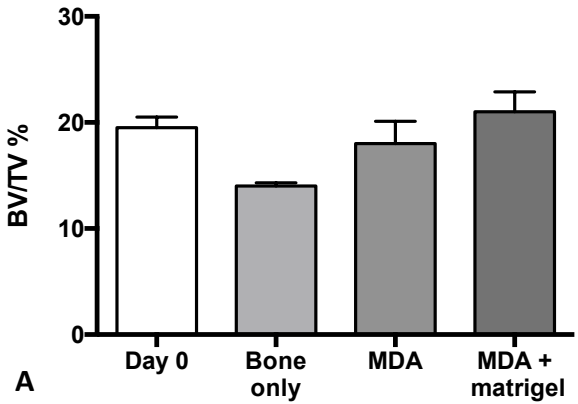


Figure 4

Static



Moving

