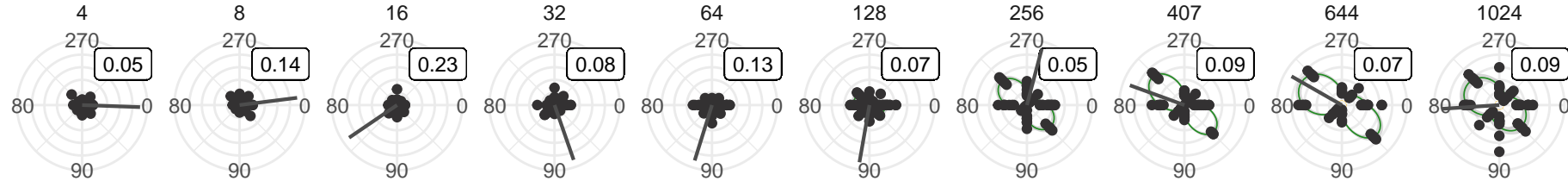


# Full 3-sec motion

Spike rate (spikes/sec)

4  
3  
2  
1  
0



Direction