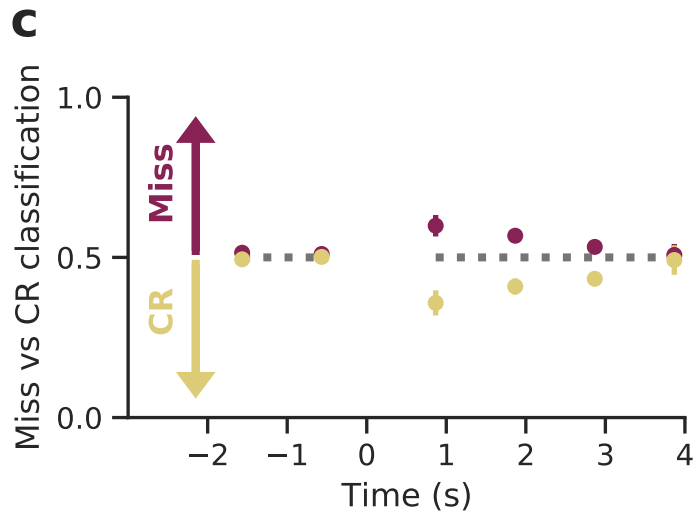
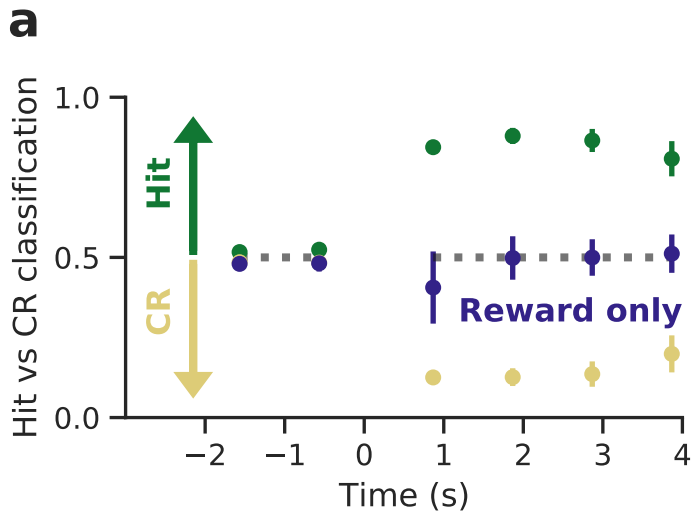


Dynamic stimulus encoding in S1 using 1.0 second windows



Dynamic stimulus encoding in S2 using 1.0 second windows

