**Part 1: CameraTrackGripperDemo**

3. Turning off the RawCam viewer makes the motion less jerky.

**Part IV: Continuous Trajectories**

2. The gripper’s height does not remain constant throughout because the intermediate postures do not require that the height remains constant. Thus, different joints will move at speeds non-relative to each other, causing the motion to be seemingly more stochastic with respect to the intermediate heights.

3. With 20,000 intermediate postures calculated, the trajectory results in the gripper having a constant height throughout. It also works to smooth out the motion, such that it is less jerky.