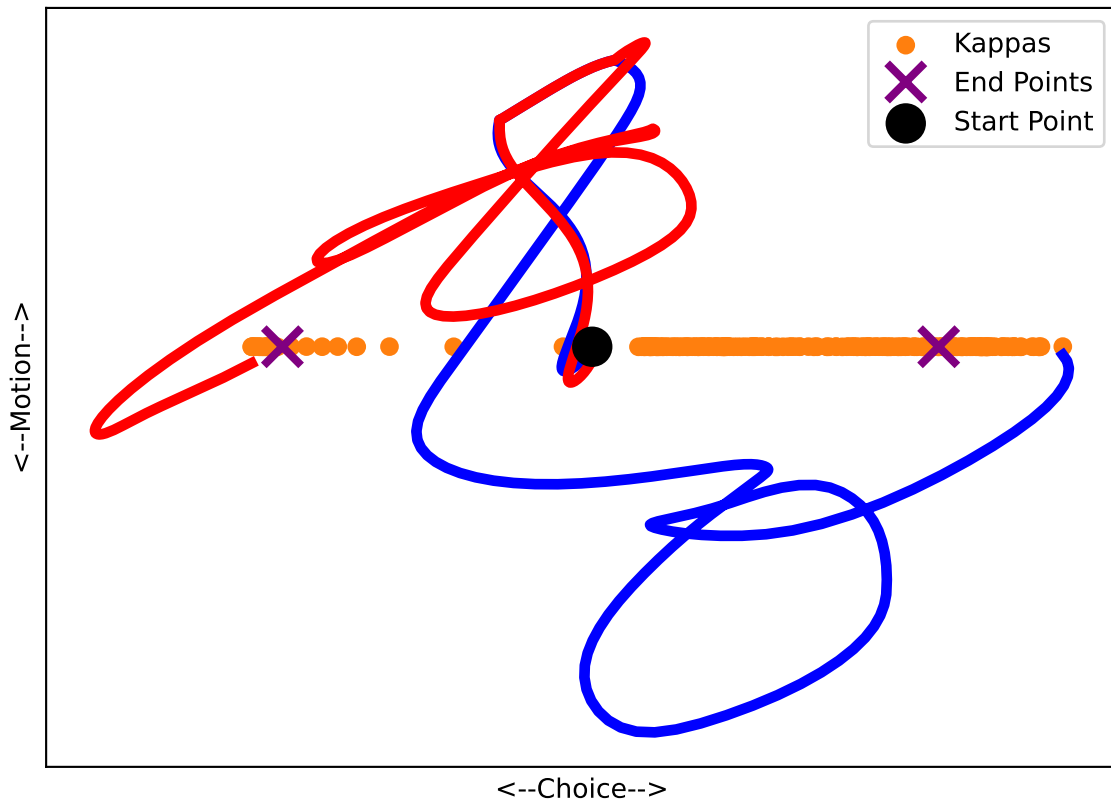Context = Motion

Choice vs Motion

Choice vs Color