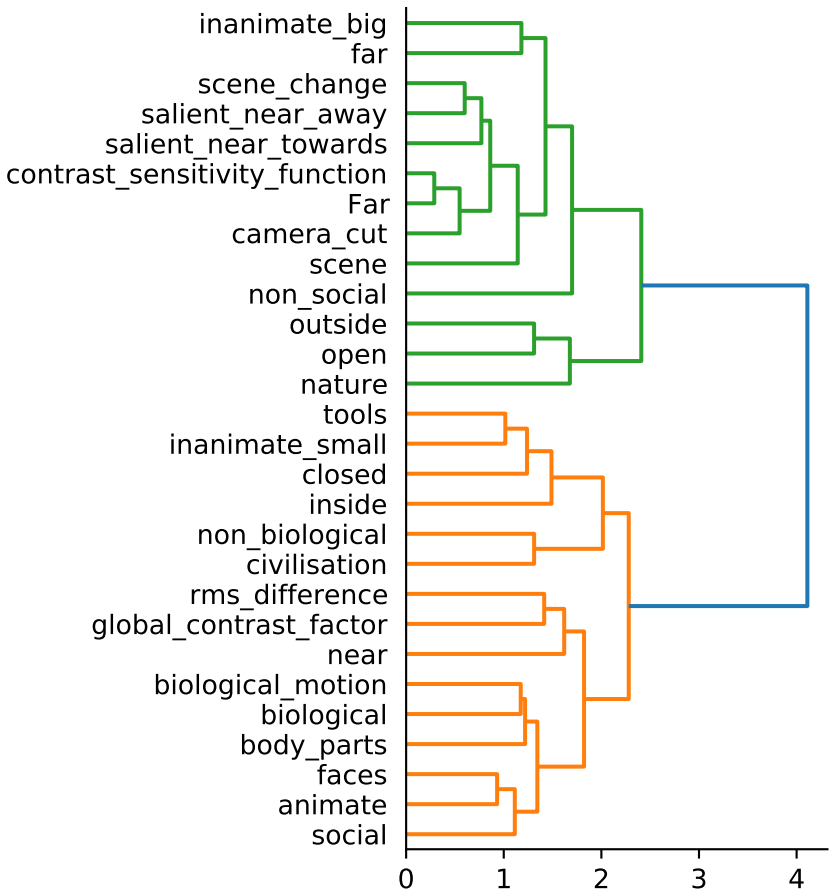
inanimate_big
far
scene_change
salient_near_away
salient_near_towards
contrast_sensitivity_function
Far
camera_cut
scene
non_social
outside
open
nature
tools
inanimate_small
closed
inside
non_biological
civilisation
rms_difference
global_contrast_factor
near
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biological
body_parts
faces
animate
social
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1
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3
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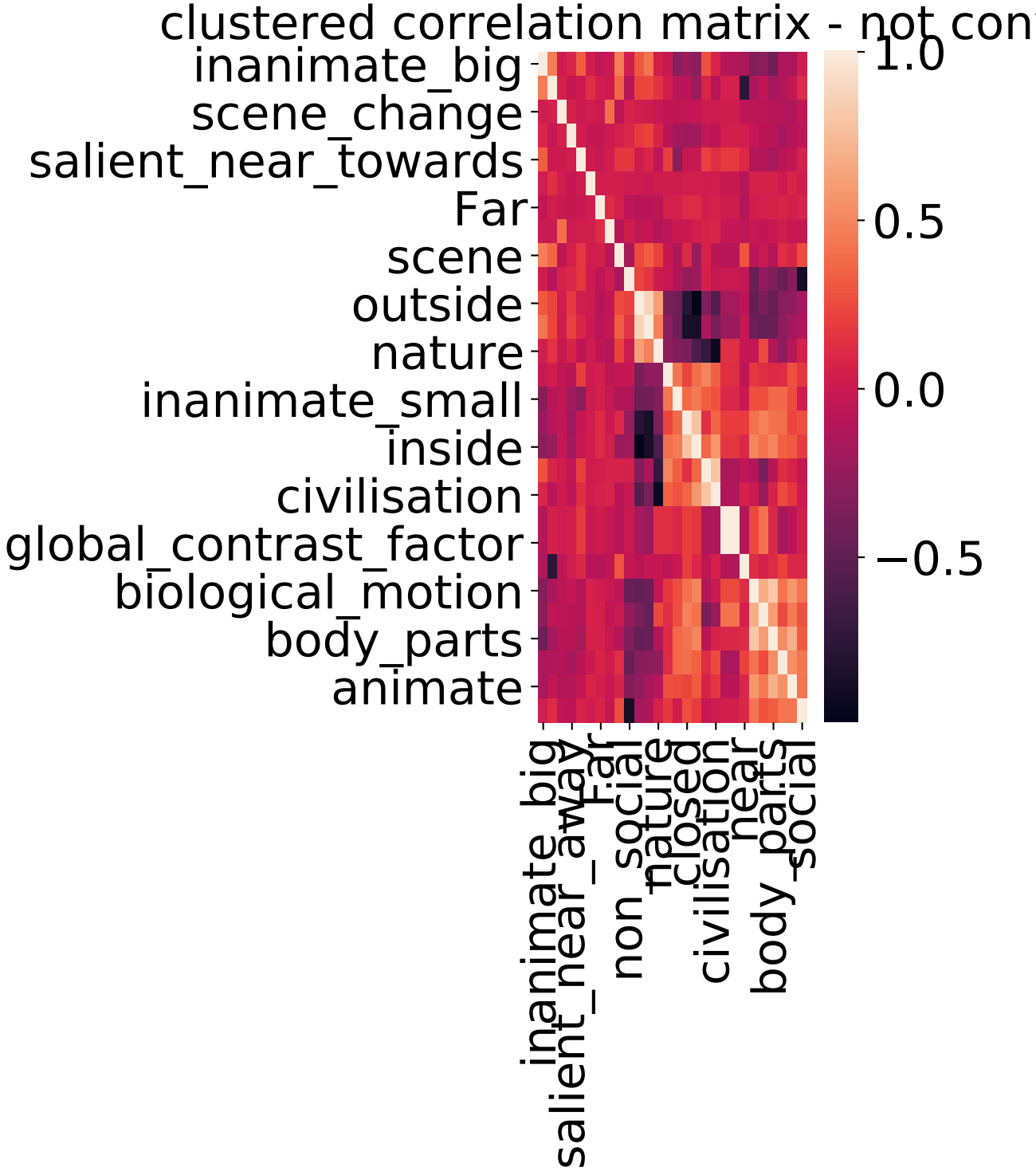
clustered correlation matrix - not con
inanimate_big
scene_change
salient_near_towards
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