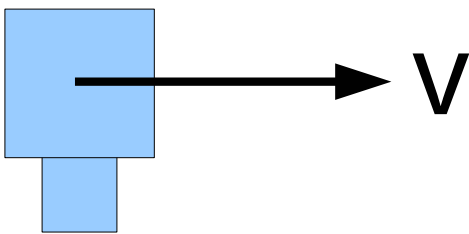


Moving  
camera



$u(x)$

