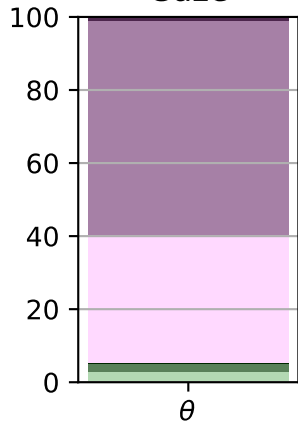


Standard Deviation of Errors. Contribution from Camera Extrinsics

Gaze



Position

