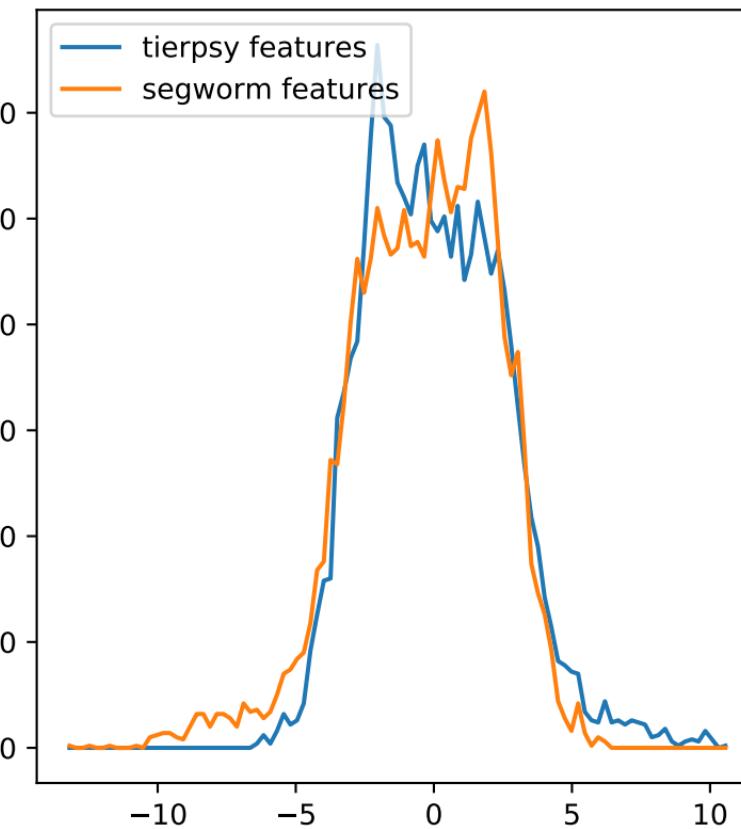
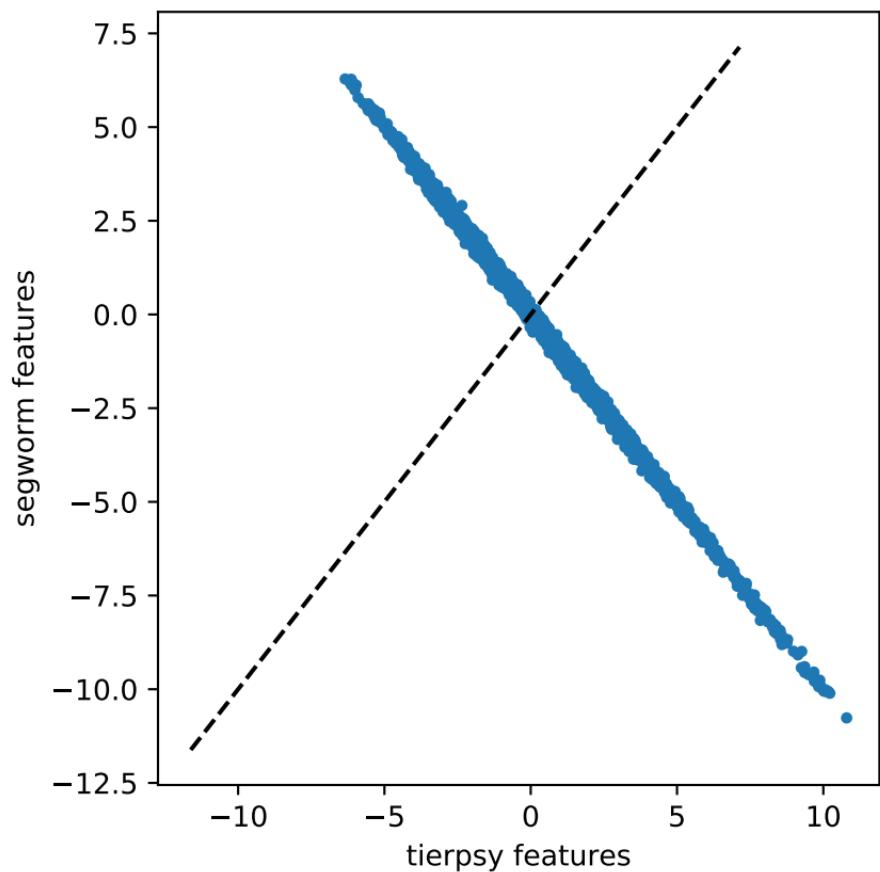
### posture.eccentricity



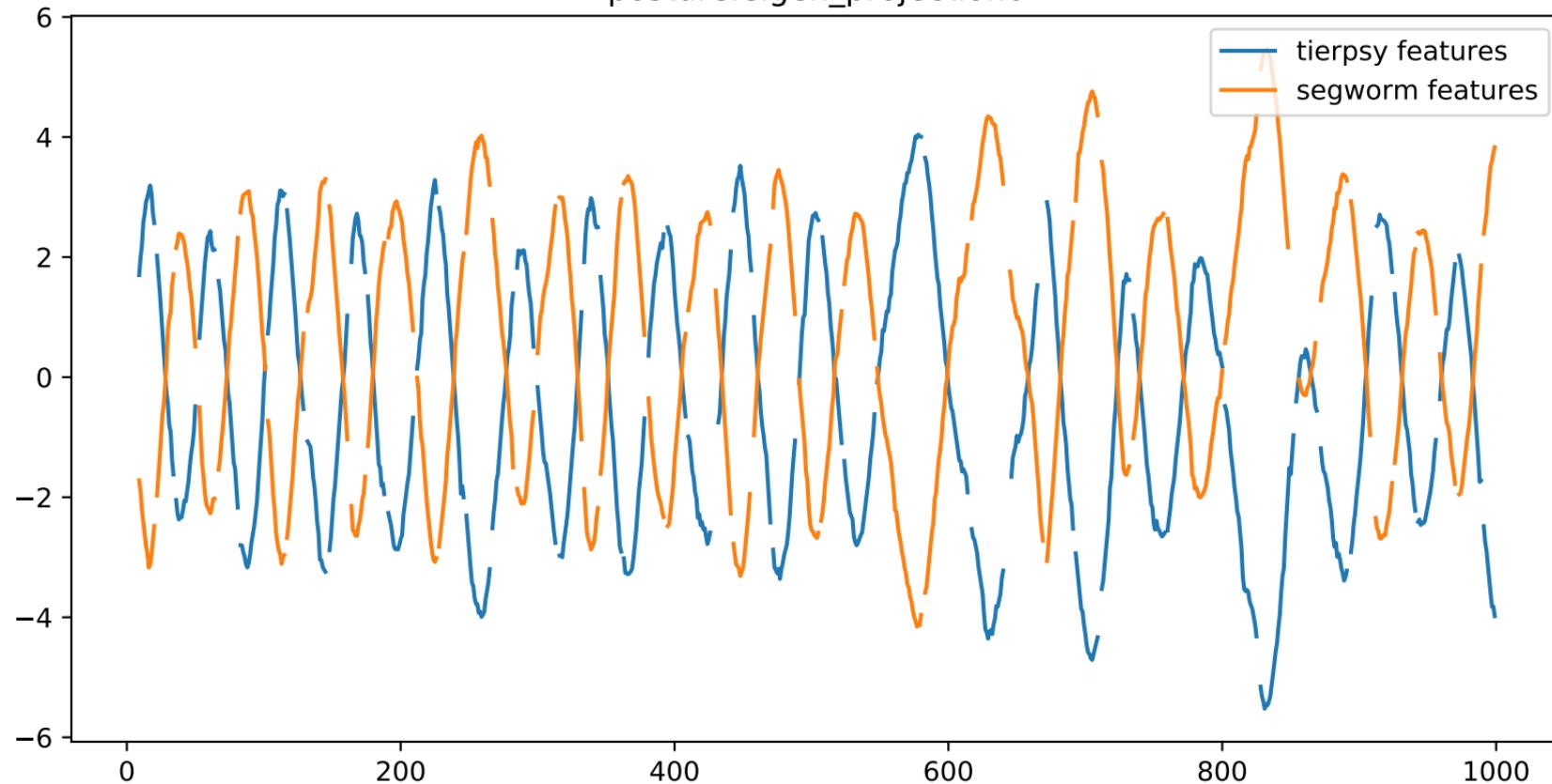
### posture.eccentricity



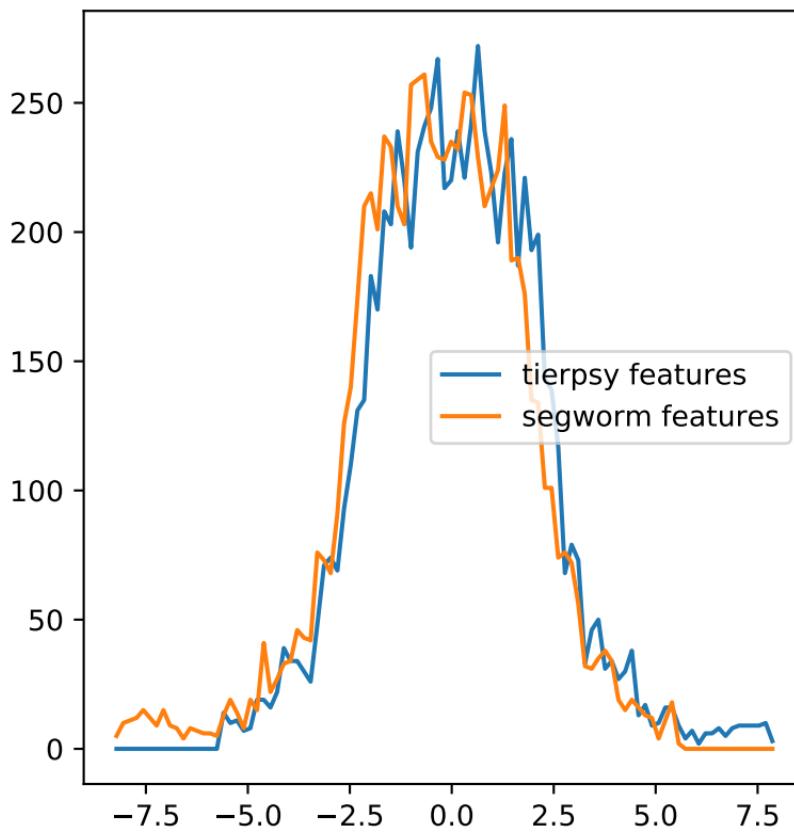
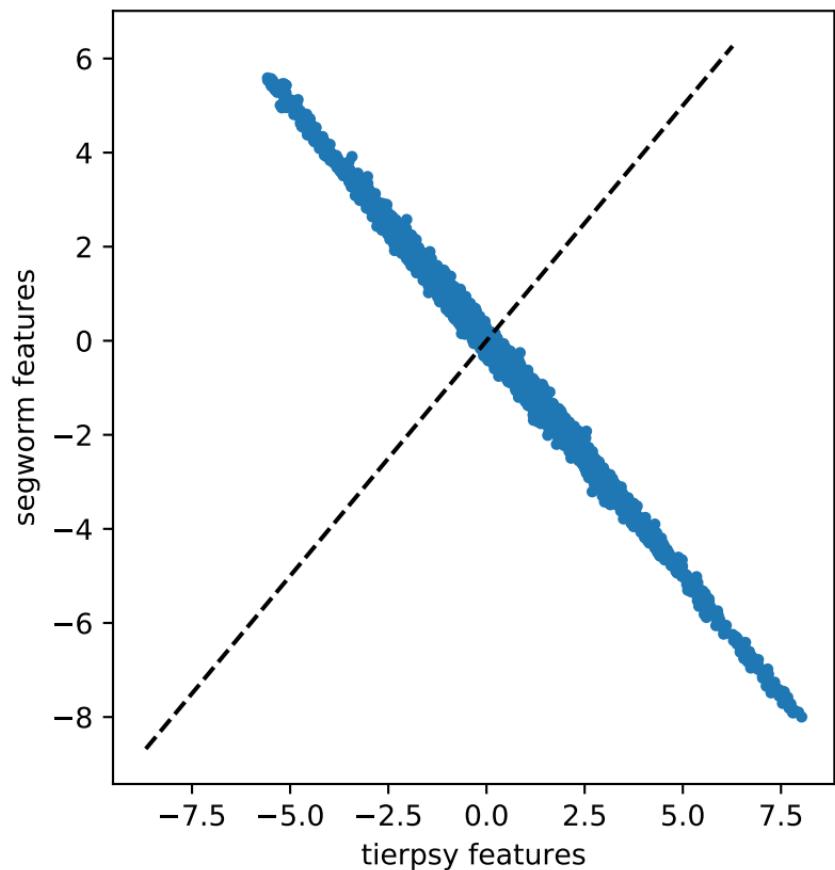
posture.eigen\_projection0



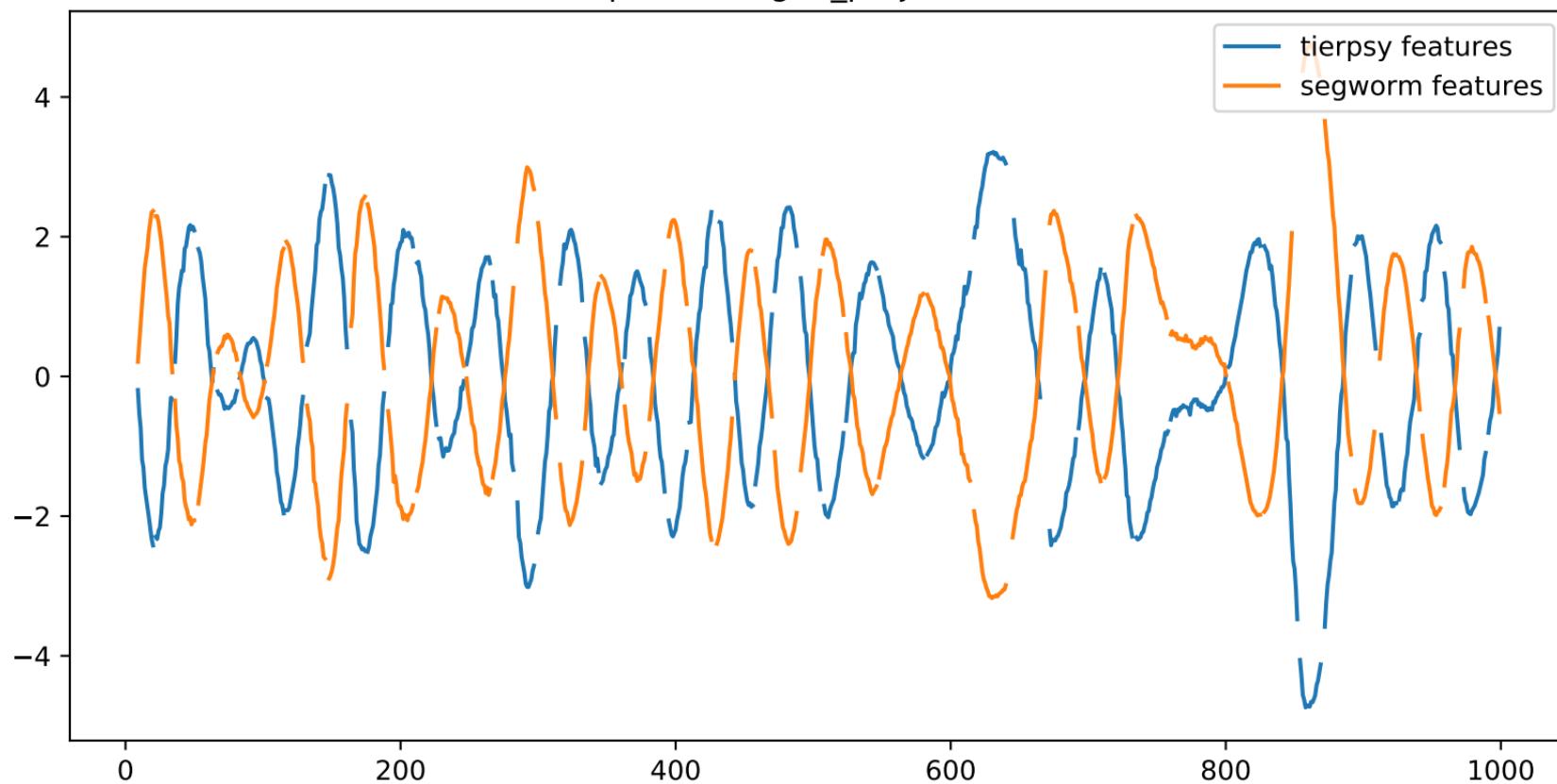
posture.eigen\_projection0



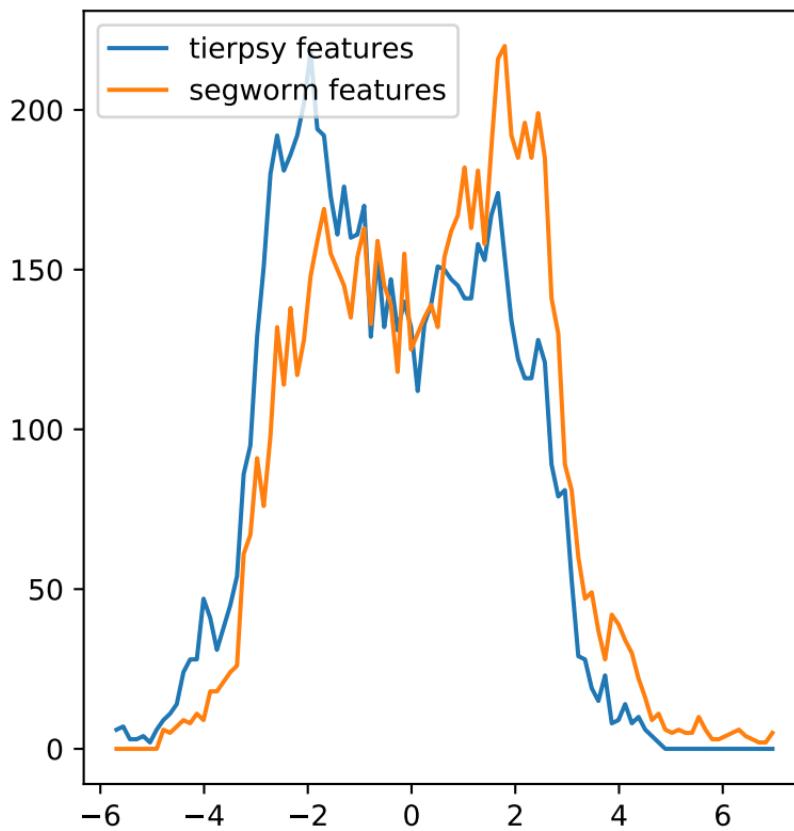
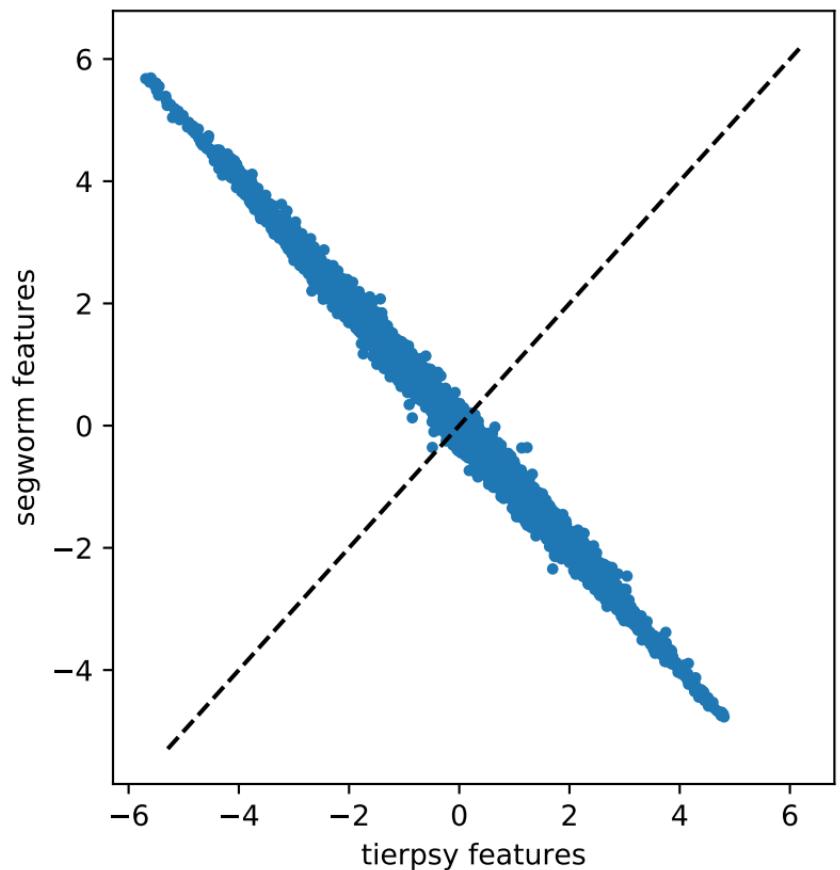
posture.eigen\_projection1



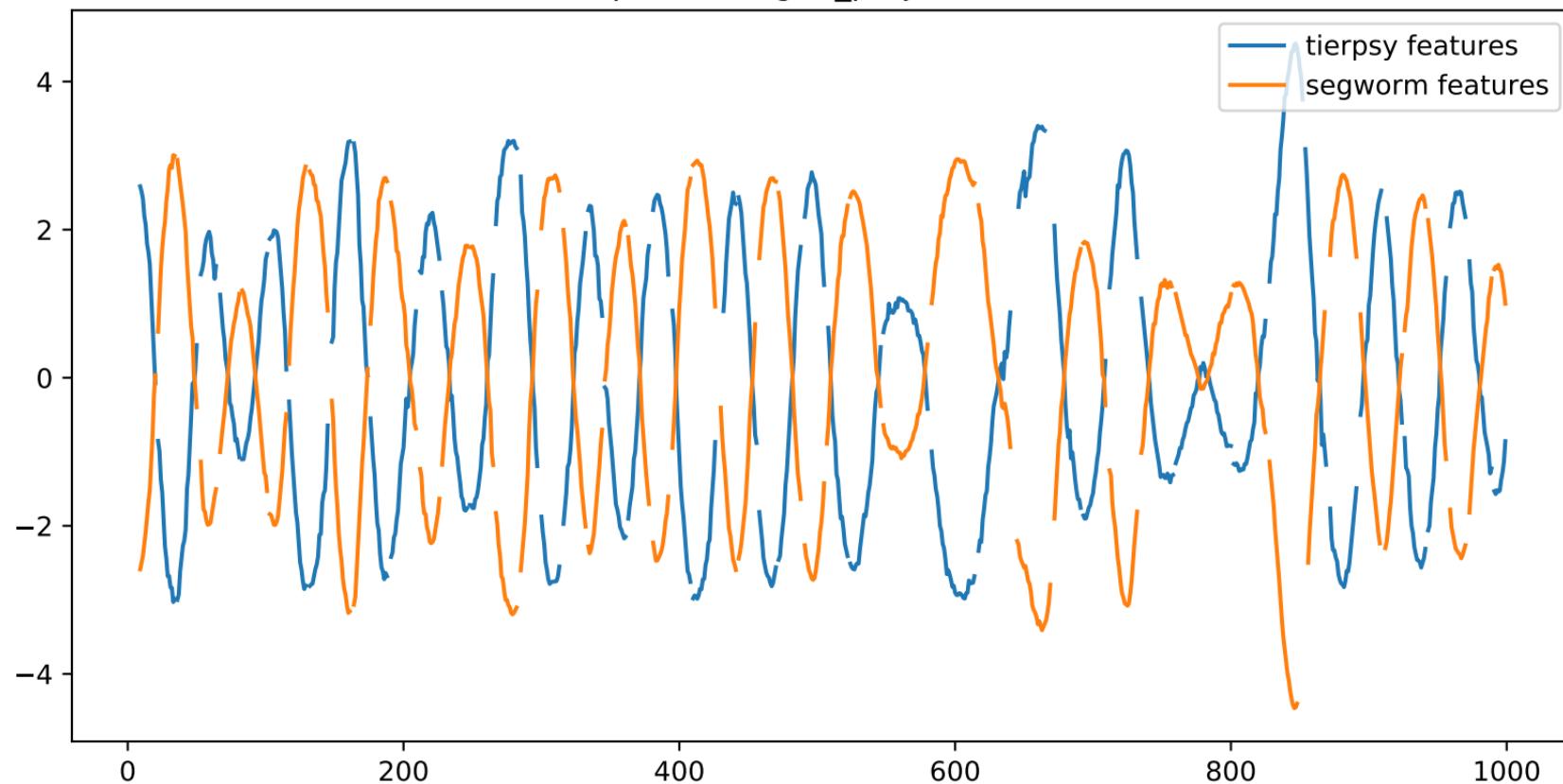
posture.eigen\_projection1



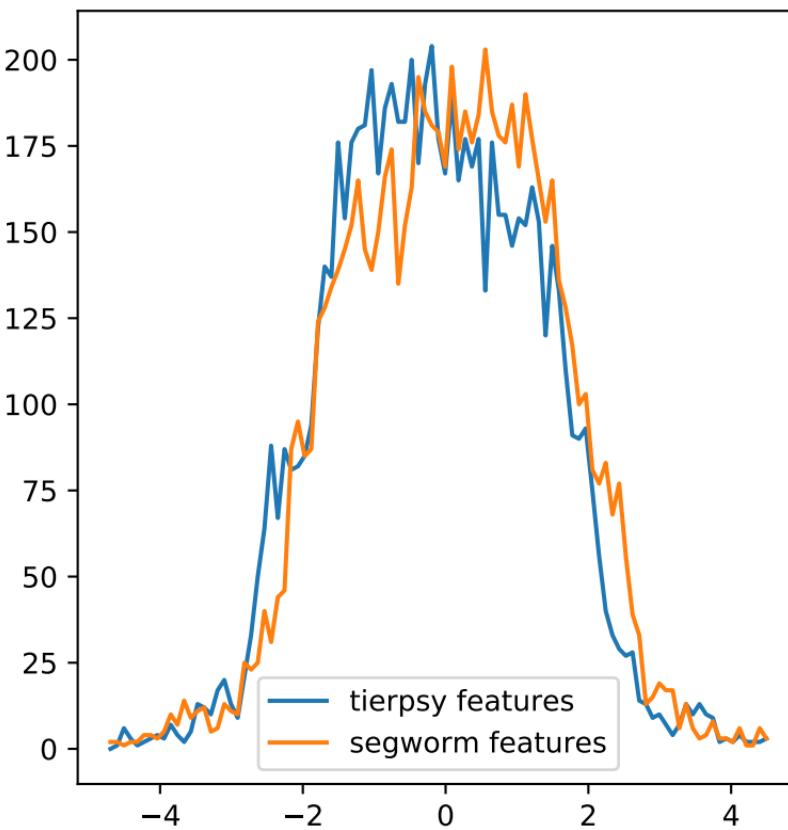
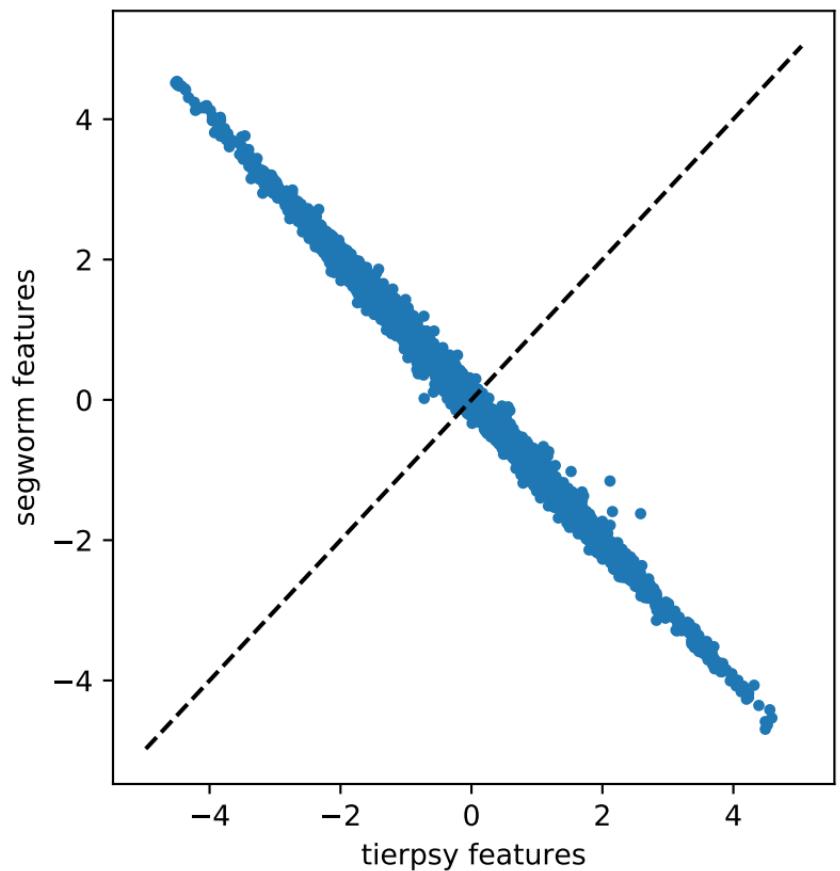
posture.eigen\_projection2



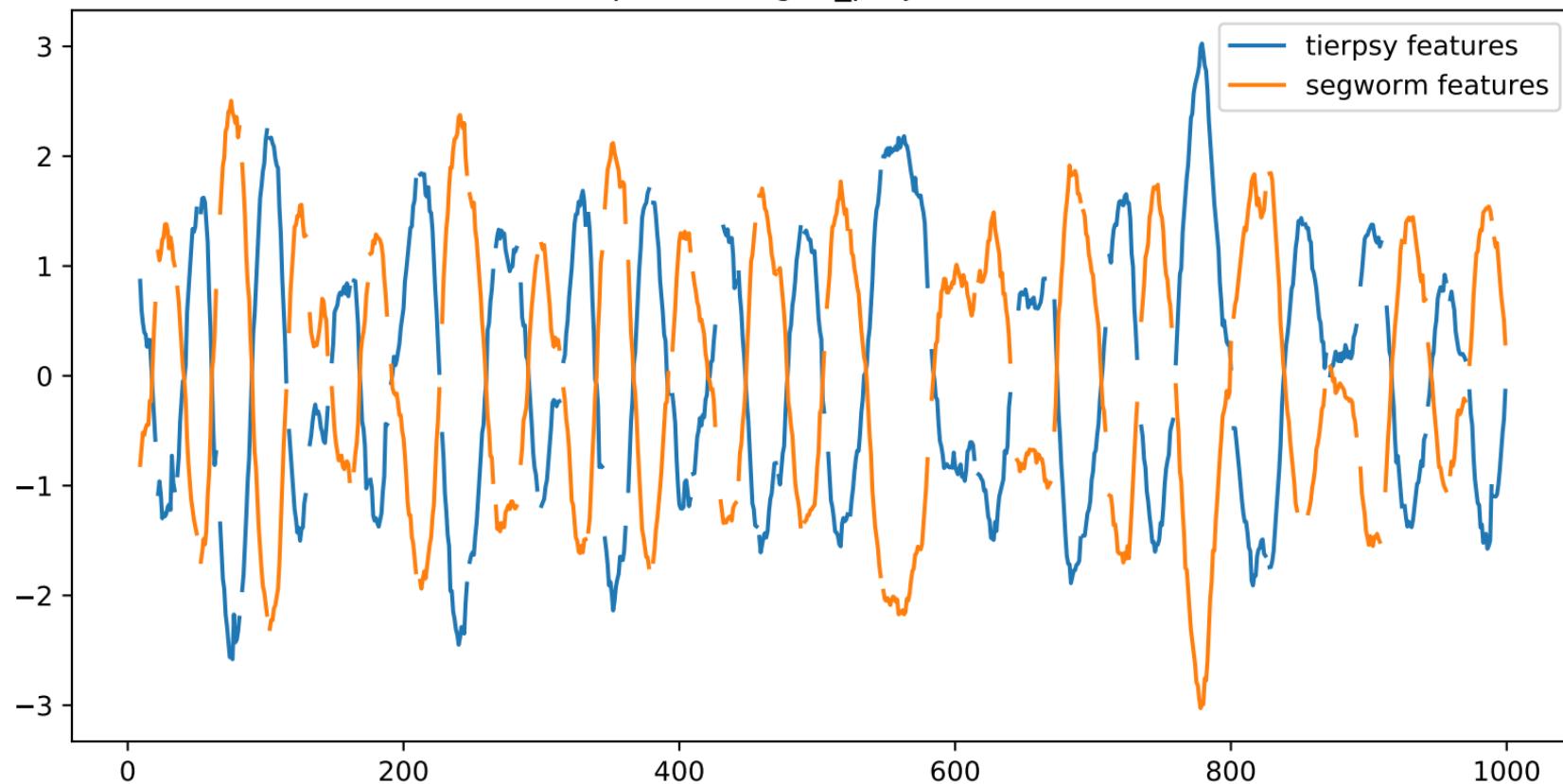
posture.eigen\_projection2



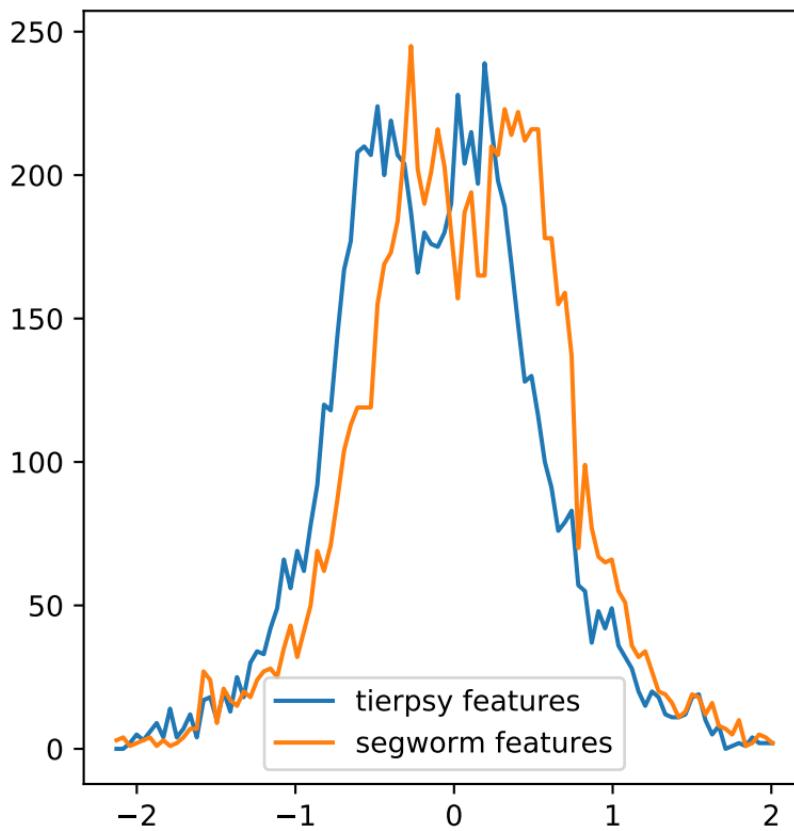
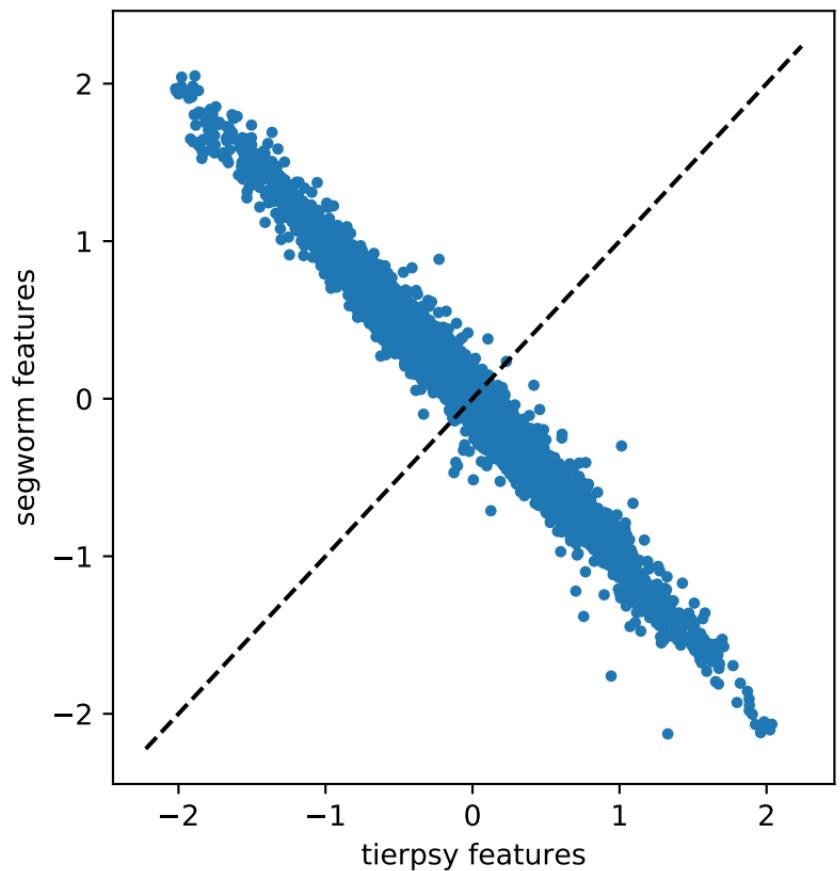
posture.eigen\_projection3



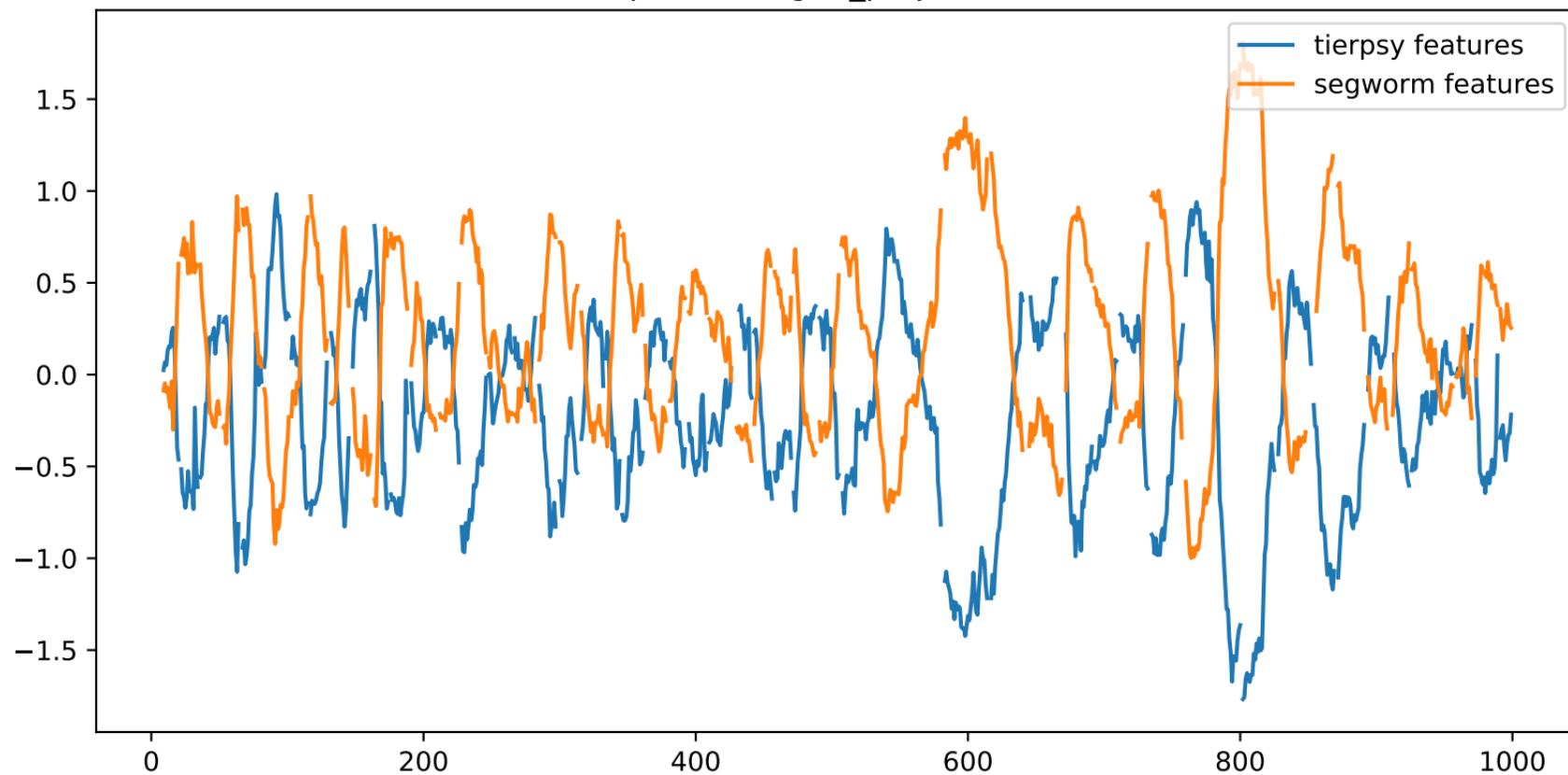
posture.eigen\_projection3



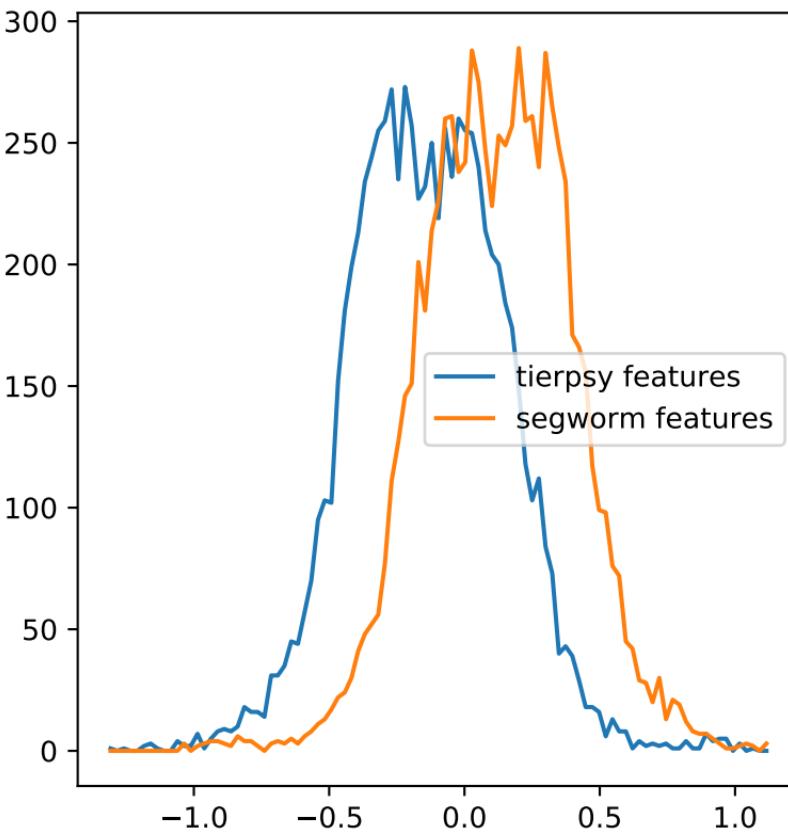
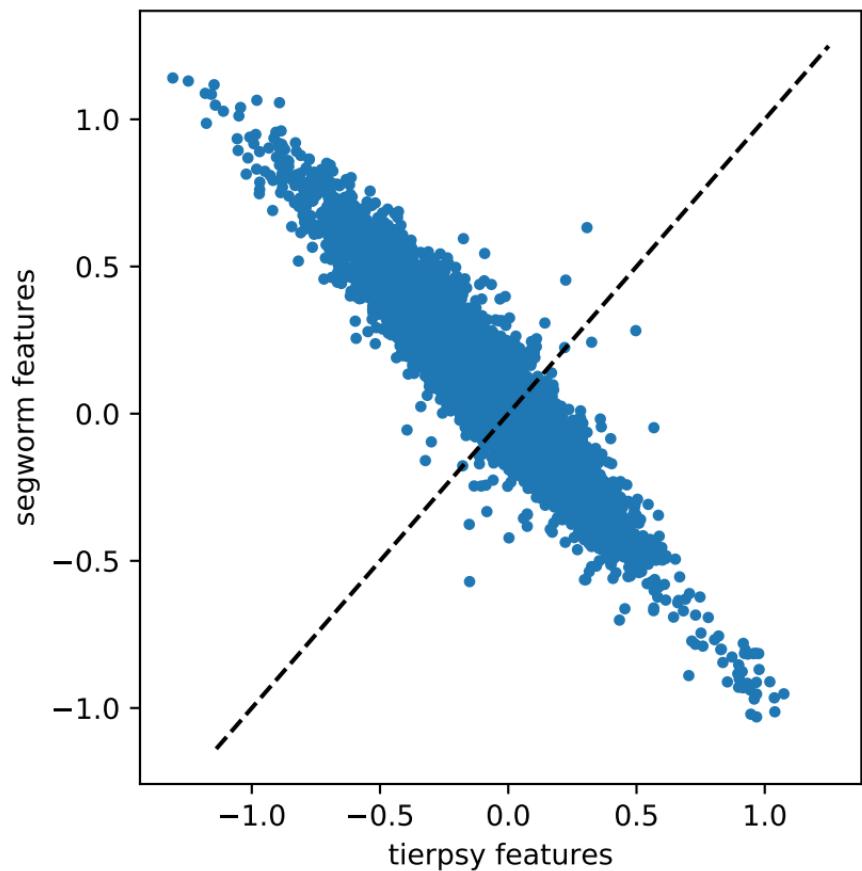
posture.eigen\_projection4



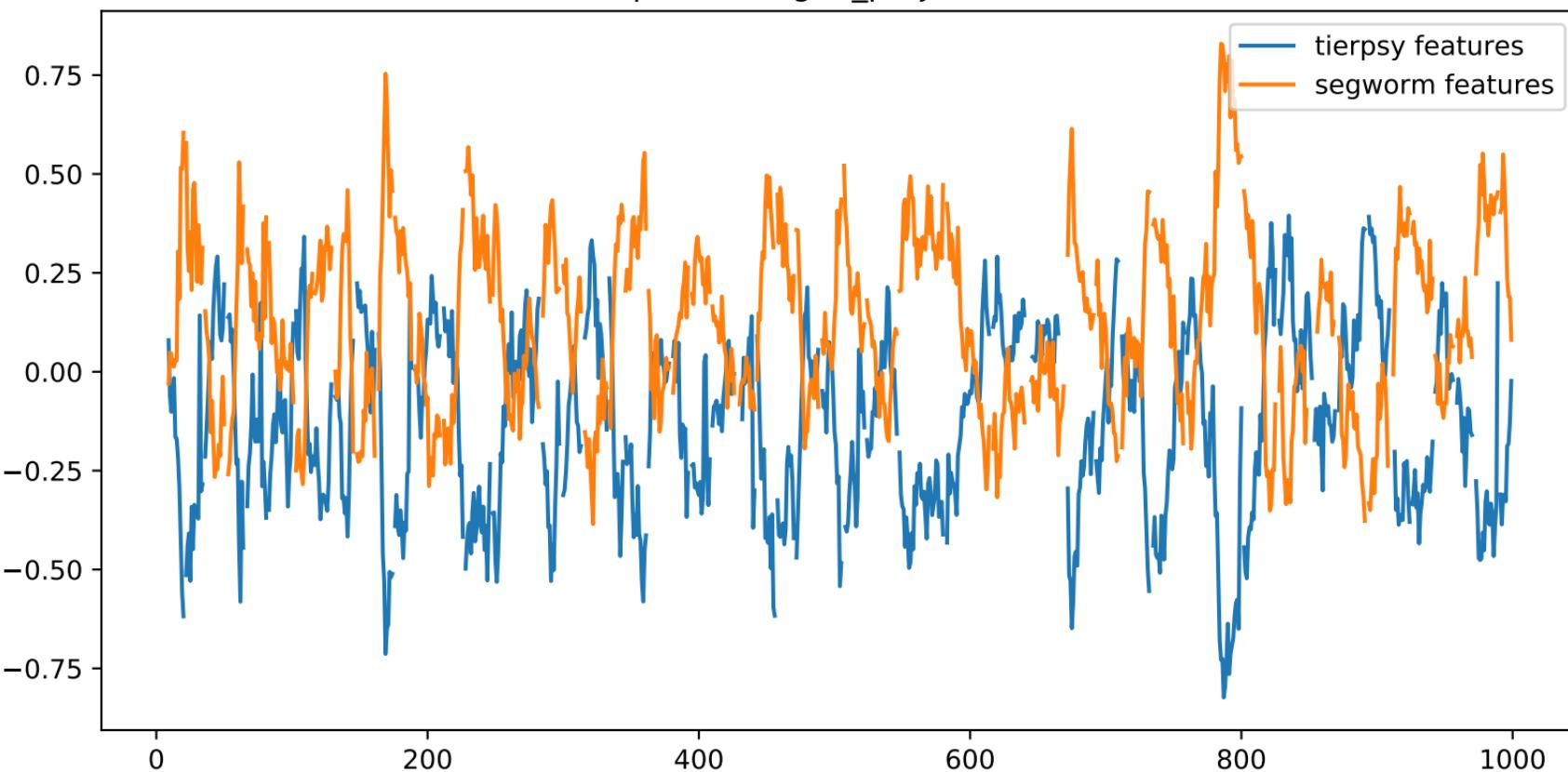
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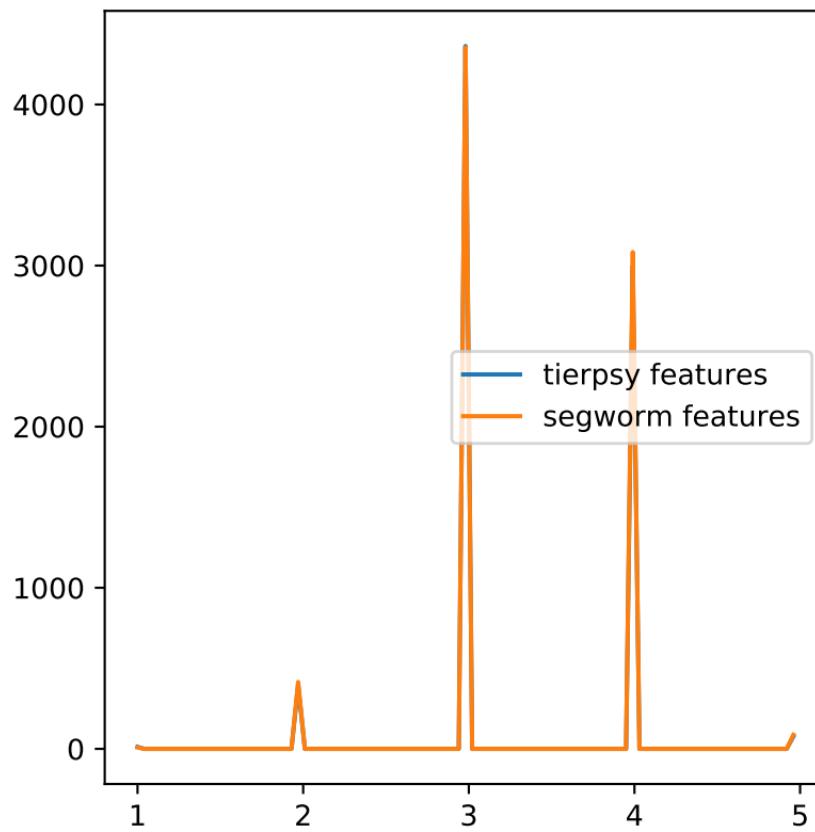
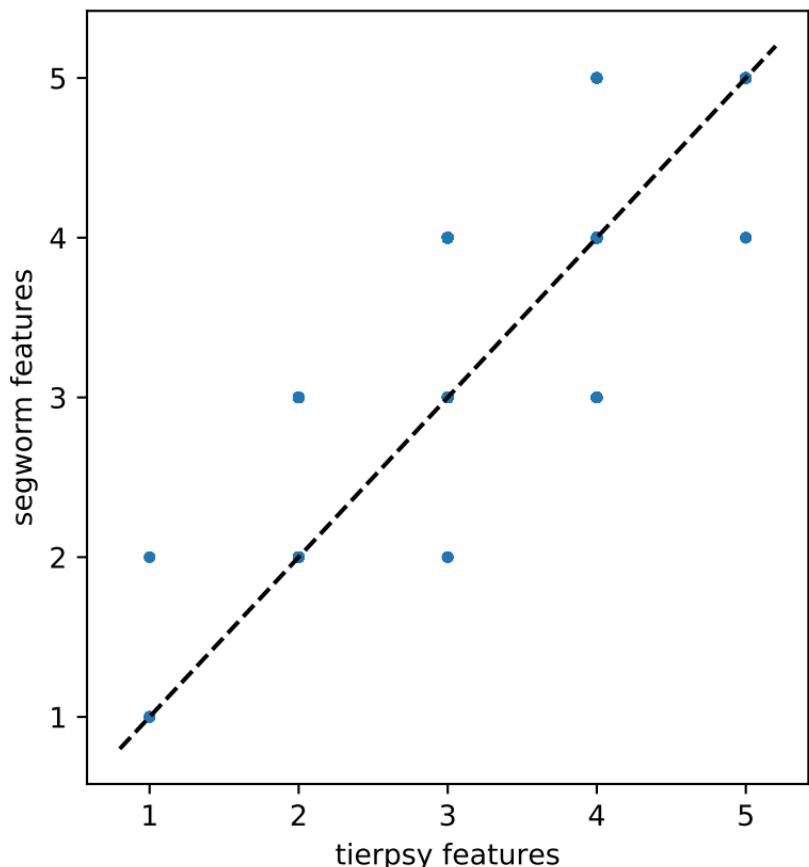
posture.eigen\_projection5



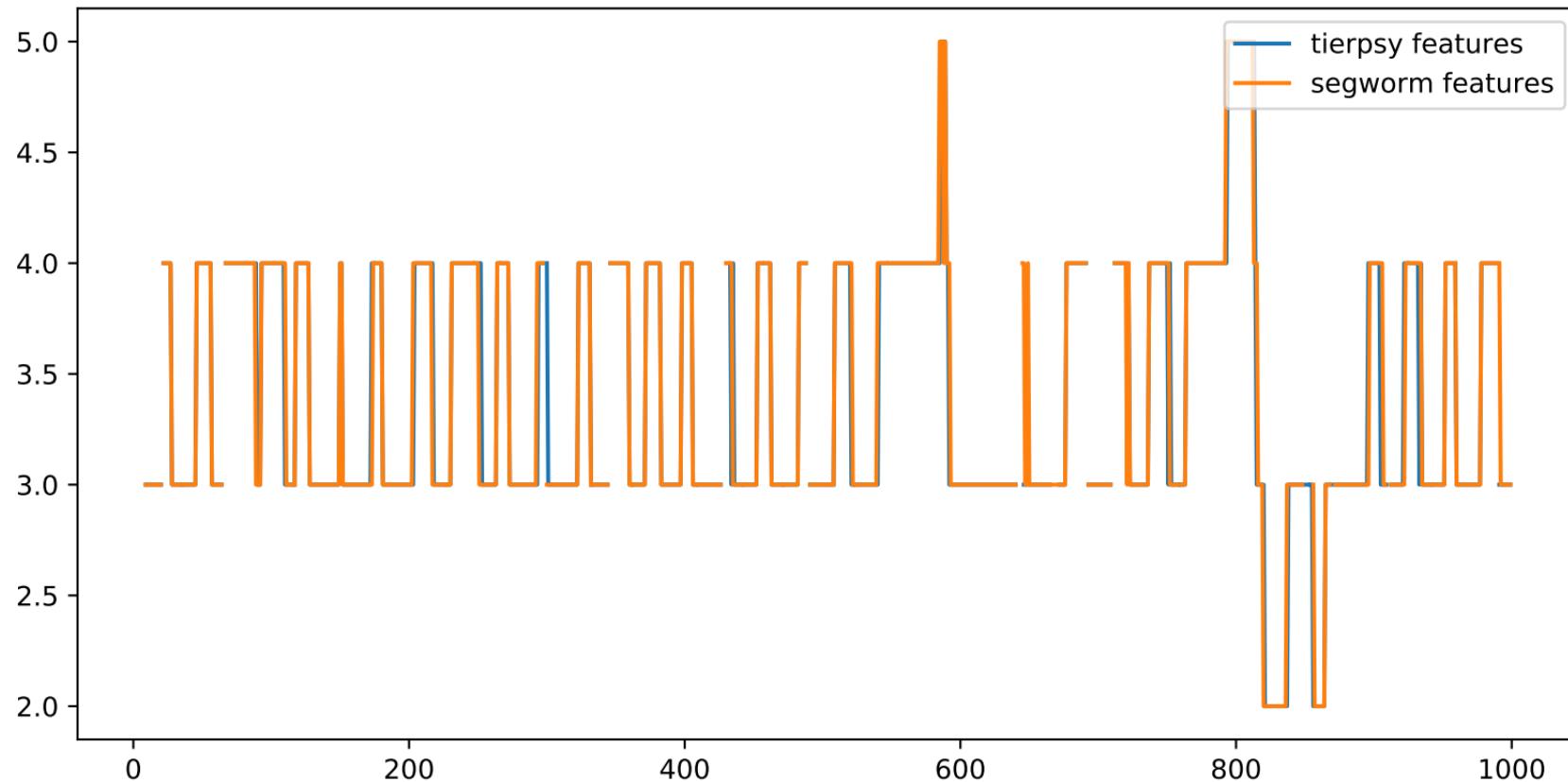
posture.eigen\_projection5



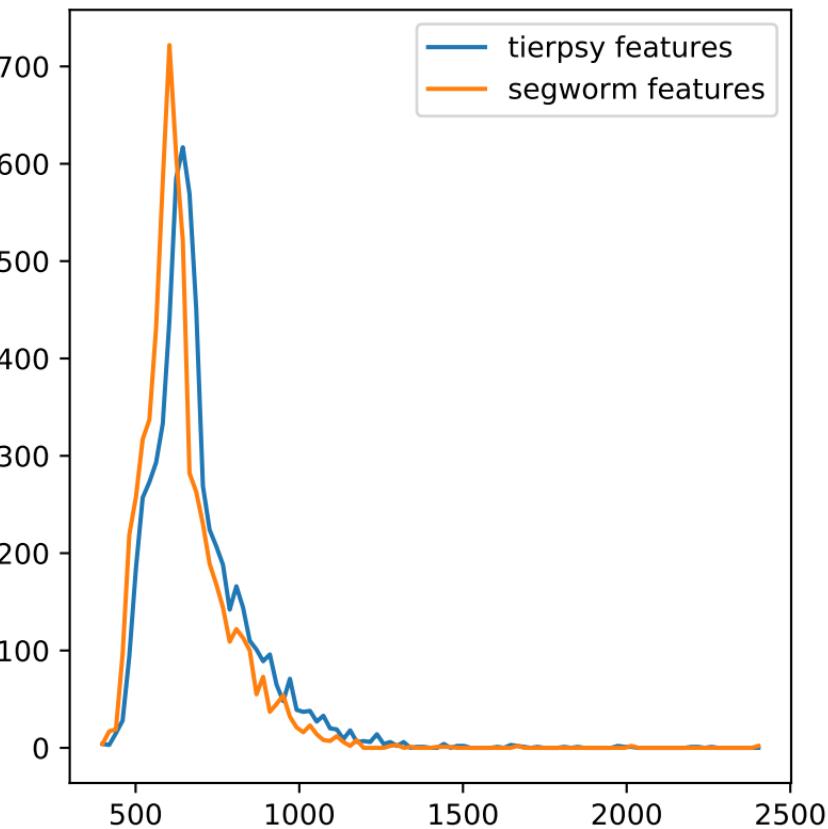
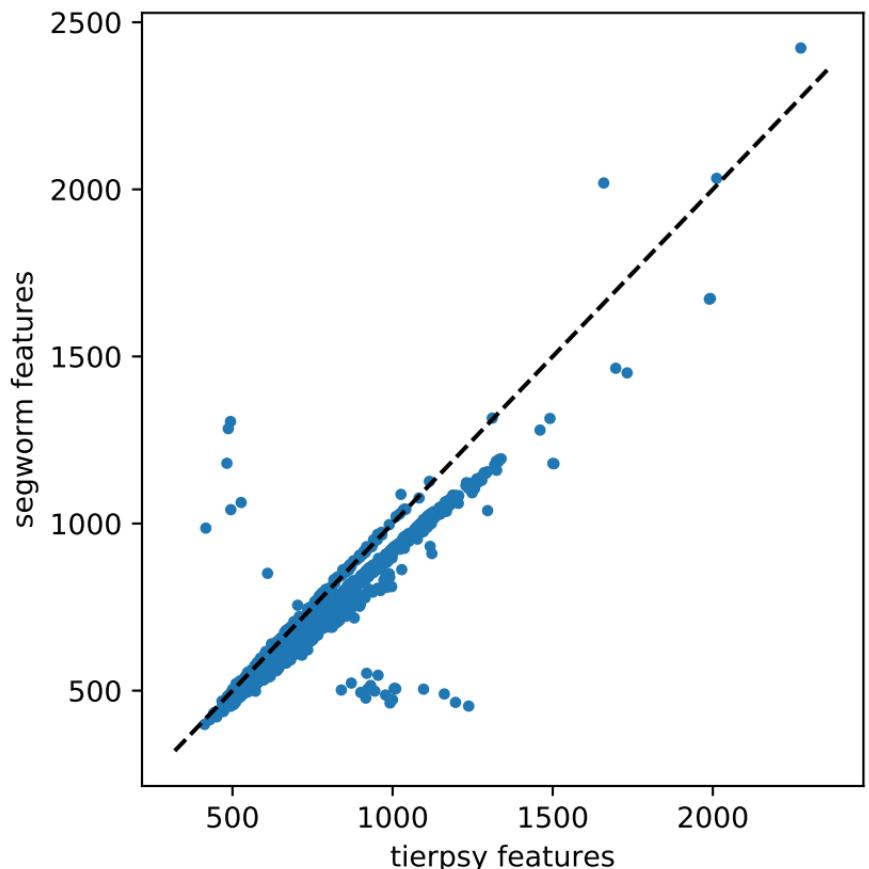
posture.kinks



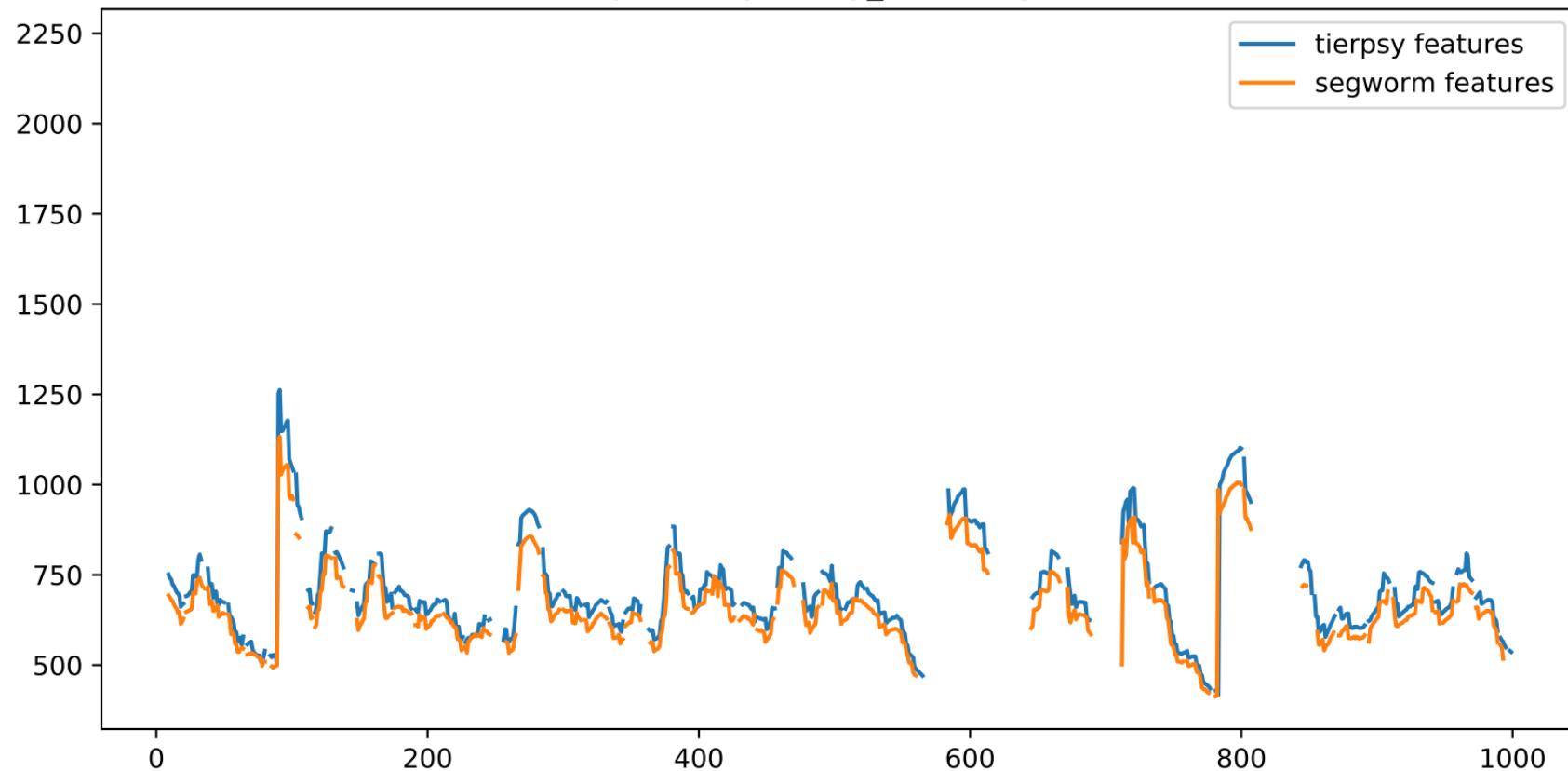
### posture.kinks



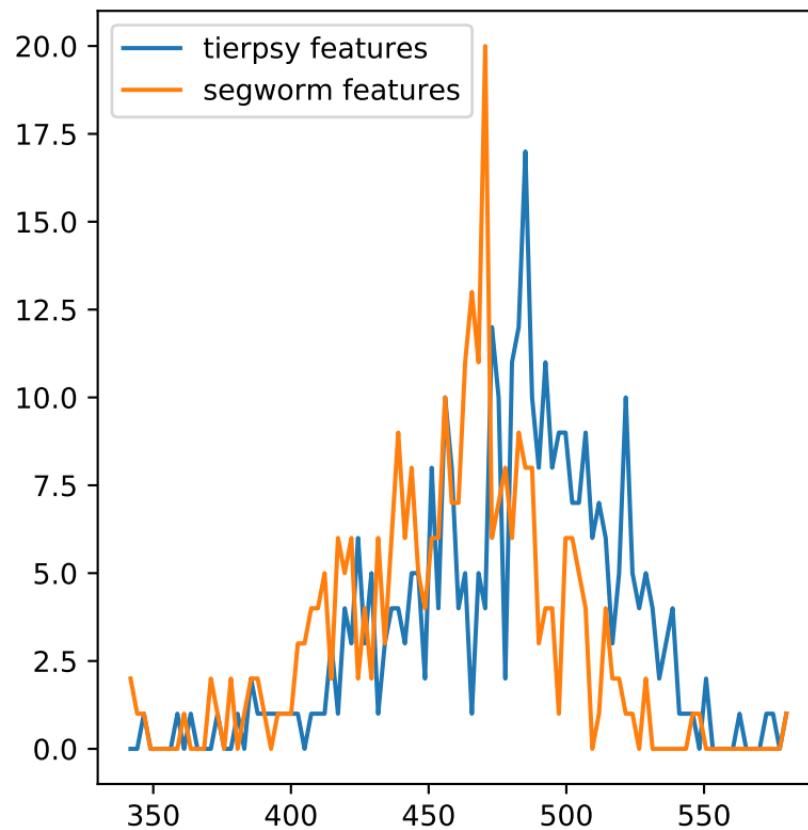
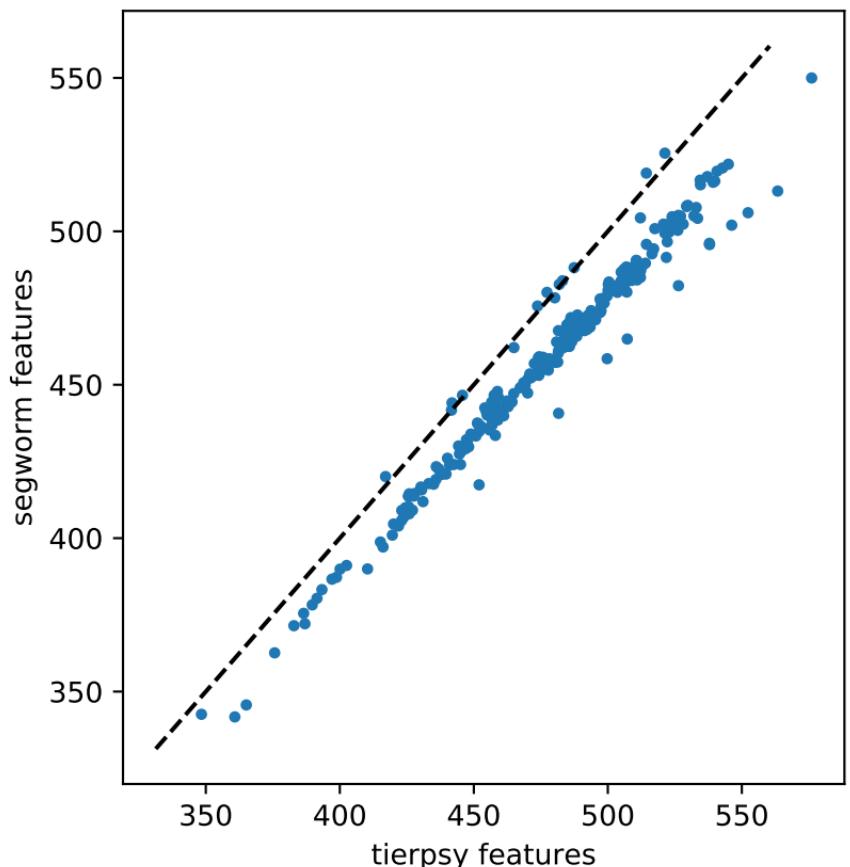
### posture.primary\_wavelength



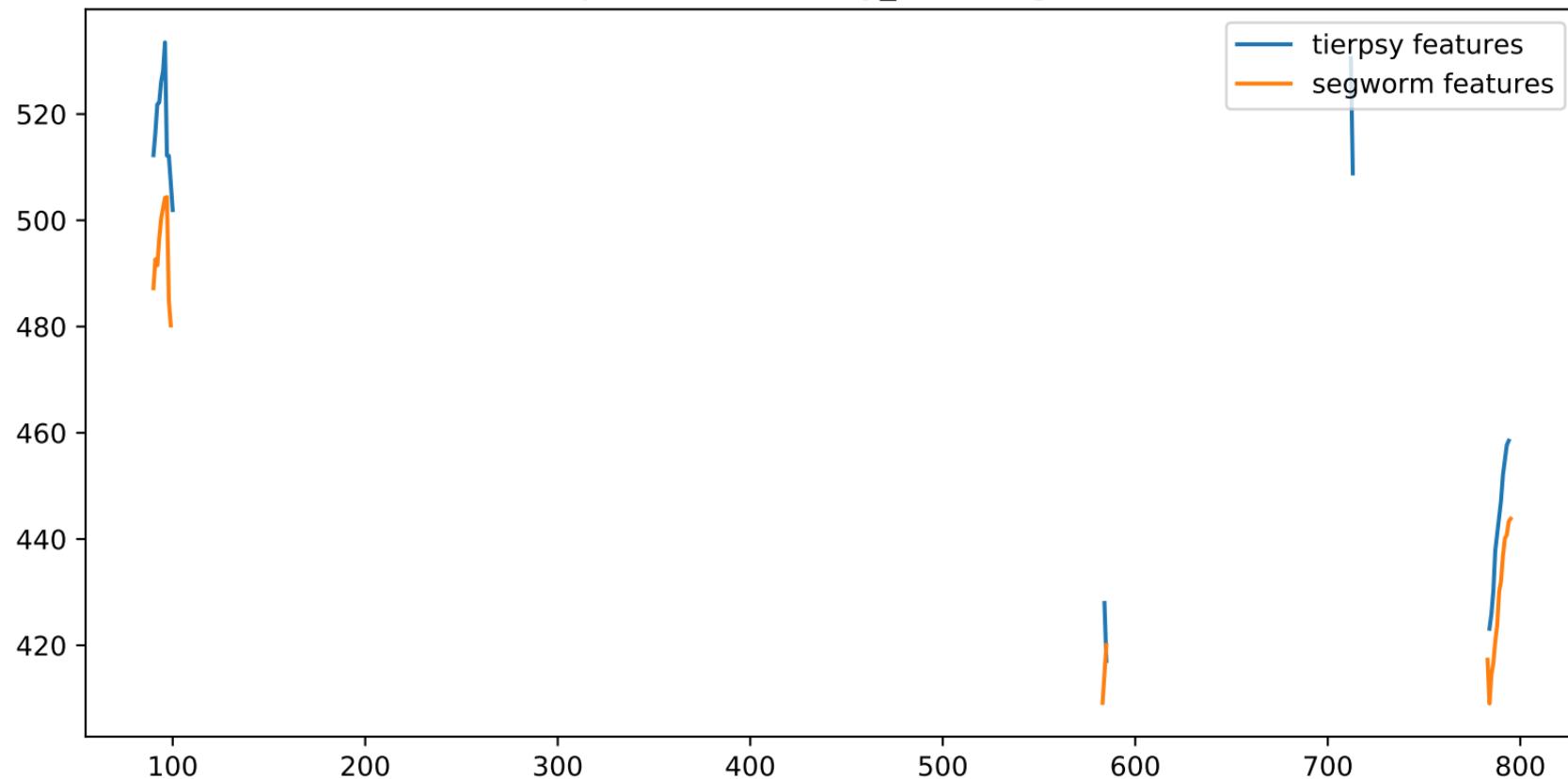
posture.primary\_wavelength



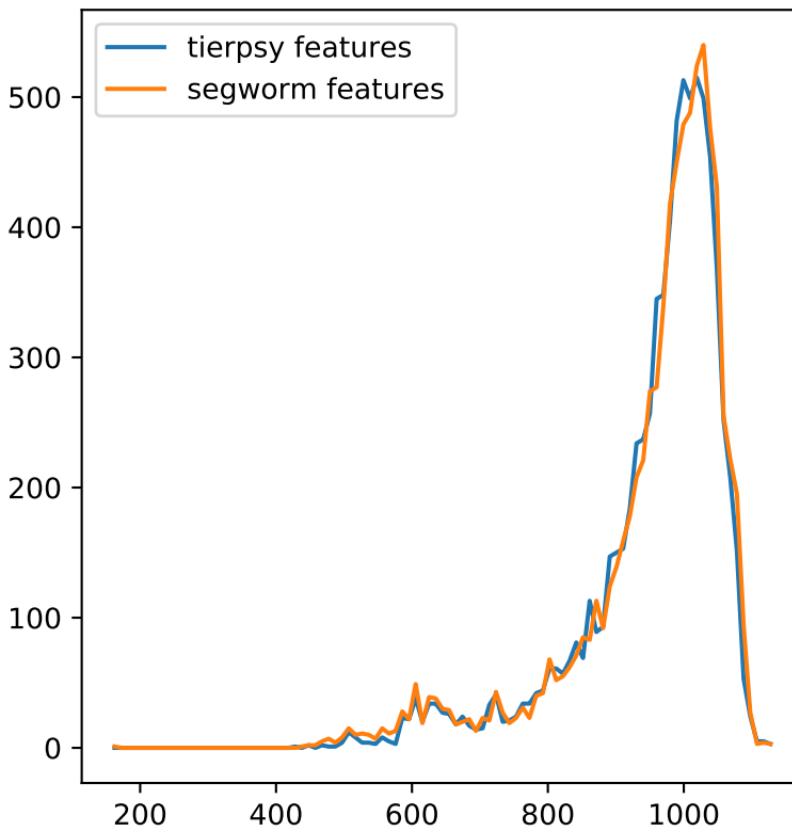
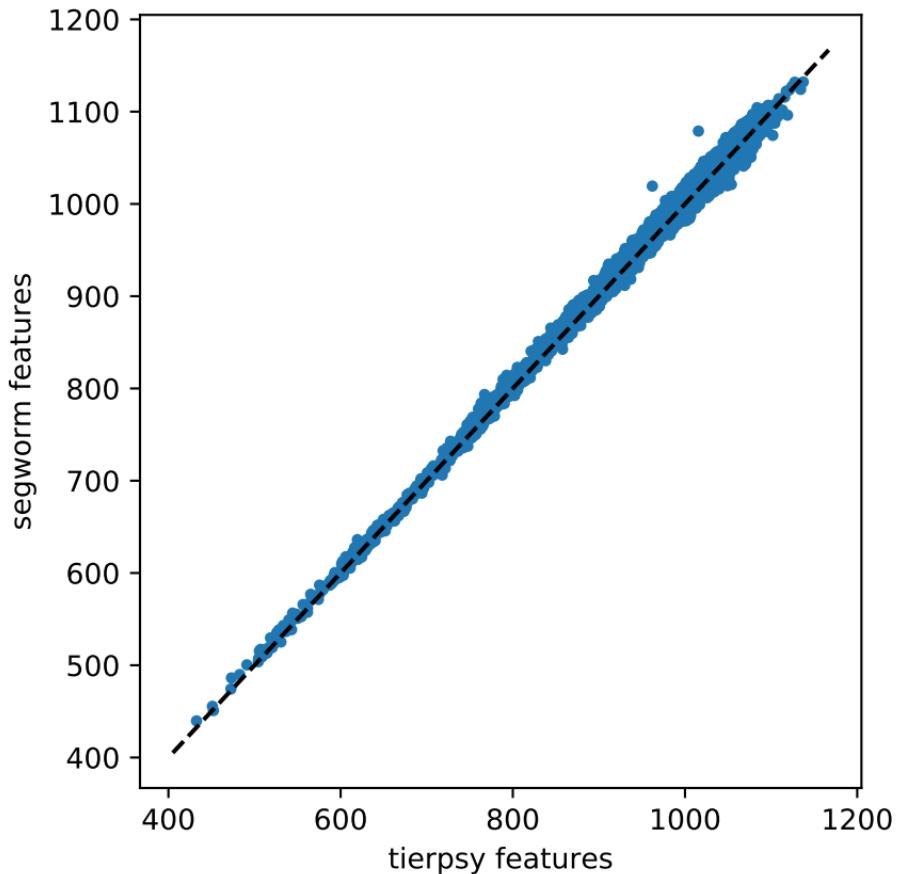
posture.secondary\_wavelength



### posture.secondary\_wavelength



posture.track\_length



posture.track\_length

