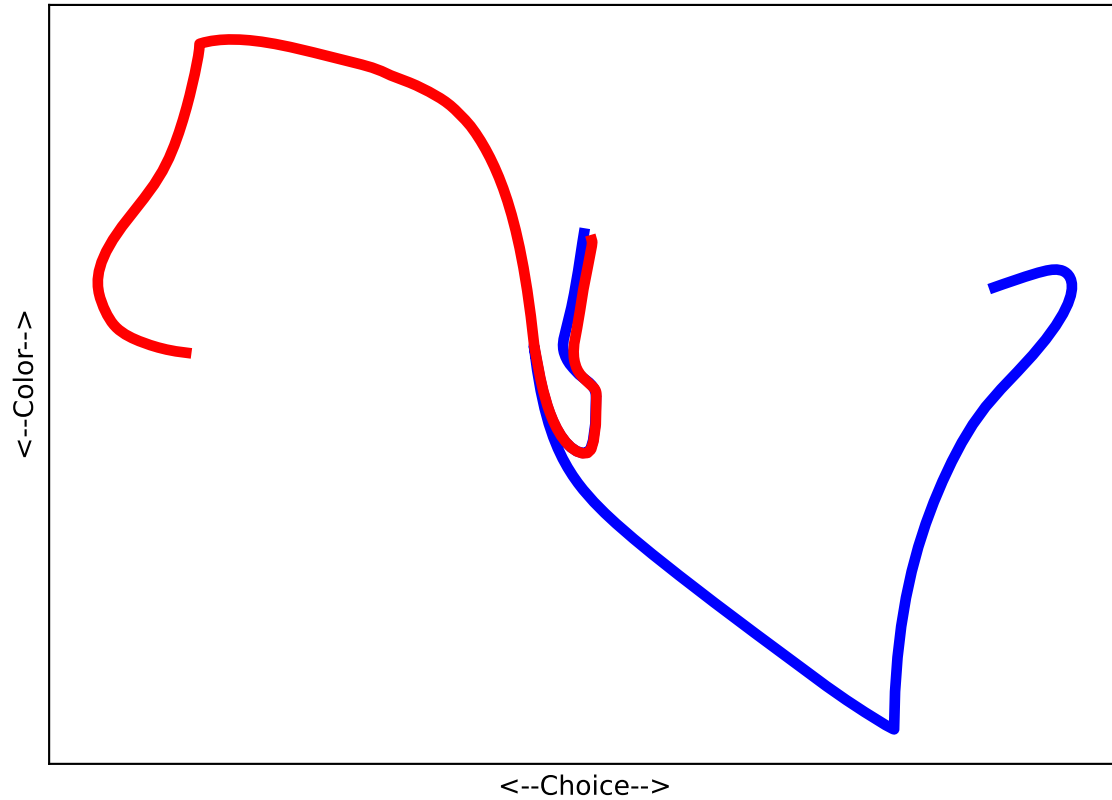


Context = Color

Choice vs Color



Choice vs Motion

