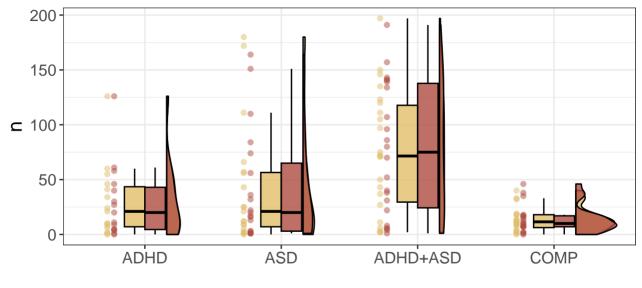
## Number of saccades



direction face object