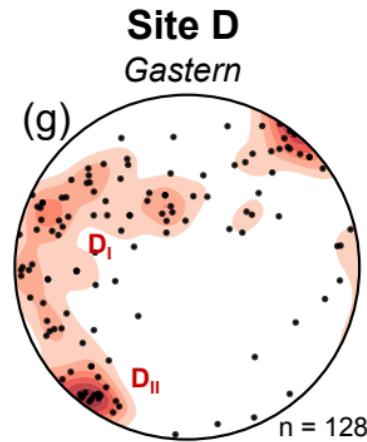
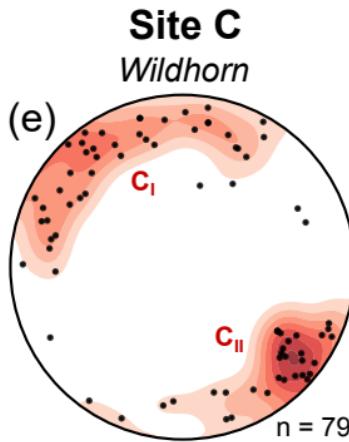
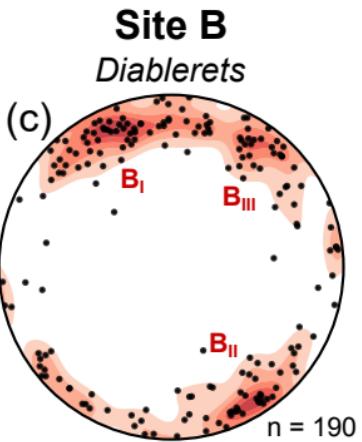
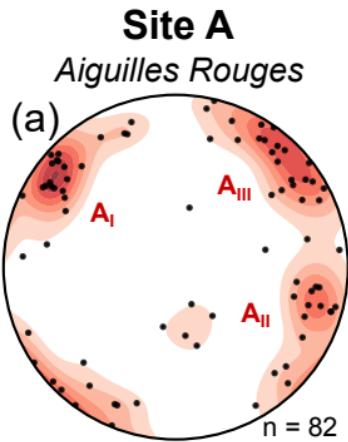


3D orientation



Kinematics

