



- animate
- +biological_motion+body_parts
- camera_cut
- civilisation
- +closed+inside
- +contrast_sensitivity_function+global_contrast_factor+rms_difference
- faces
- far
- inanimate_big
- inanimate_small
- nature
- near
- non_biological
- non_social
- +open+outside
- salient_near_away
- salient_near_towards
- scene
- scene_change
- +biological+social
- tools