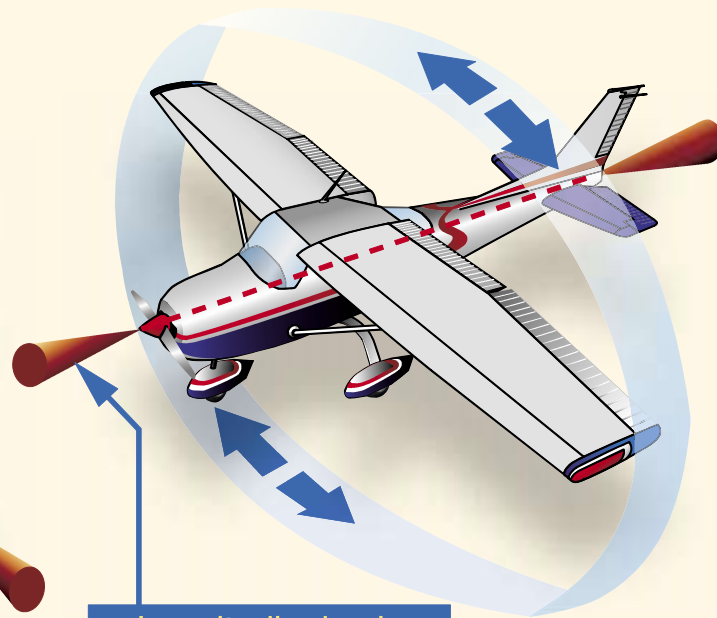


Pitching



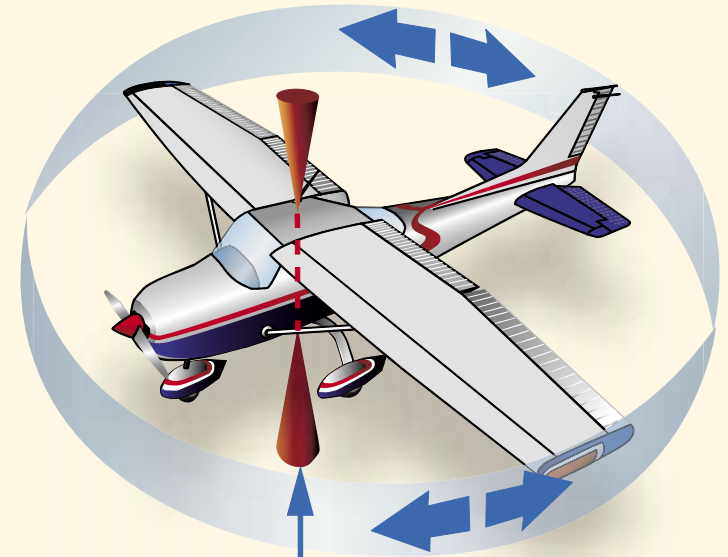
Lateral axis

Rolling



Longitudinal axis

Yawing



Vertical axis