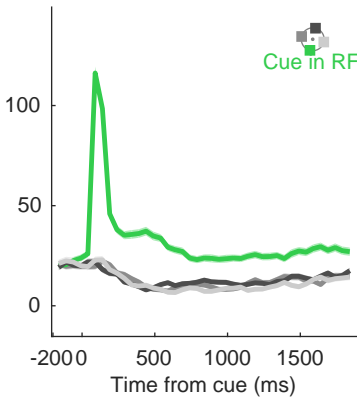


# Look, texture

Normalized firing rate

Cue in RF



Time from cue (ms)