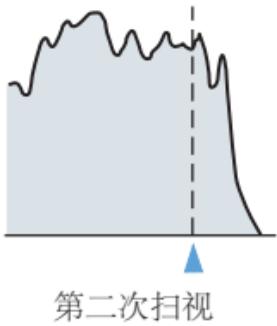
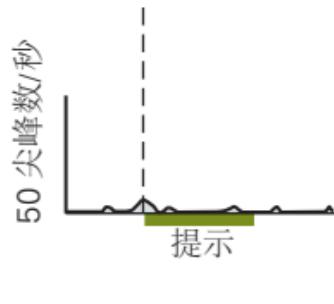


+ 凝视点
x 第二次扫视目标的线索识别
 感受野

A 扫视将与任务相关的符号带入感受野



B 扫视将与任务无关的符号带入感受野

