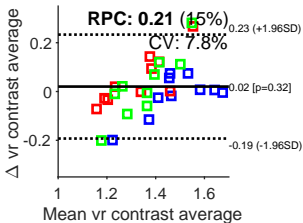
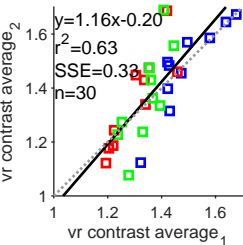


# bland-altman plot VR (contrast)



■ binocular 
 ■ right 
 ■ left