

# RETINAL VARIABLES

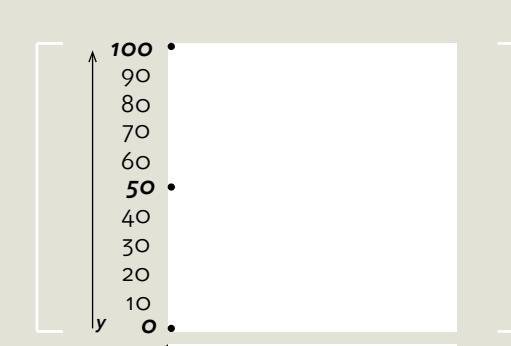
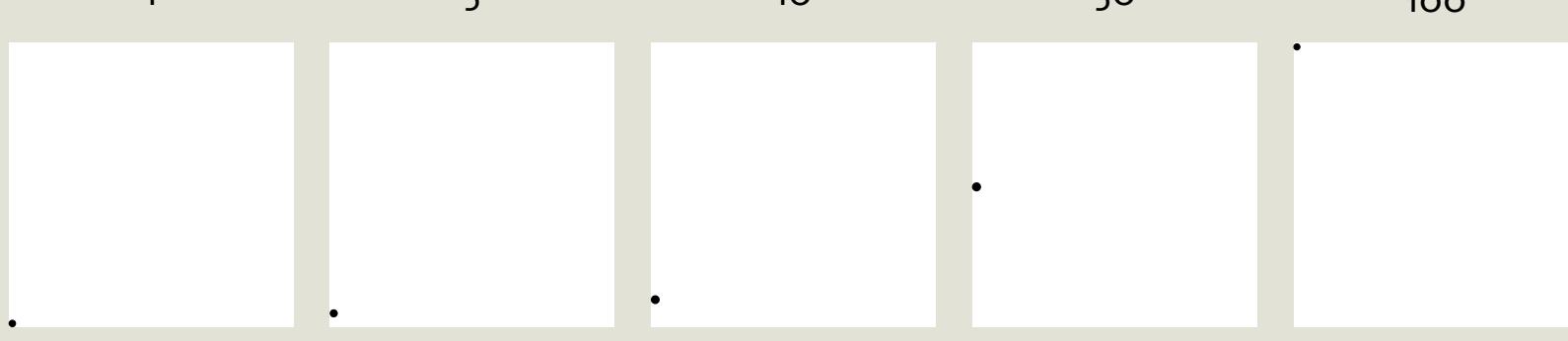
Lee Kuczewski 9/2/19

# QUANTITIES

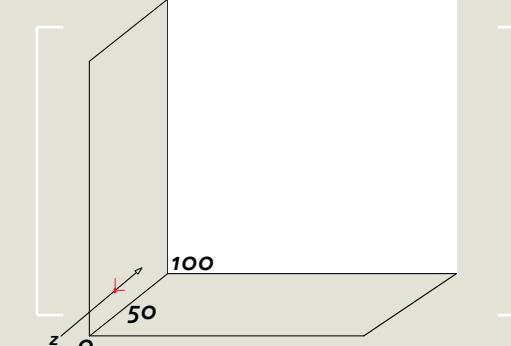
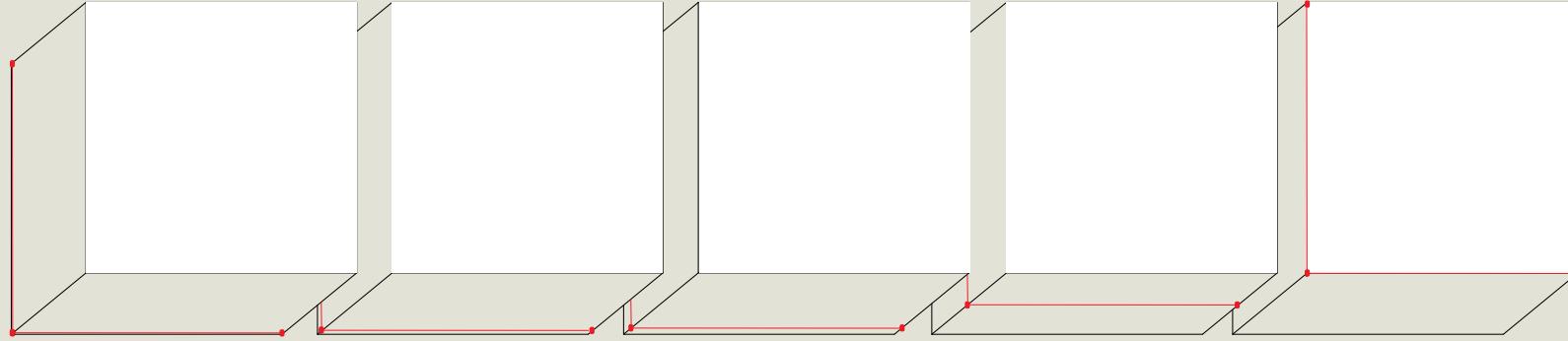
# LEGEND

## Position

version 1

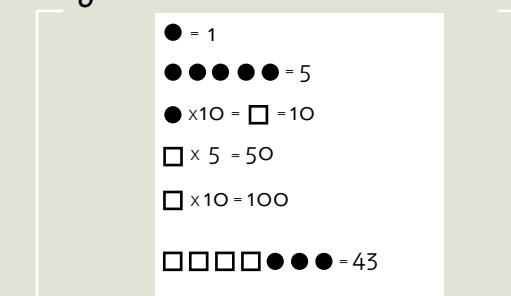
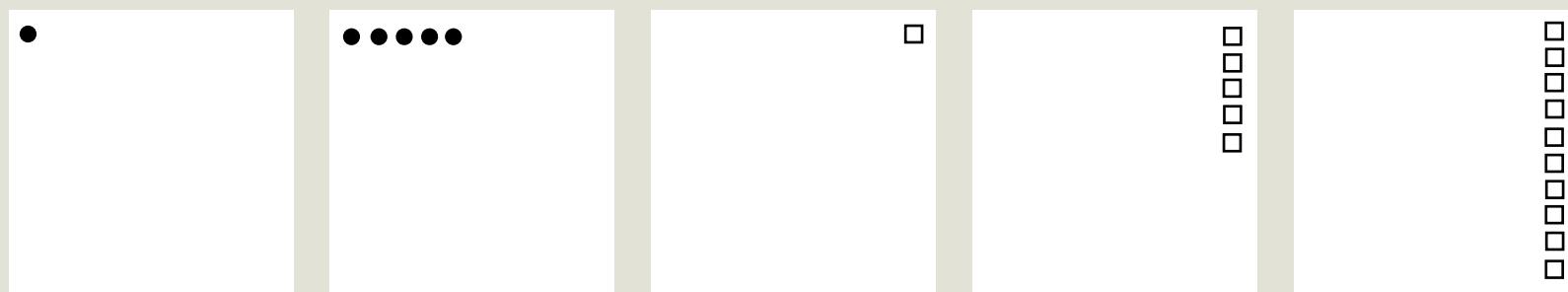


version 2

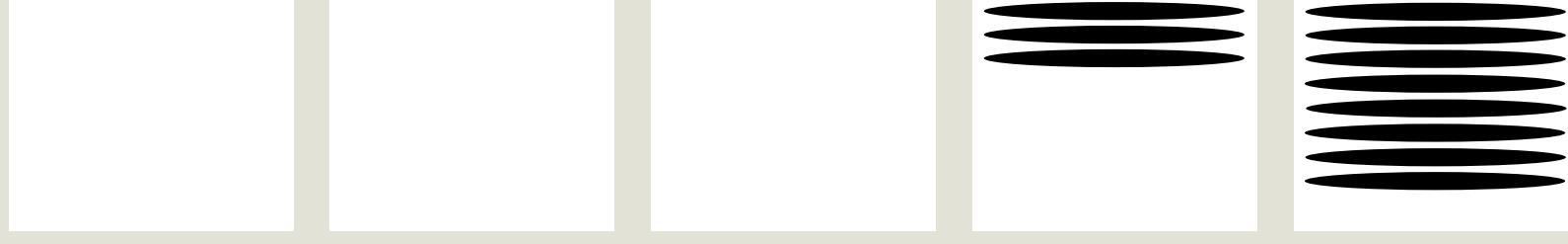


## Shape

v. 1

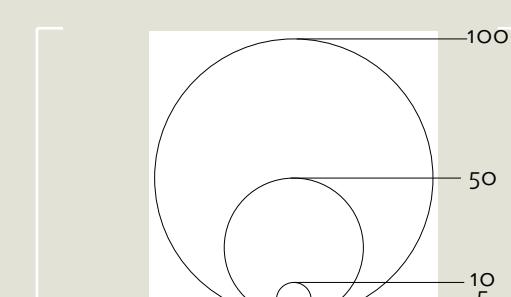
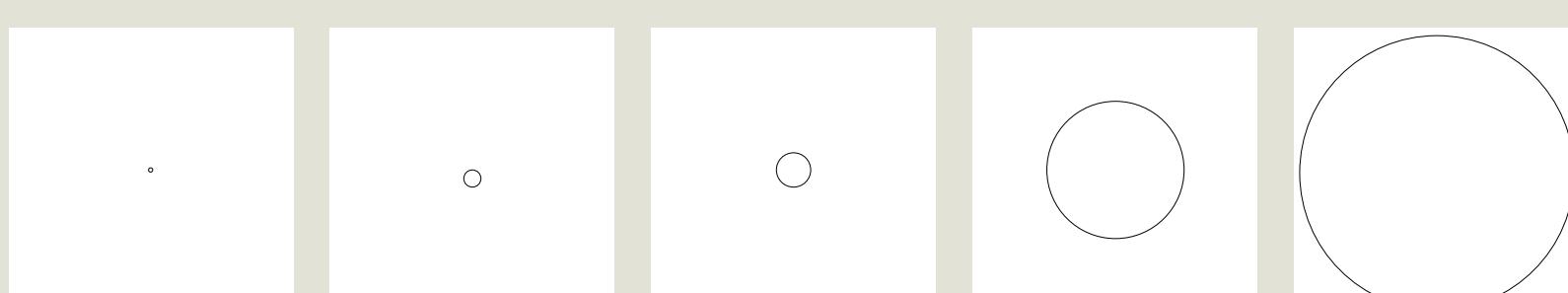


v. 2

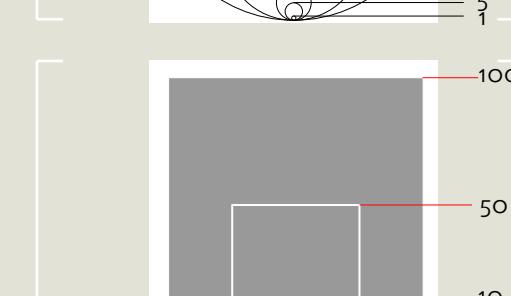
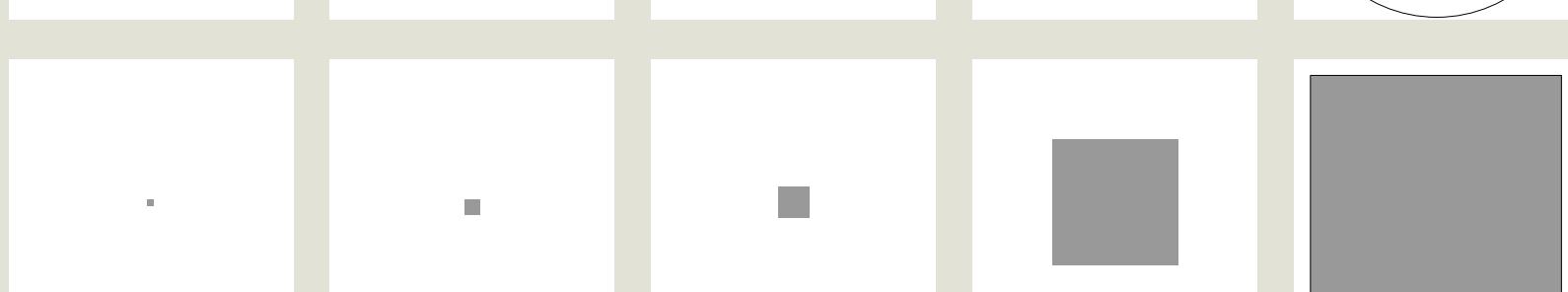


## Size

v. 1

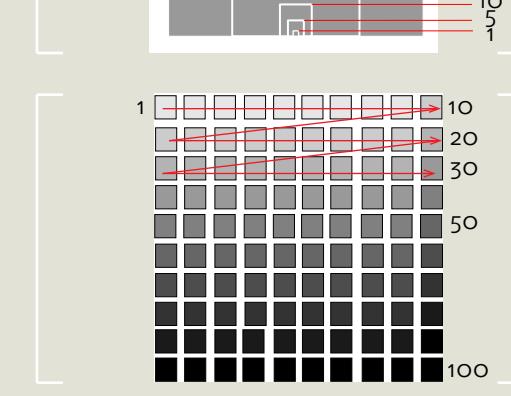


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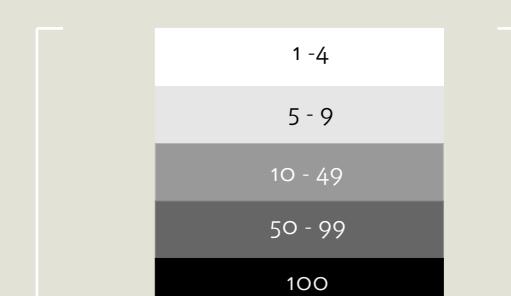
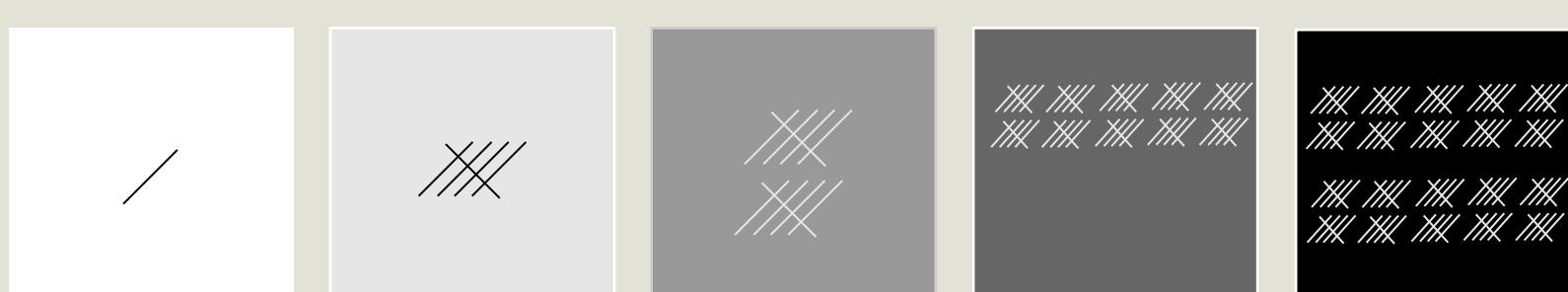


## Value

v. 1

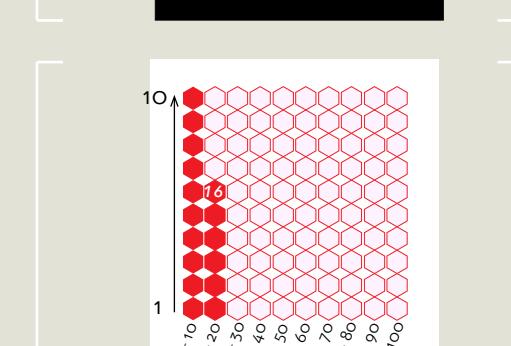
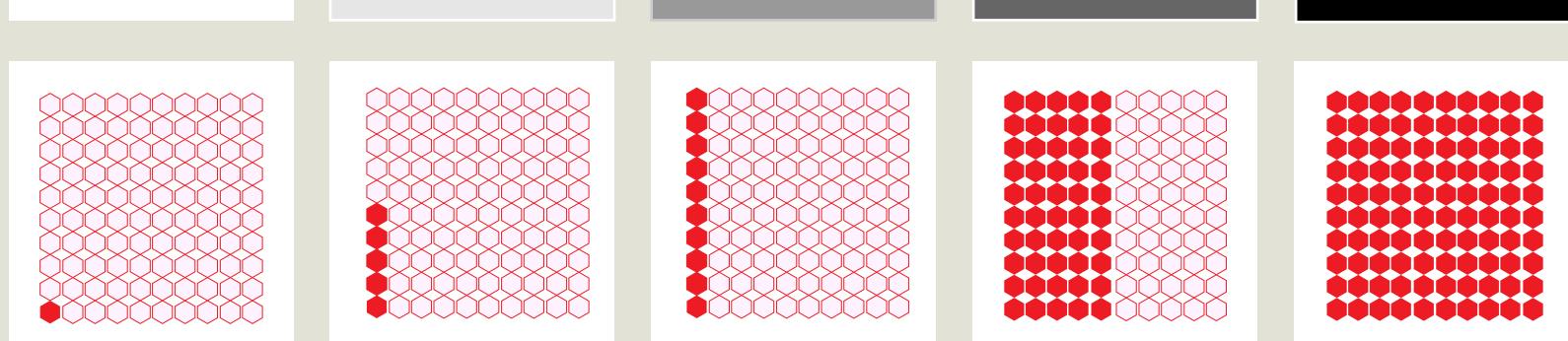


v. 2

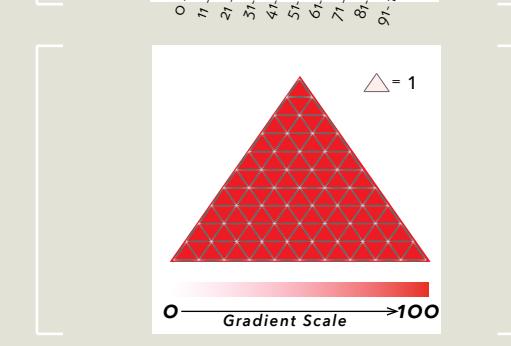
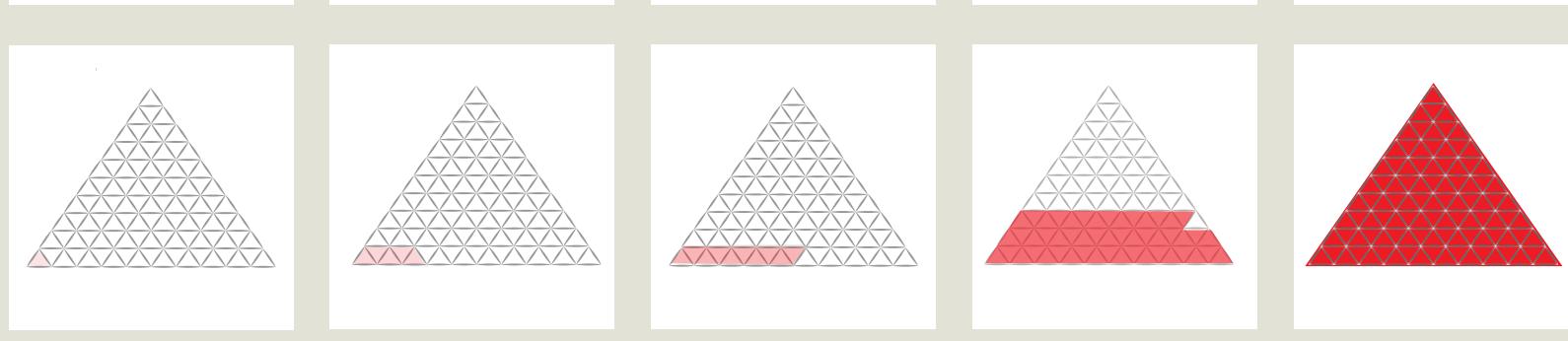


## Hue

v. 1

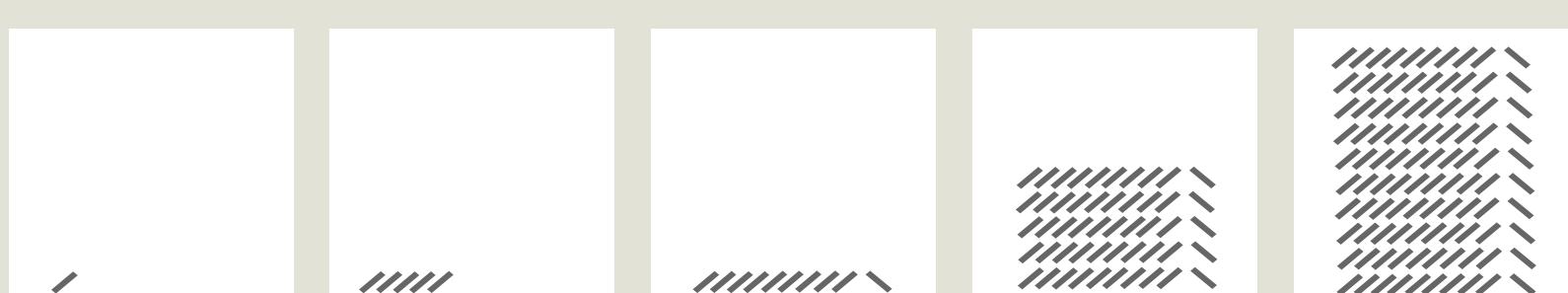


v. 2

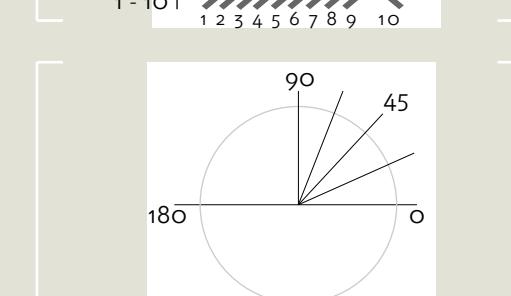
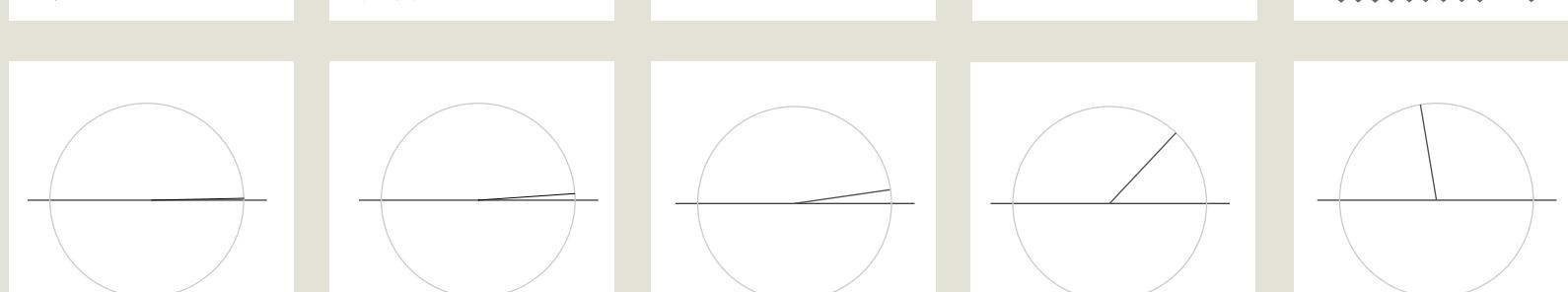


## Orientation

v. 1

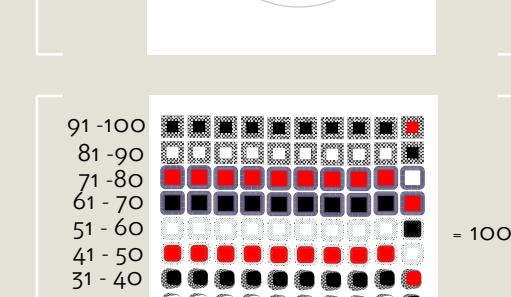
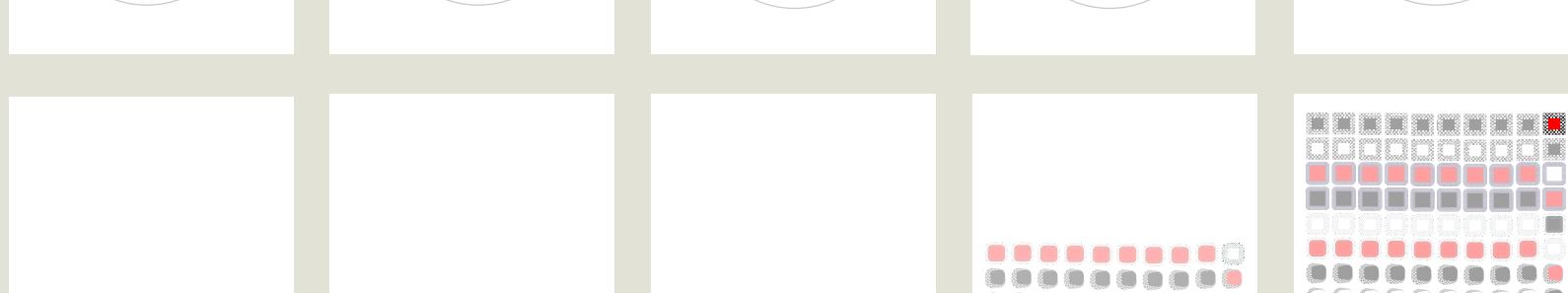


v. 2



## Texture

v. 1



v. 2

