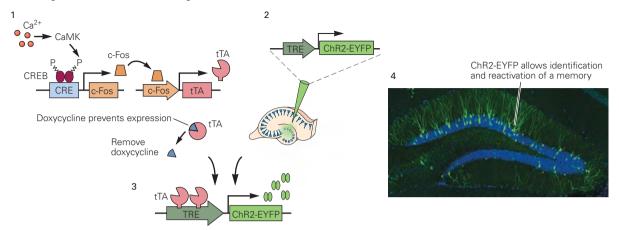
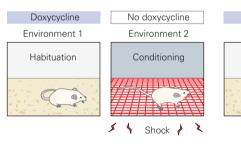
A An engram can be labeled with a light-sensitive switch



B A memory can be recalled when the engram is activated by light

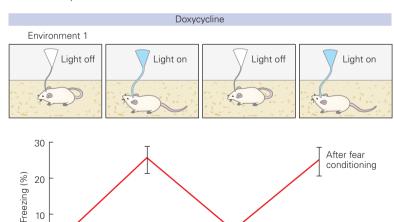


1 Fear memory encoding

2 Fear memory reactivation

10

0



Before fear conditioning