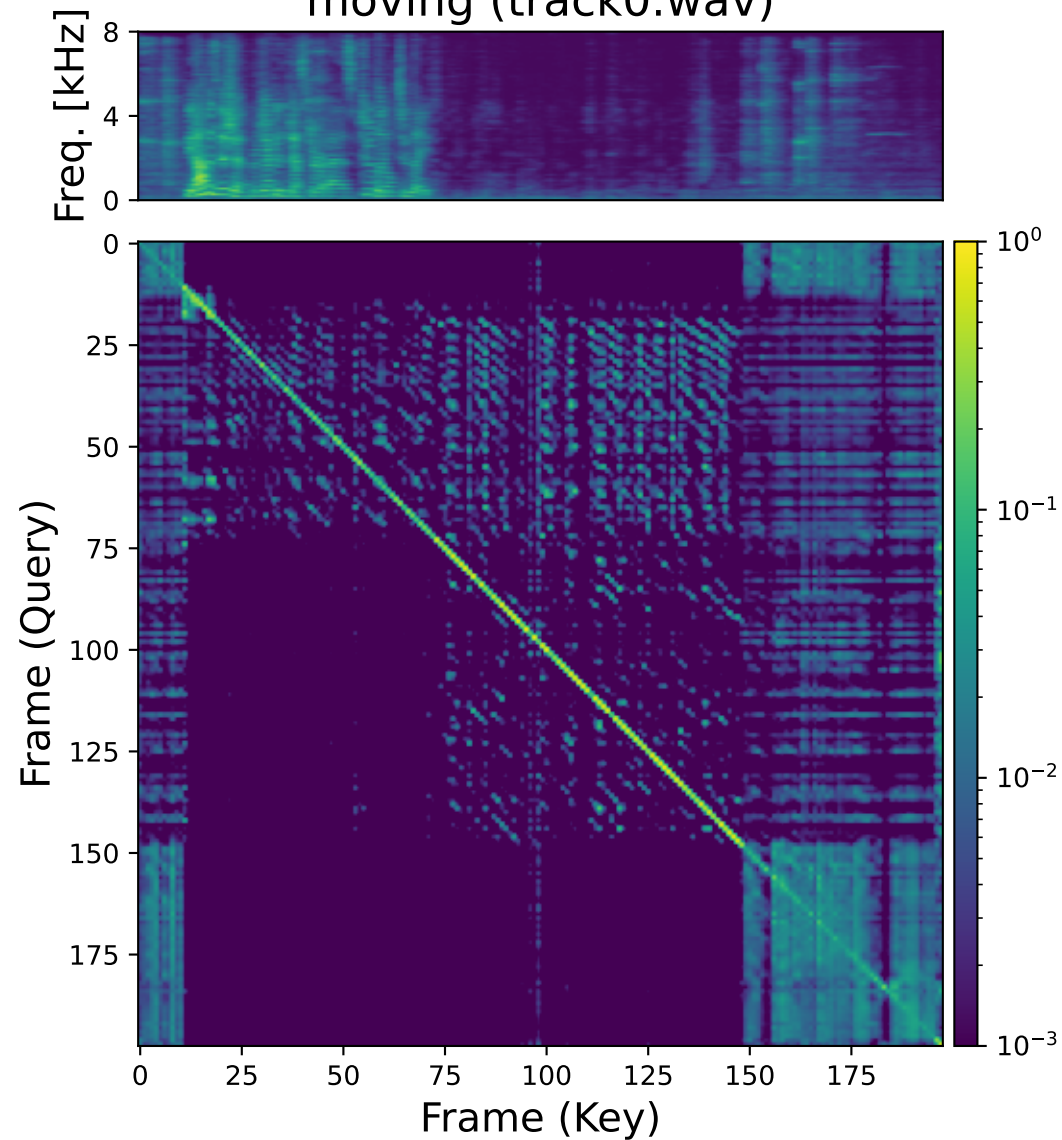


moving (track0.wav)



non-moving (track1.wav)

