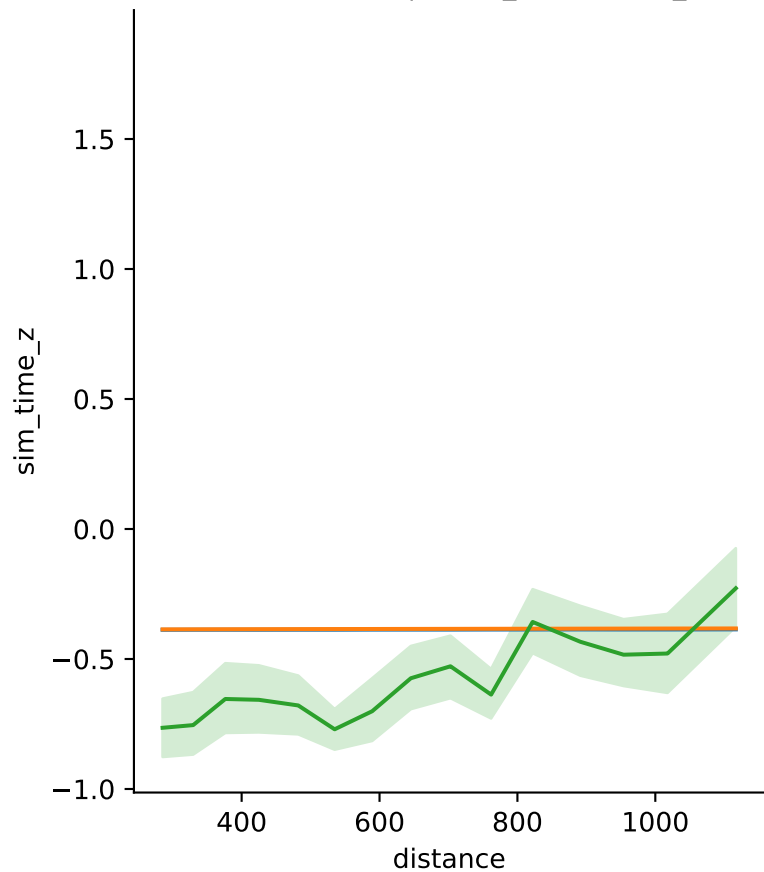
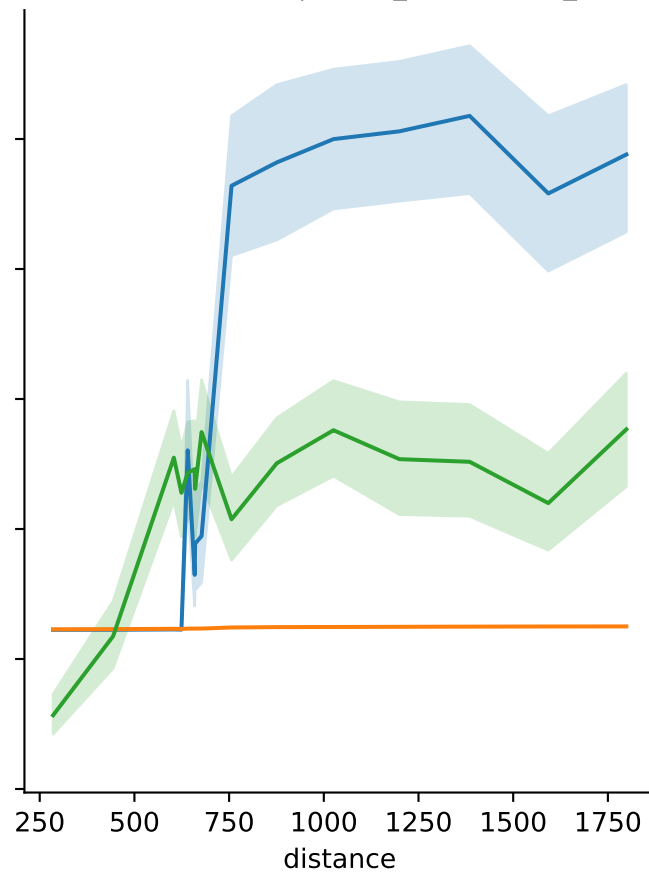


collision = True | scene_type = stim_6



collision = True | scene_type = stim_2



collision = True | scene_type = stim_4

