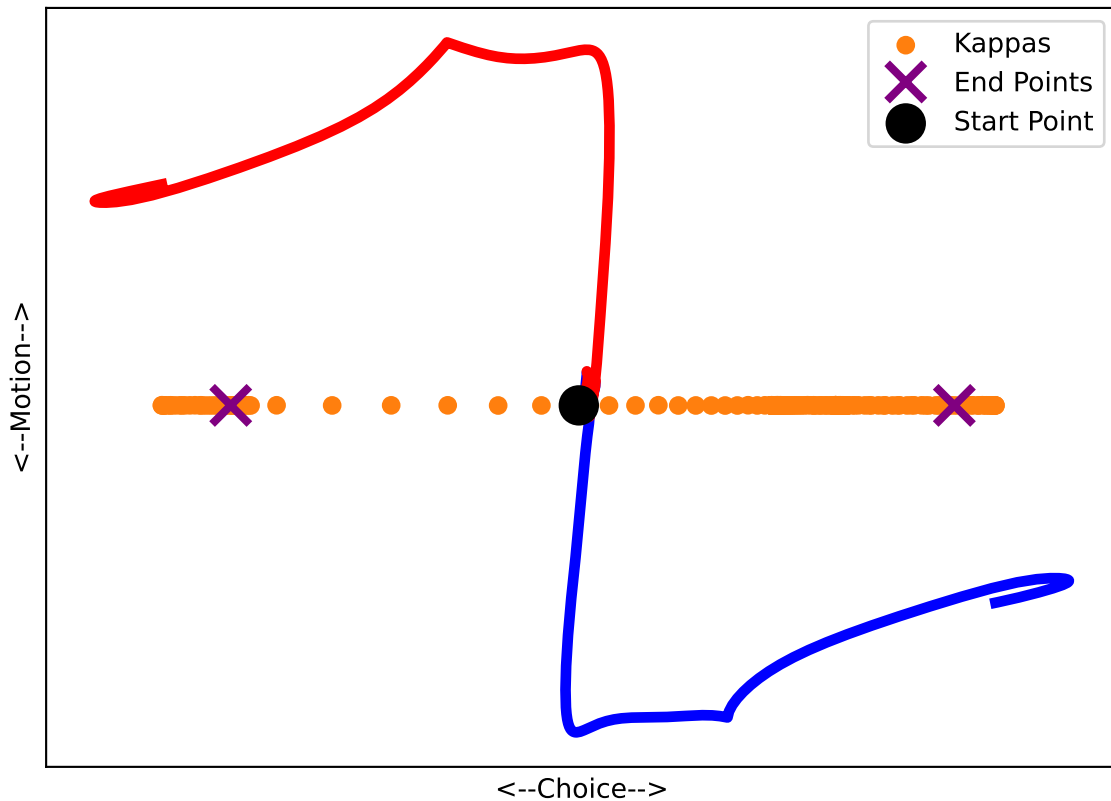


# Context = Motion

## Choice vs Motion



## Choice vs Color

