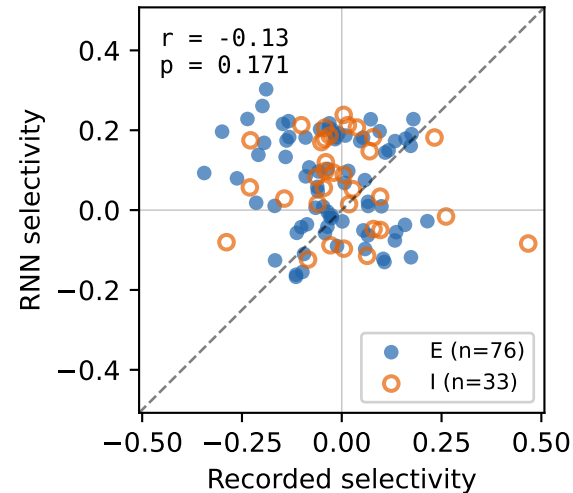
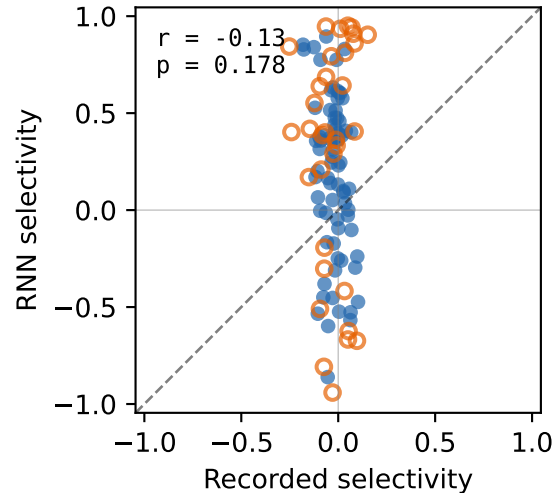


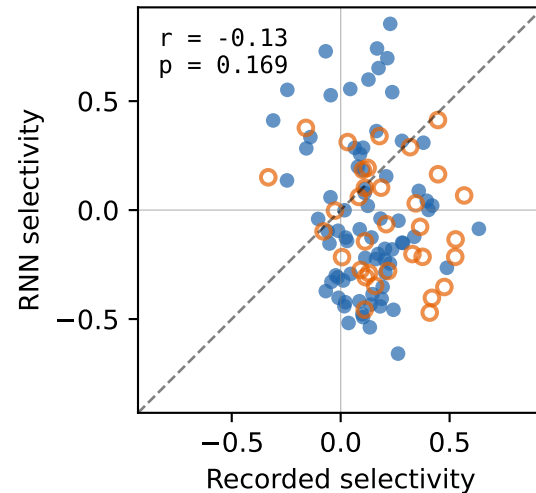
Reward  
(goal-directed)



Saliency  
(high vs low)



Location  
(pref vs non-pref)



Identity  
(face vs non-face)

