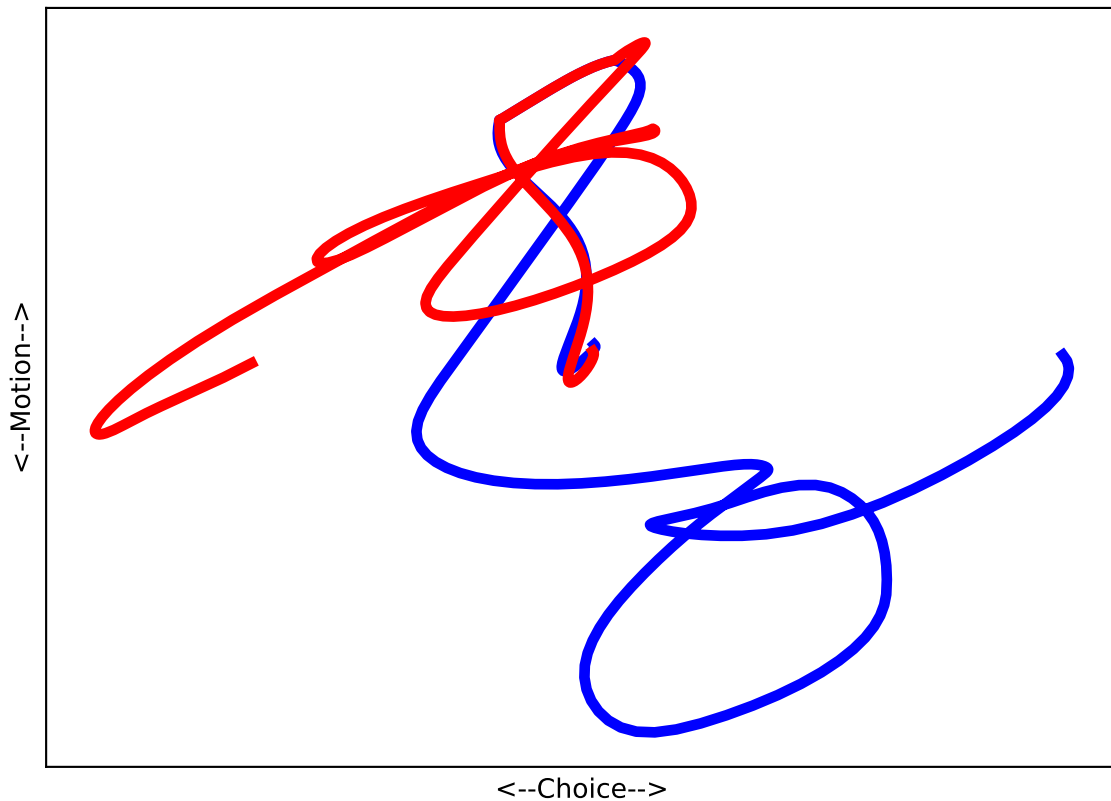


Context = Motion

Choice vs Motion



Choice vs Color

