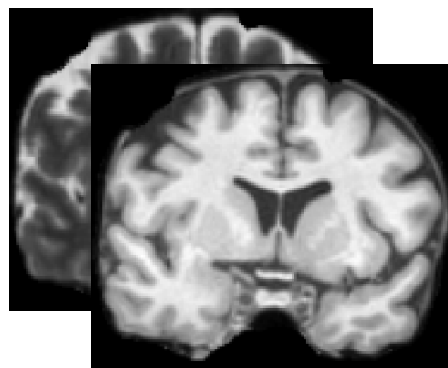


Moving images  $I_m$



Fixed images  $I_f$

