

scatter heat focus path

all

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fixations

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saccades

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velocity threshold

min: 0

step: 0

max: 18

9

scene

opacity

blur

heat

scale

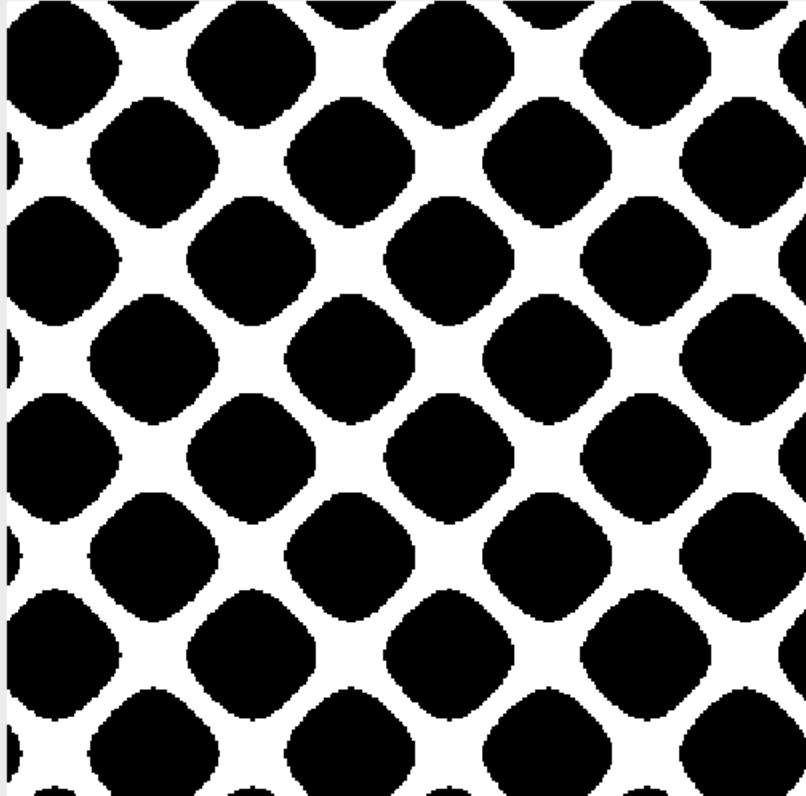
circle

opacity

size

fill

stroke



time:0