



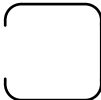


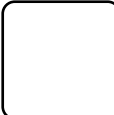
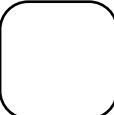
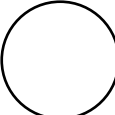






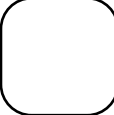
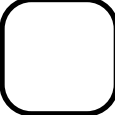


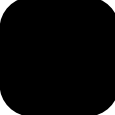

















RETINAL VARIABLES	QUANTITIES					LEGEND
	1	5	10	50	100	
Position						Each bar moves based on the position and grows incrementally
Shape						 1 rounded corner to 100
Size						Growth in size of the text
Value						Density in the value of stroke
Hue						
Orientation						Density in the value of stroke
Texture						More holders put together looks more denser