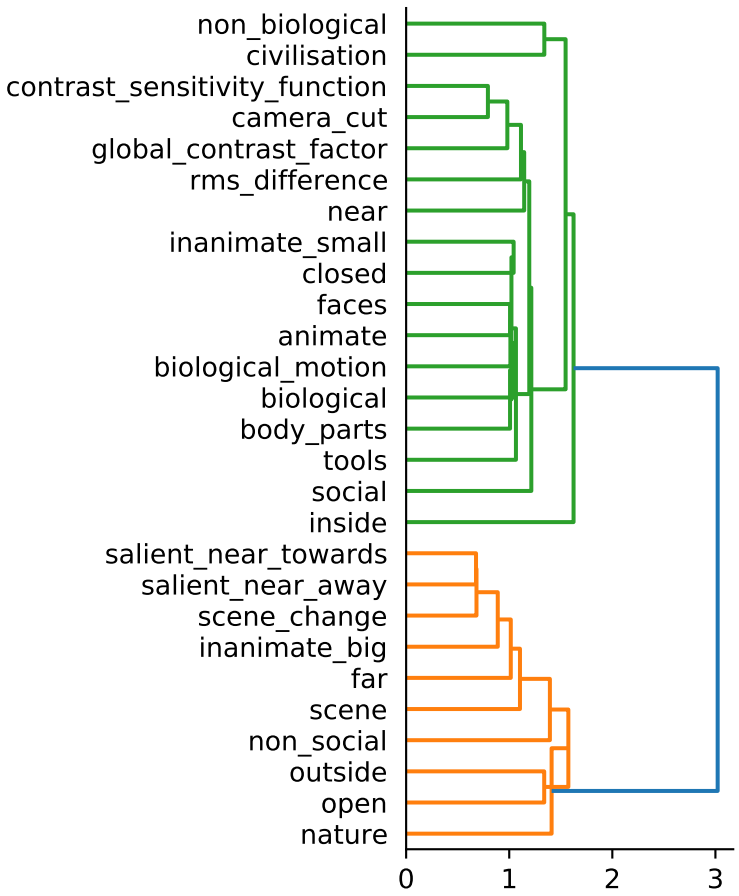
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global_contrast_factor
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near
inanimate_small
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faces
animate
biological_motion
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body_parts
tools
social
inside
salient_near_towards
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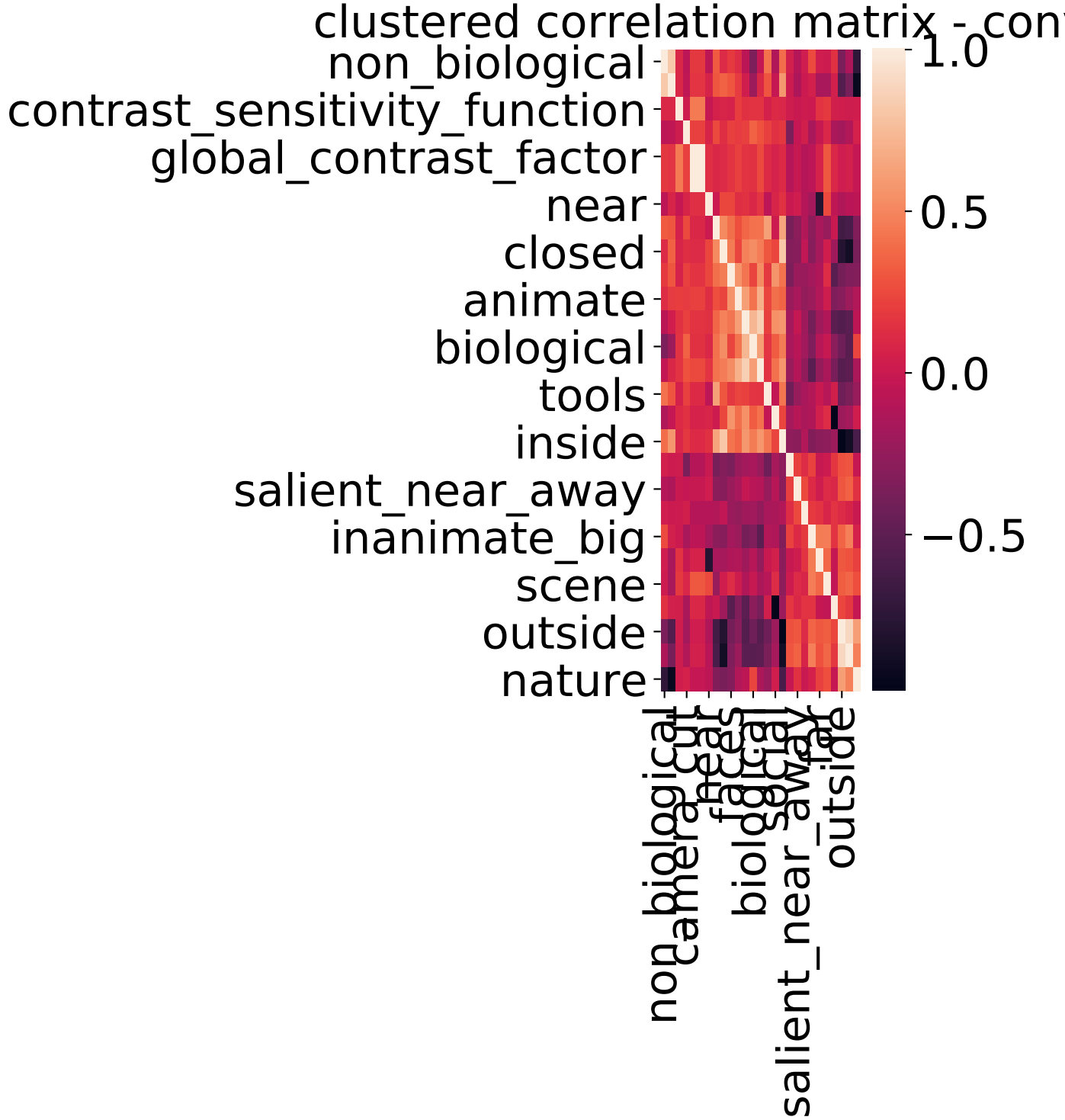
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