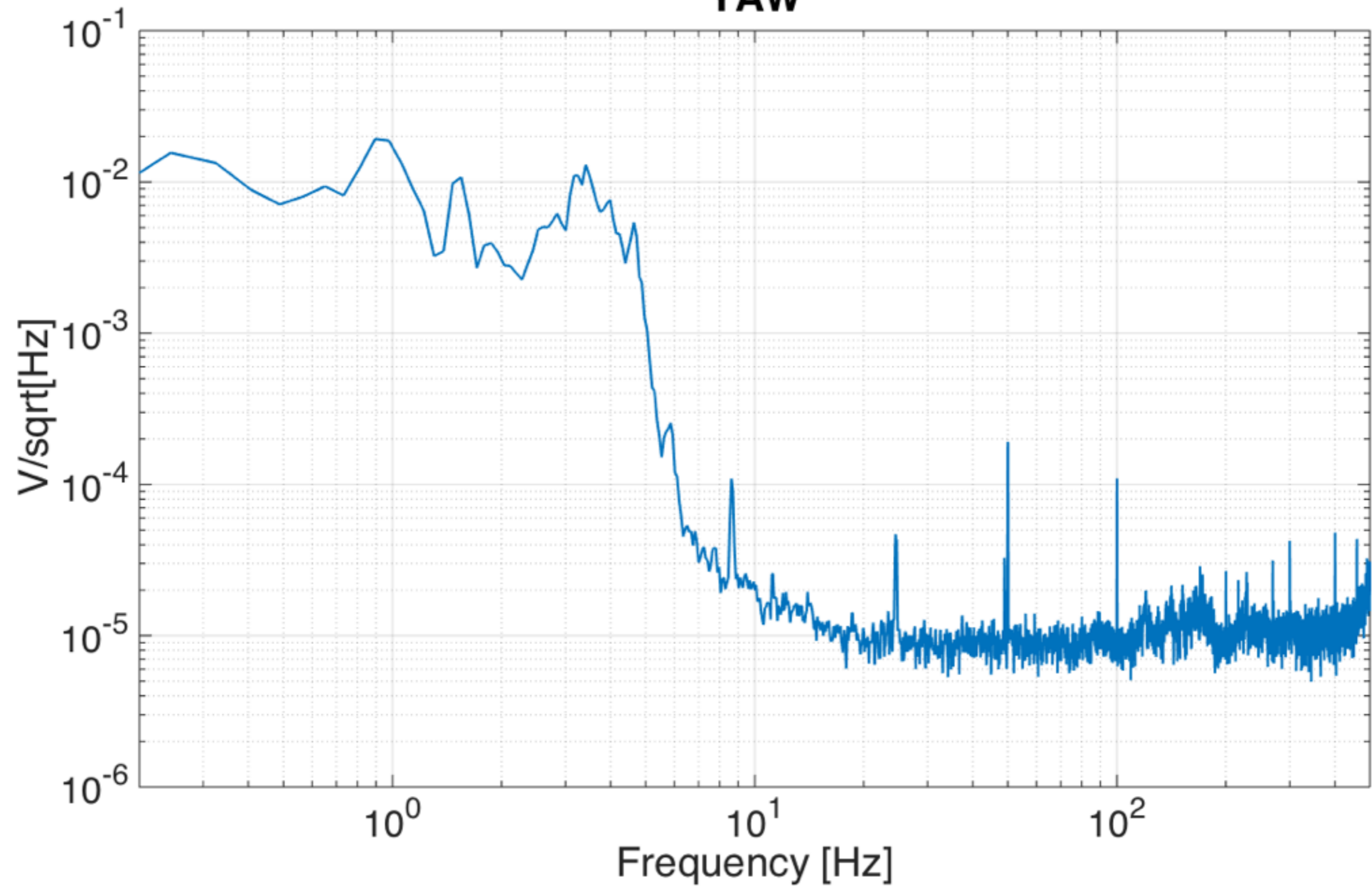
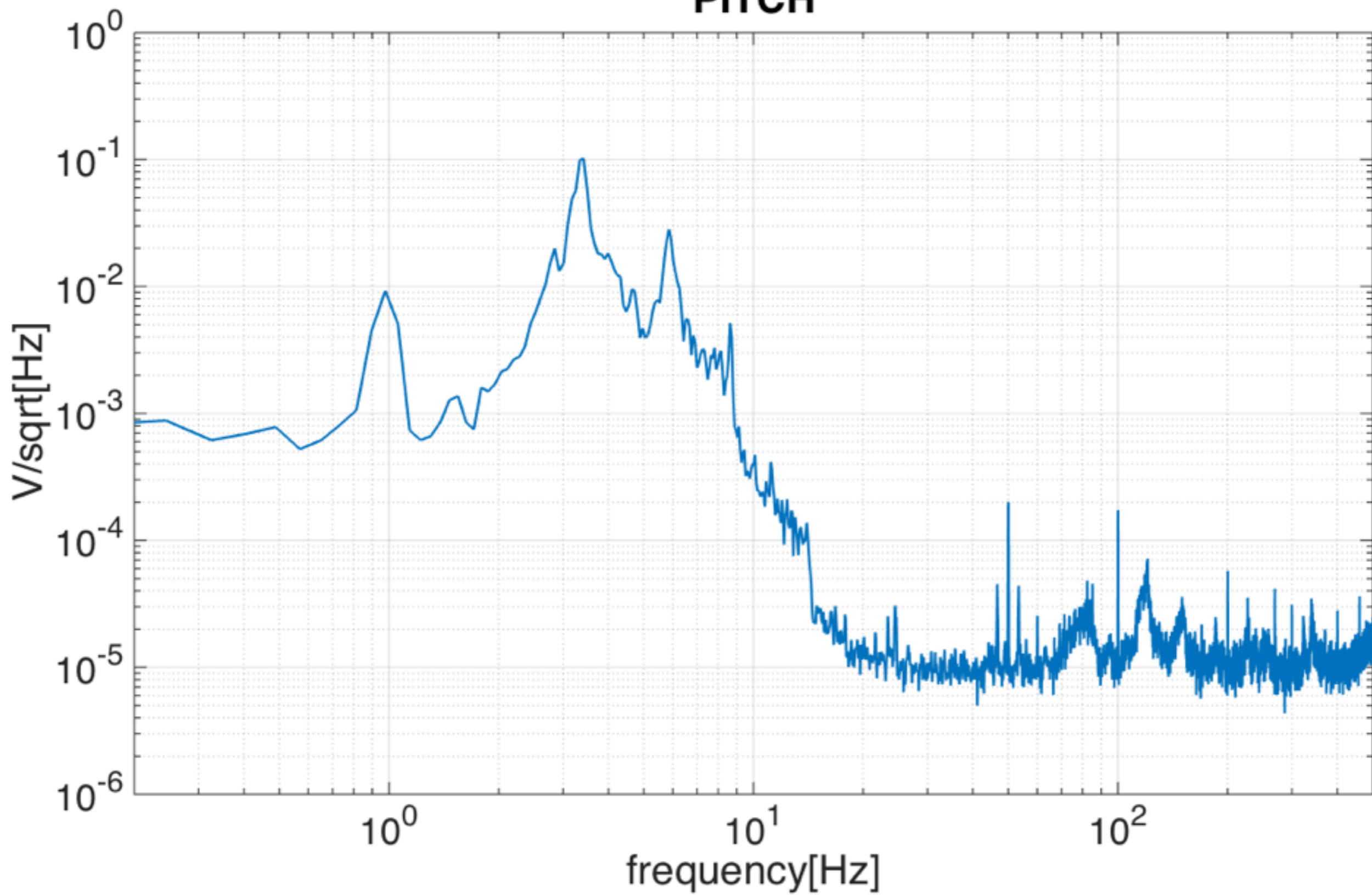


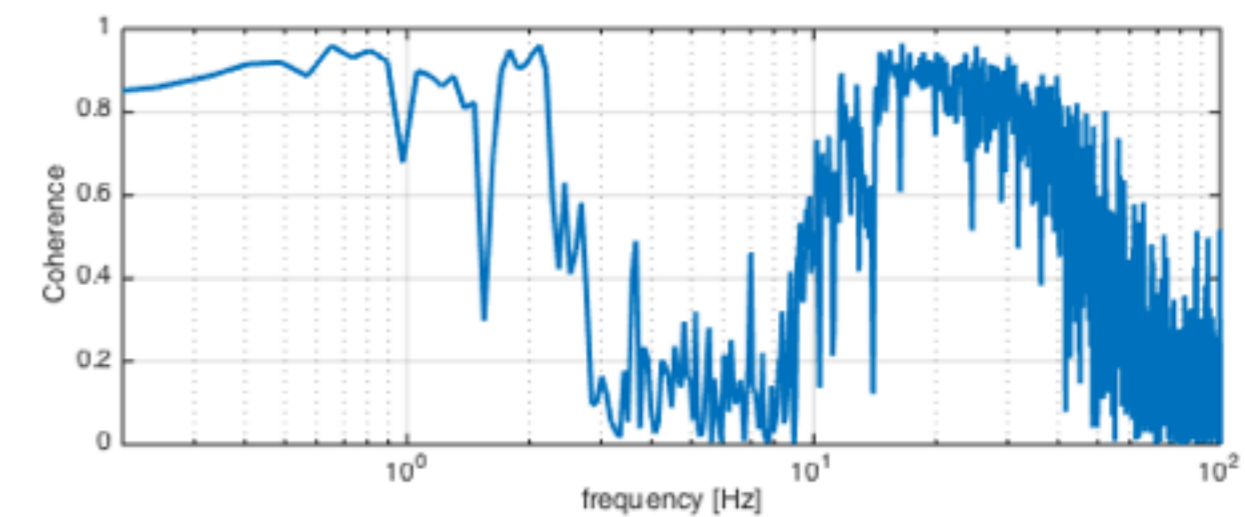
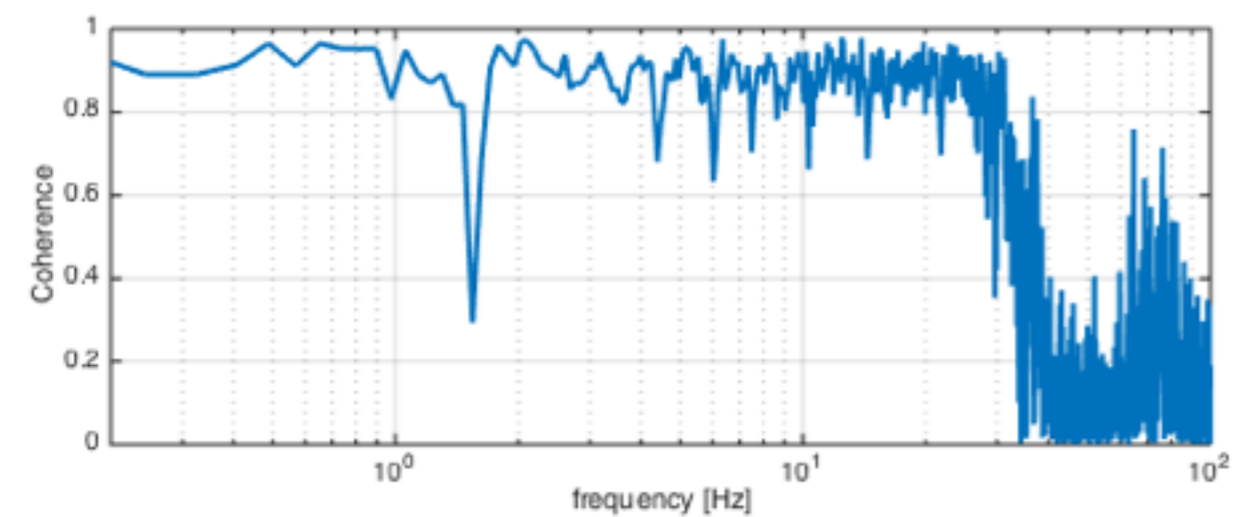
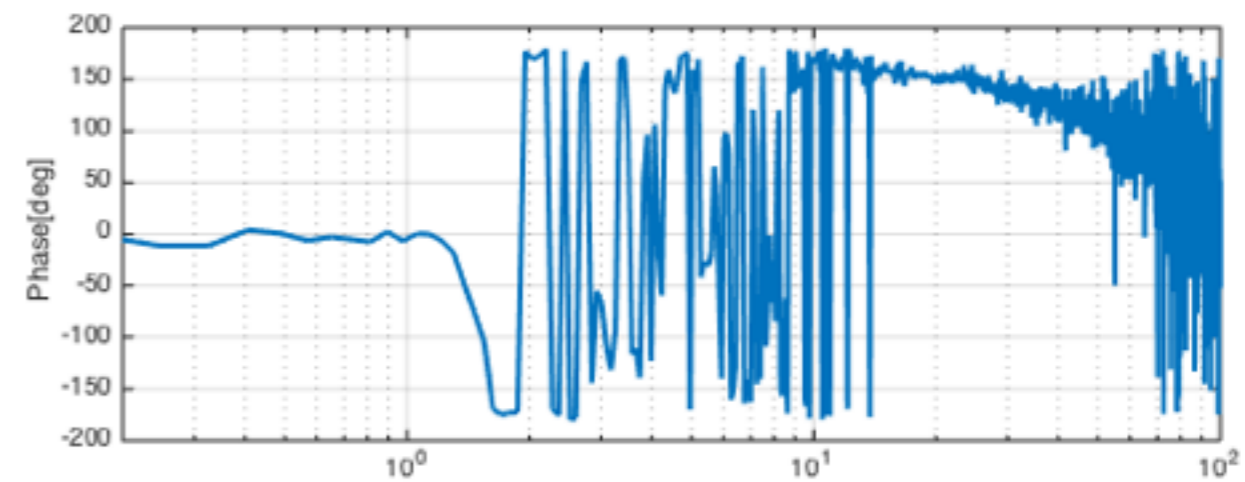
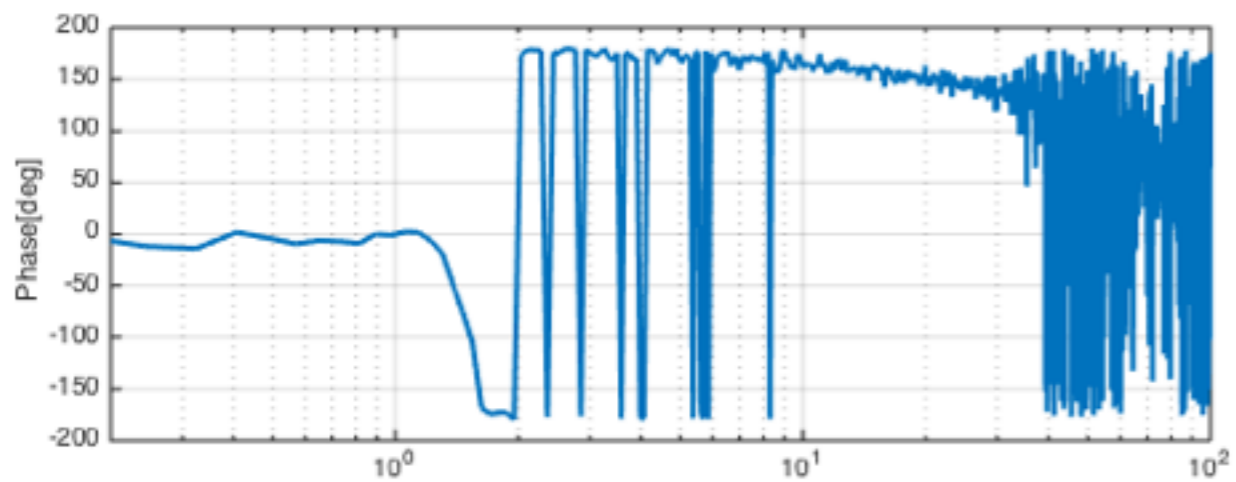
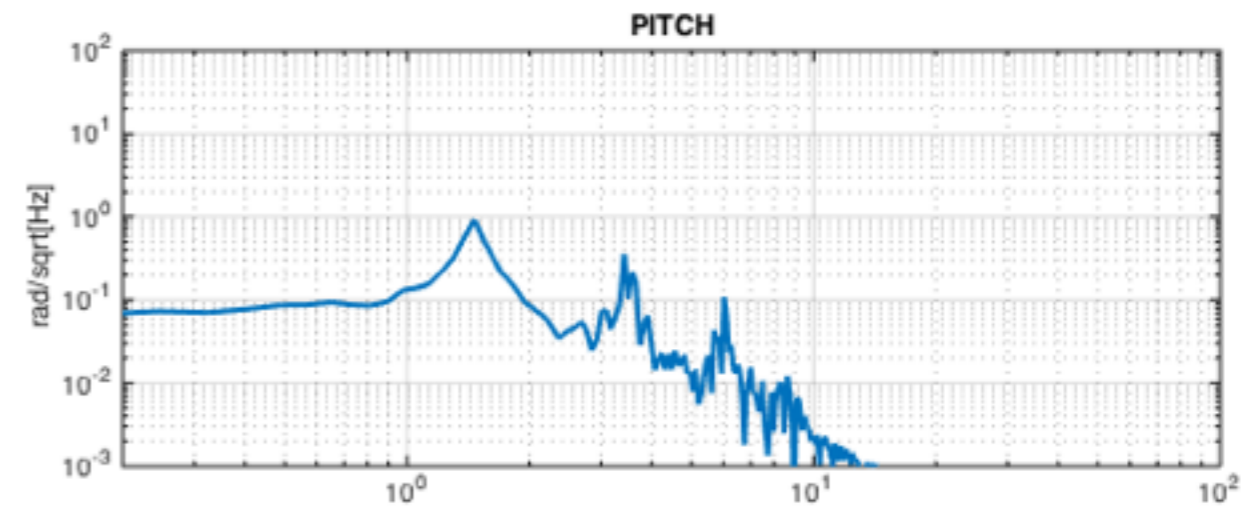
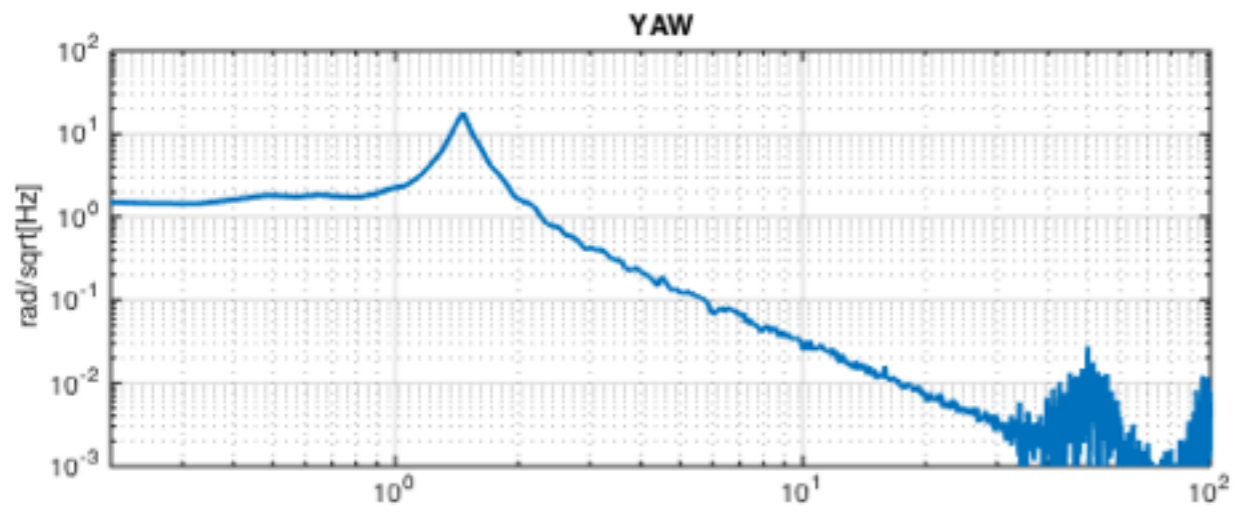
# YAW



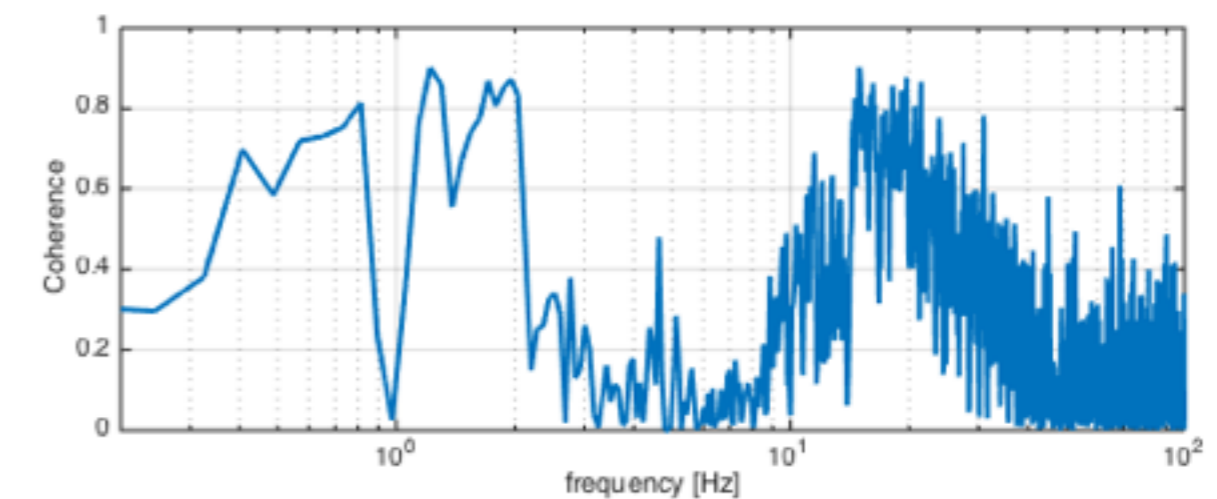
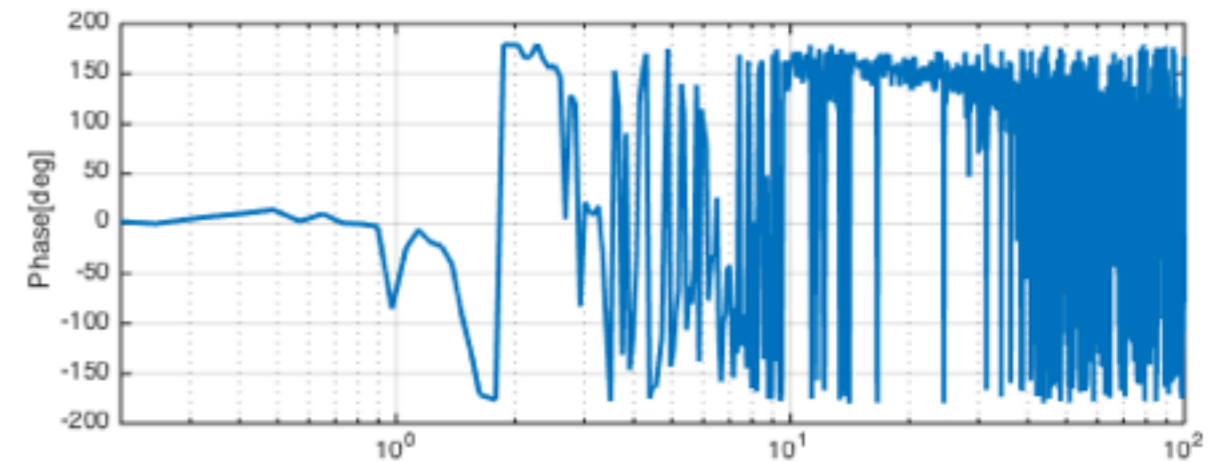
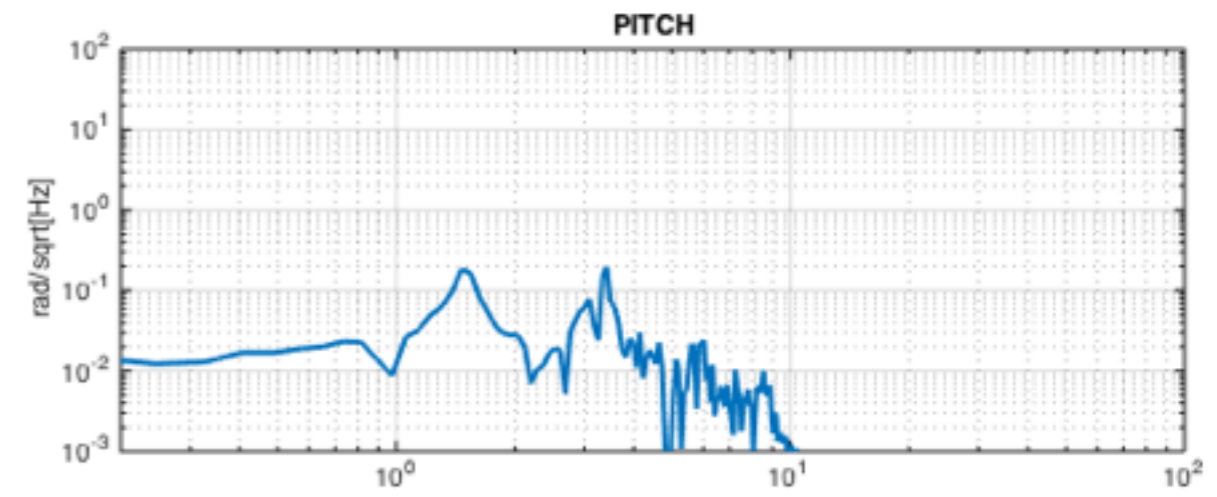
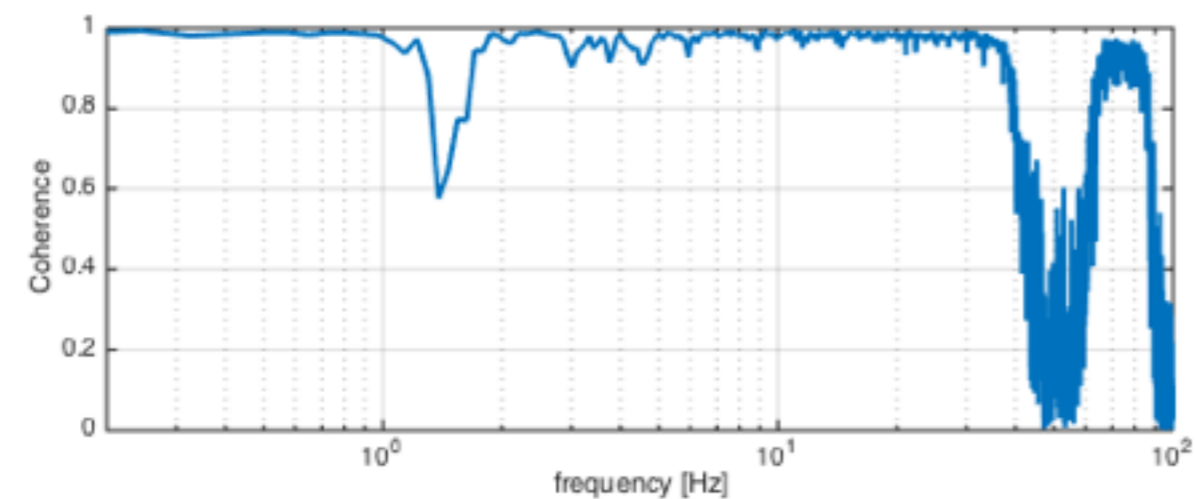
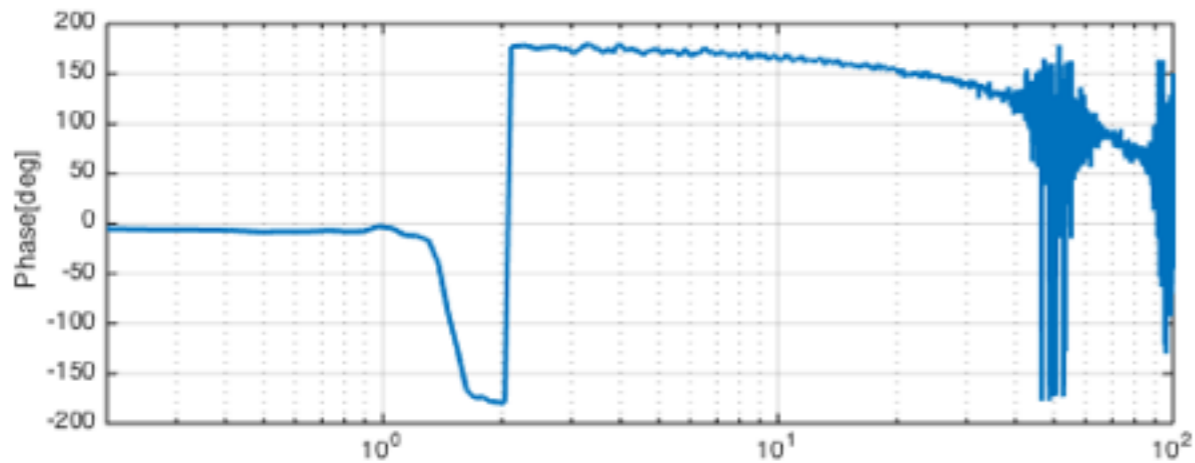
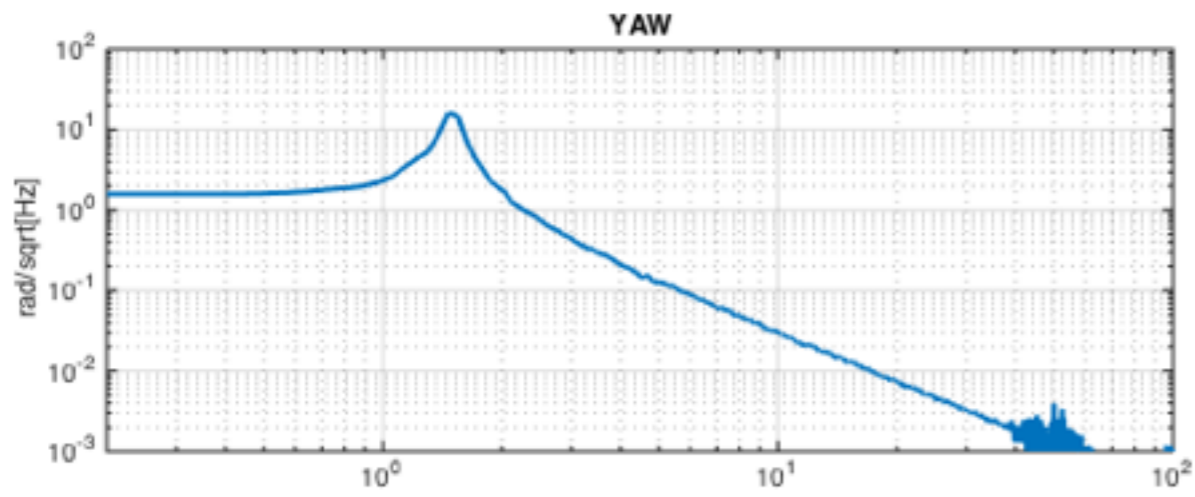
# PITCH



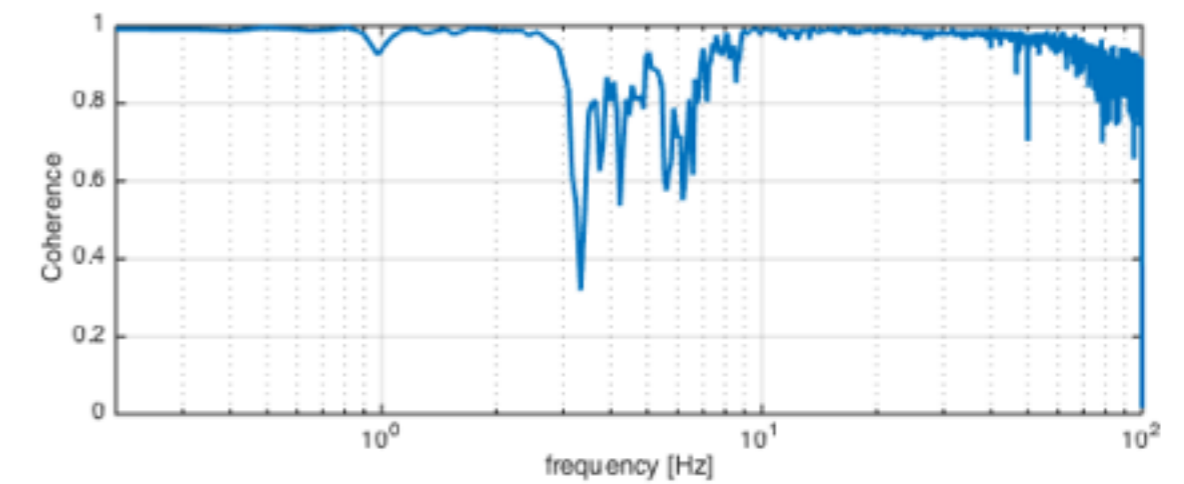
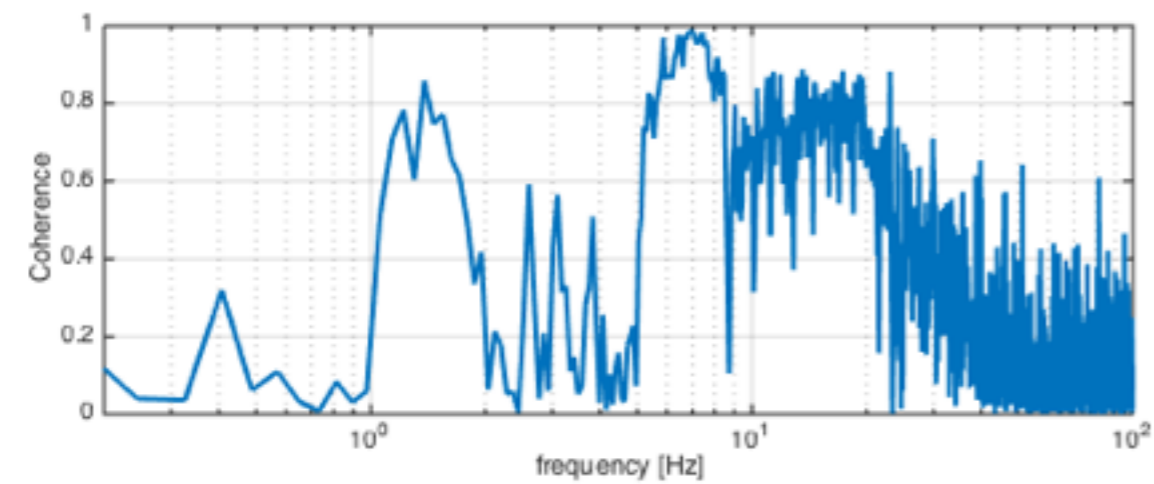
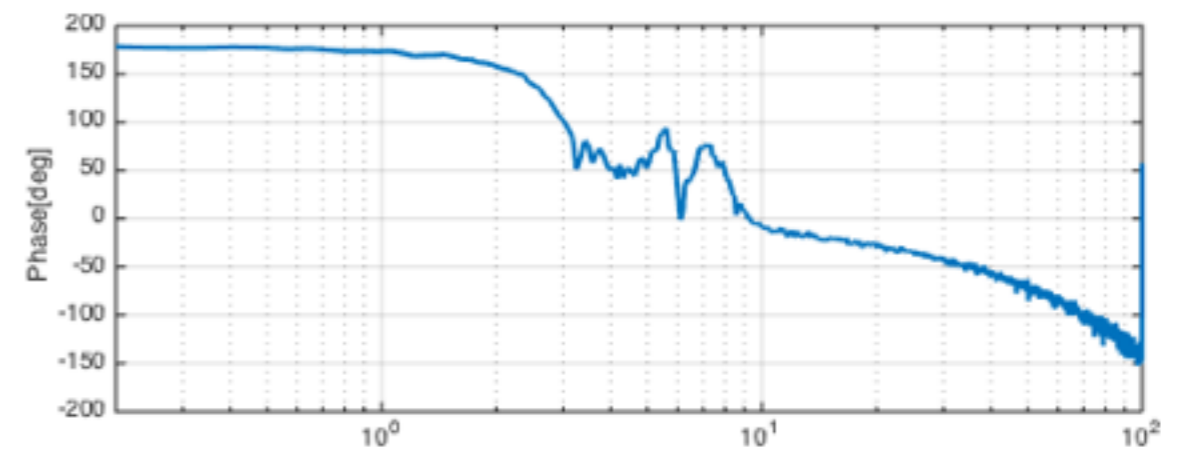
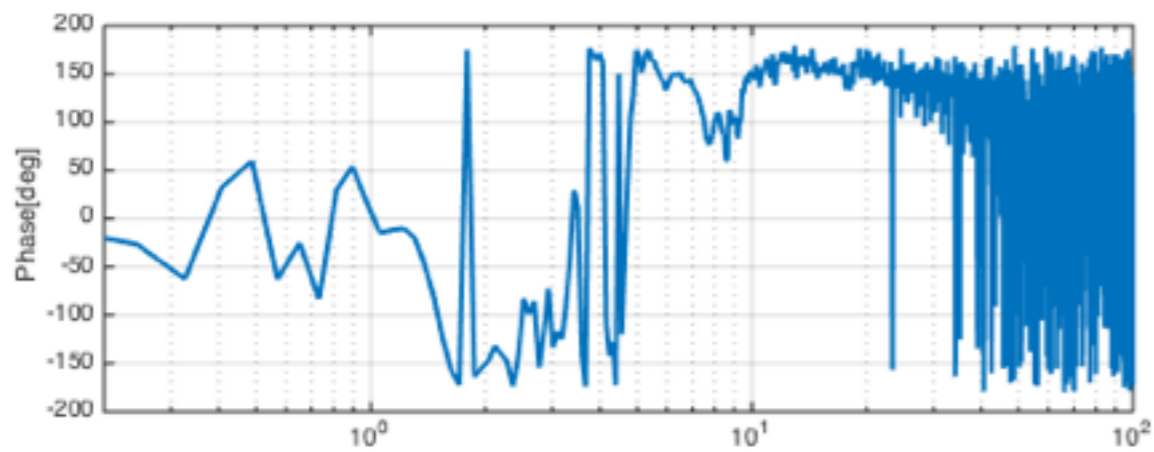
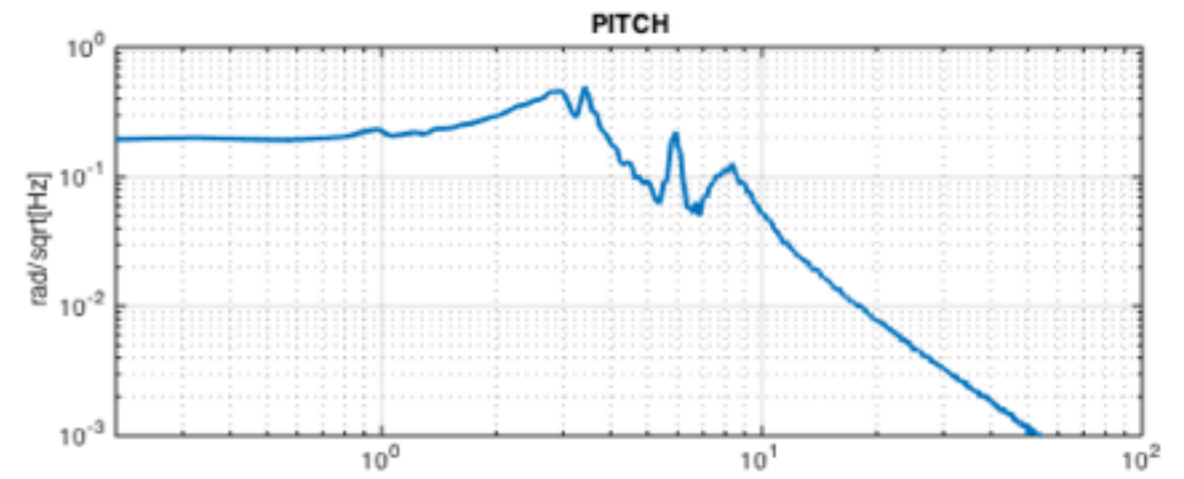
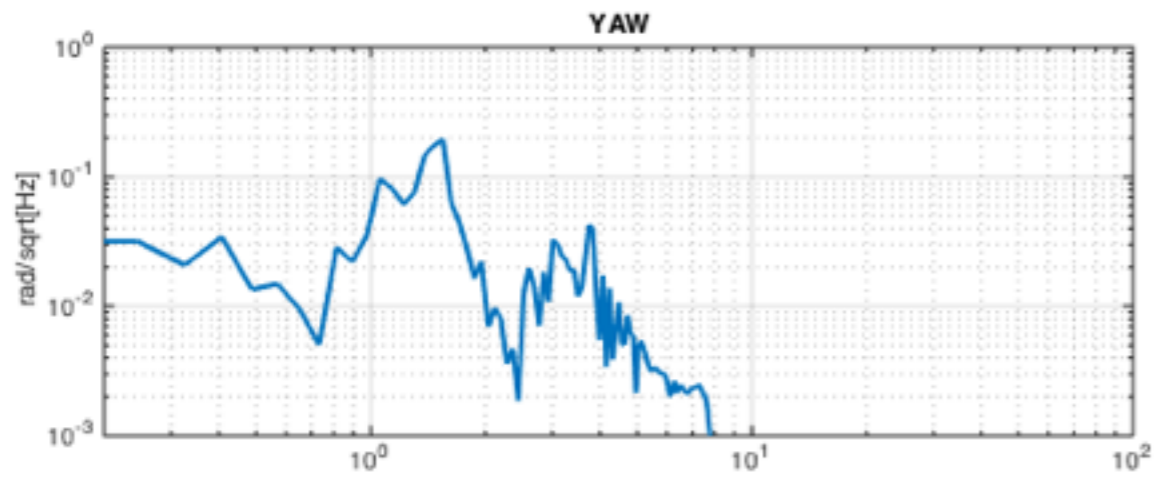
# noise on yaw



# noise on yaw (after diagonalization)



# noise on pitch



# noise on pitch (after diagonalization)

