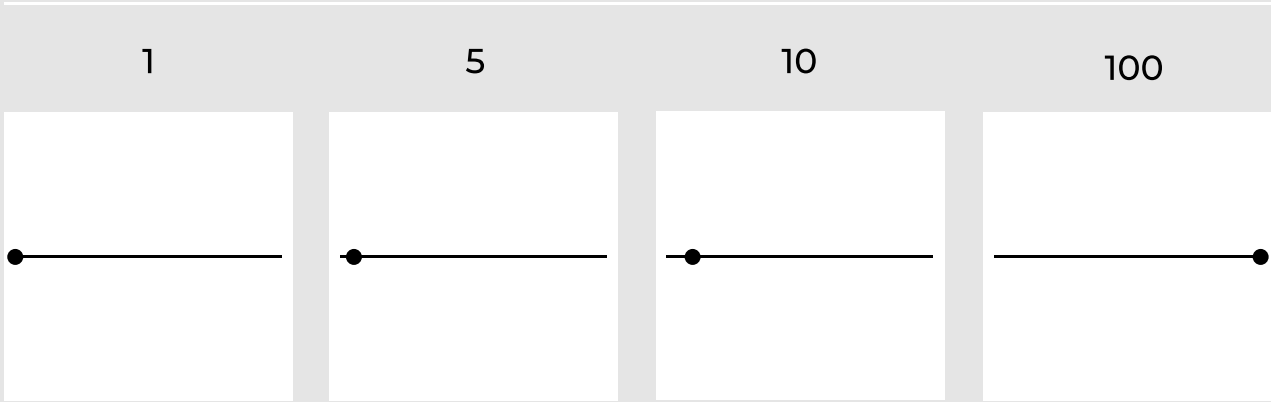


RETINAL VARIABLES

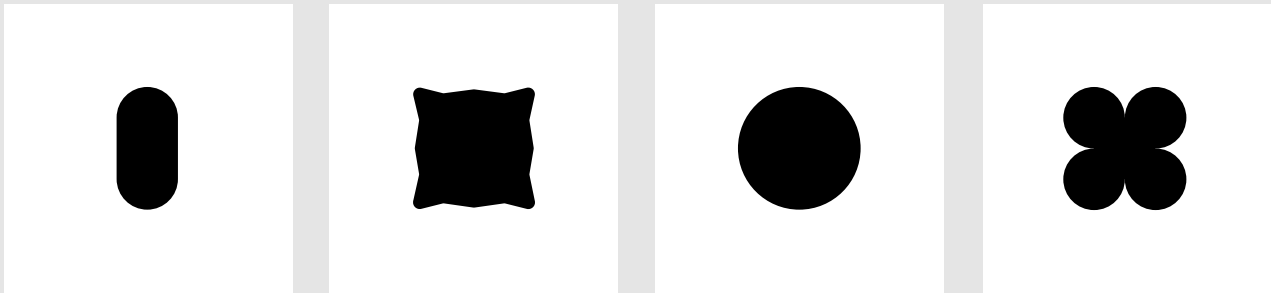
QUANTITIES

LEGEND

Position



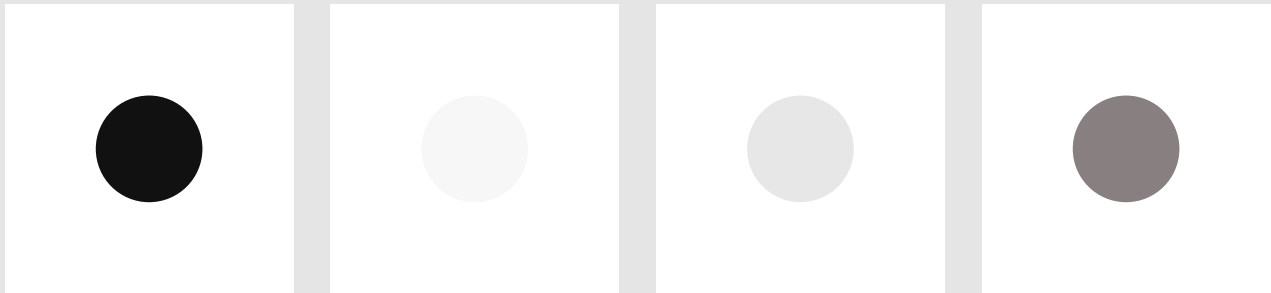
Shape



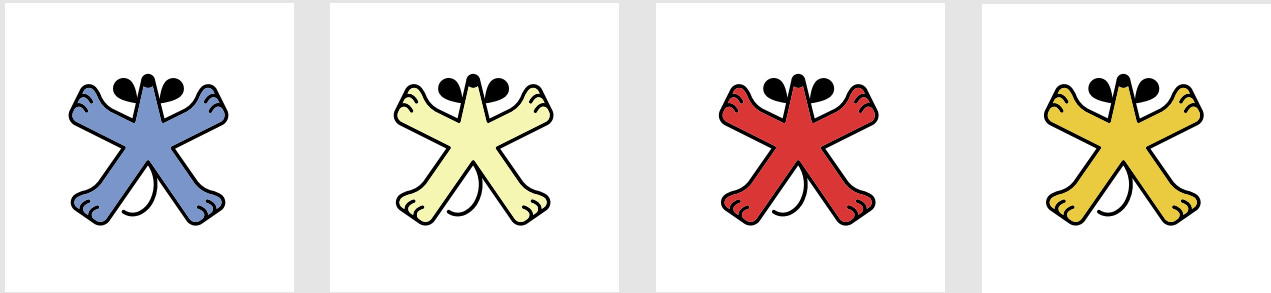
Size



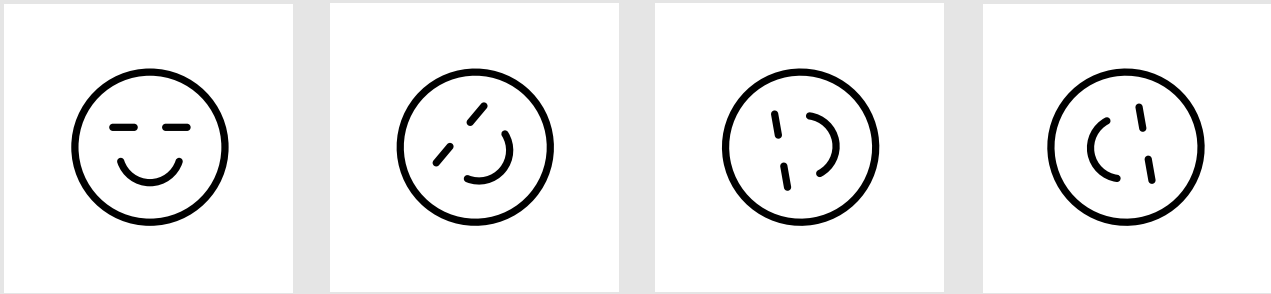
Value



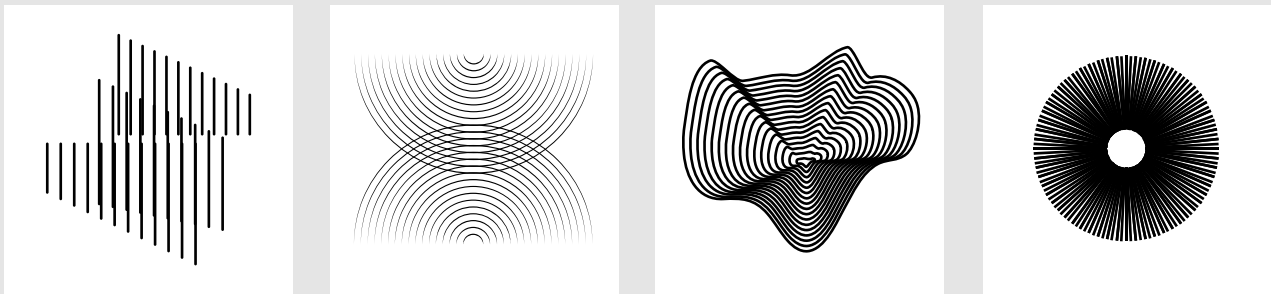
Hue



Orientation







Texture







Each pixel represents a location in the line.

● Position





 1
 5
 10
 100





 1

 1
 5
 10
 50

 1
 5
 10
 100

Degrees

 1= 0°
 5= 50°
 10= 100°
 100= -80°

 1
 5
 10
 100