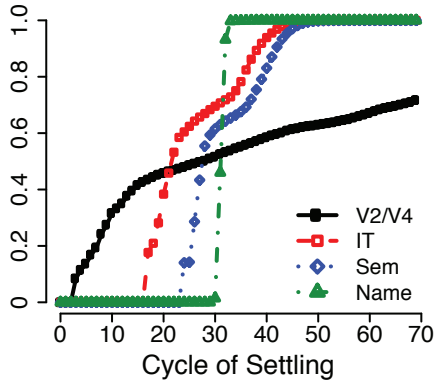
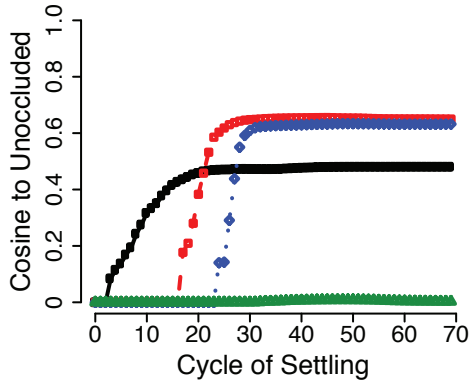


Cosine to Unoccluded

Occlusion = 50%, Feedback



Occlusion = 50%, No Feedback



Occlusion = 50%, Feedback Effect

