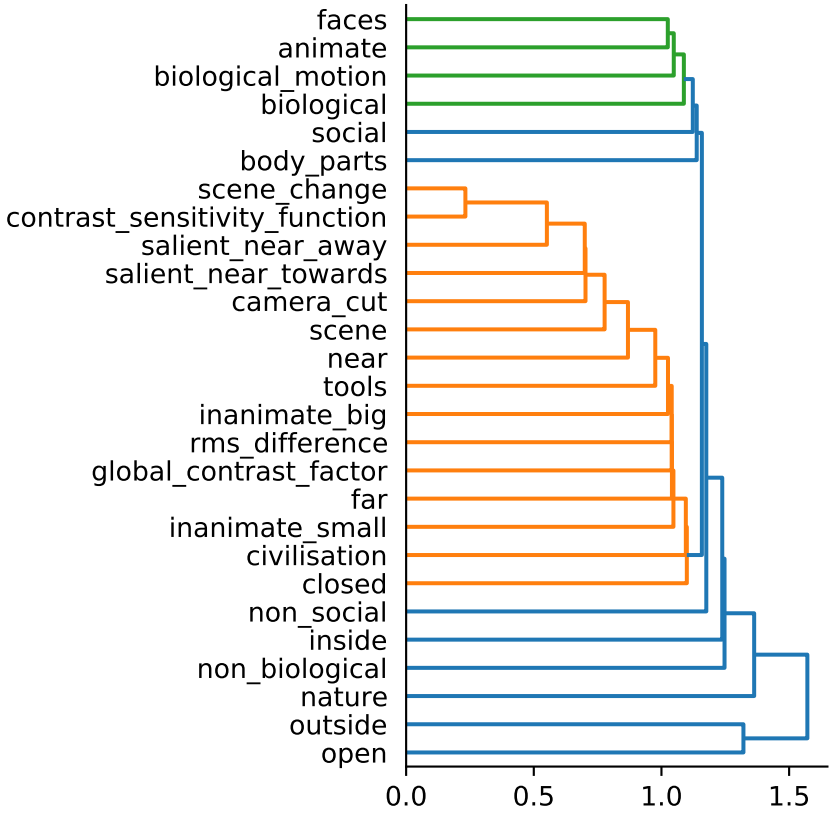
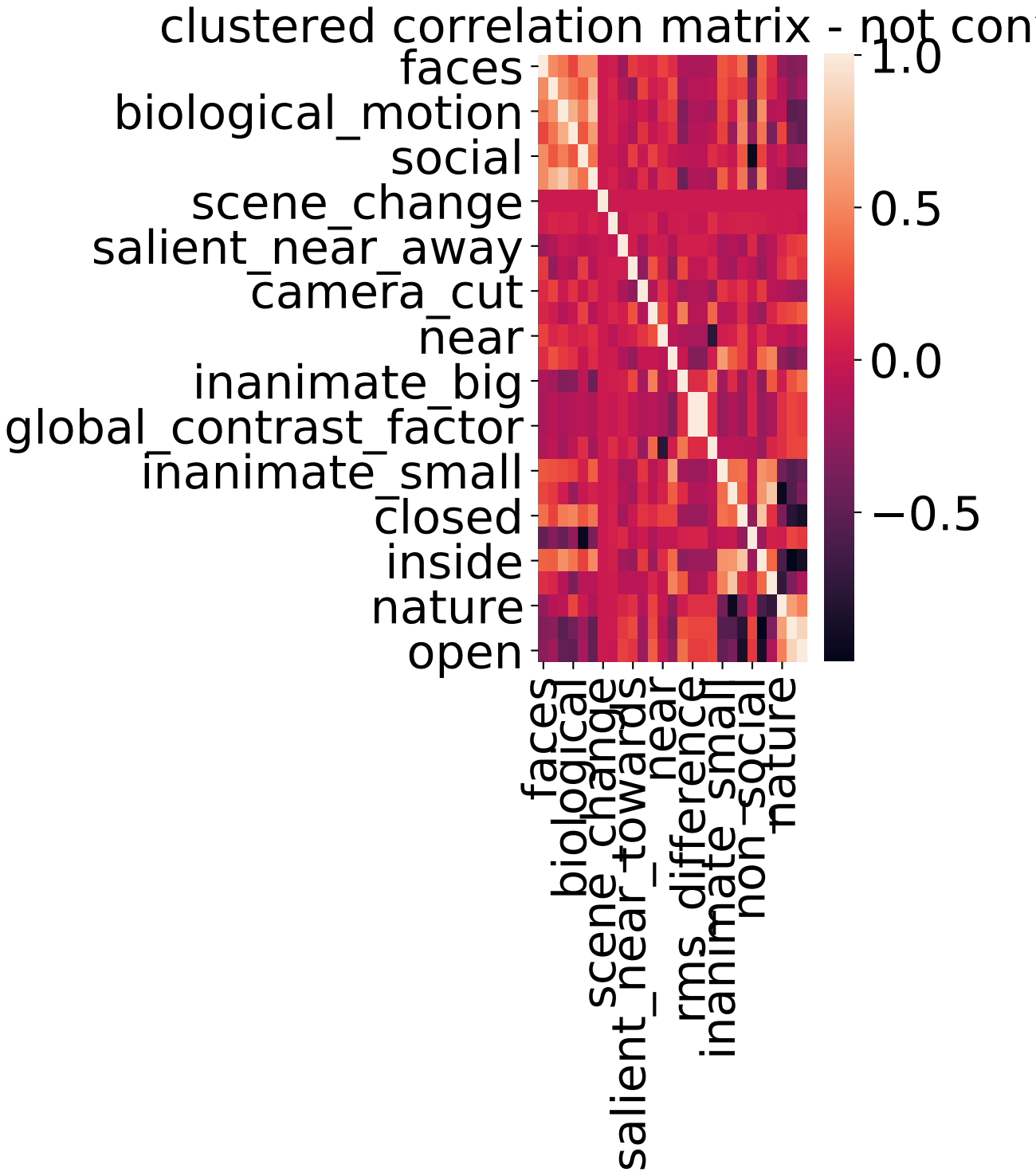

faces
animate
biological_motion
biological
social
body_parts
scene_change
contrast_sensitivity_function
salient_near_away
salient_near_towards
camera_cut
scene
near
tools
inanimate_big
rms_difference
global_contrast_factor
far
inanimate_small
civilisation
closed
non_social
inside
non_biological
nature
outside
open
0.0
0.5
1.0
1.5


clustered correlation matrix - not con
faces
biological_motion
social
scene_change
salient_near_away
camera_cut
near
inanimate_big
global_contrast_factor
inanimate_small
closed
inside
nature
open
faces
biological
scene_change
salient_near_towards
near
rms_difference
inanimate_small
non_social
nature
1.0
0.5
0.0
−0.5