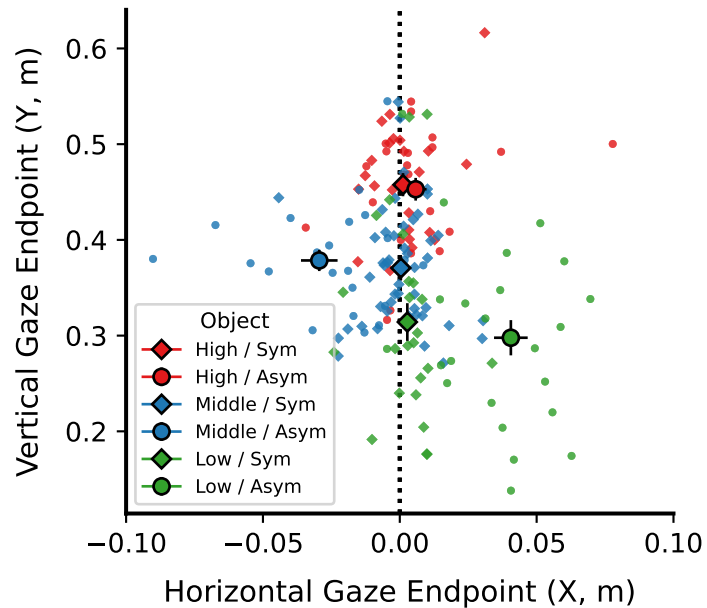
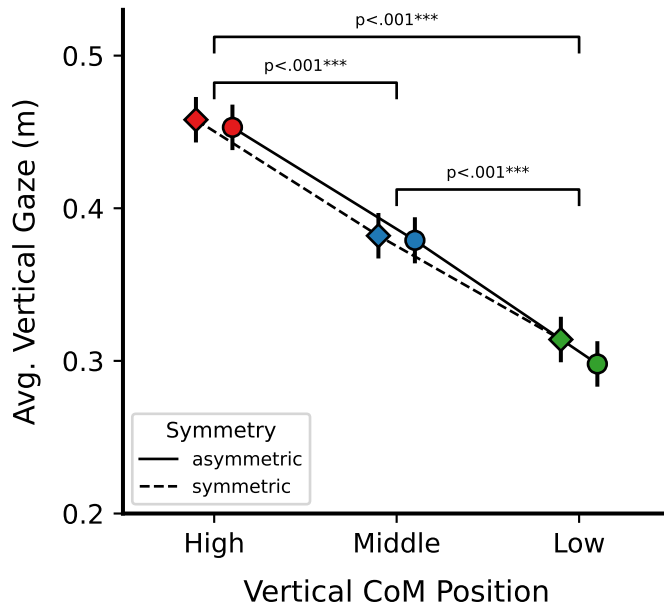


A. Average Gaze Endpoints



B. Vertical (Y) CoM Effect



C. Horizontal (X) CoM Effect

