



Parameters

General retina

```
retina_width    = 400 * UM_TO_M
retina_height   = 400 * UM_TO_M
retina_grid_size = 1 * UM_TO_M
retina_timestep = 10 * MS_TO_S
```

Cone Layer

```
cone_distance = 10 * UM_TO_M
cone_density  = 100.0
cone_input_size = 10 * UM_TO_M
```

Horizontal Layer

```
horizontal_input_strength = 0.25
horizontal_decay_rate     = 0.01
horizontal_diffusion_radius = 1 * UM_TO_M
```

Bipolar layer

```
bipolar_distance    = 10 * UM_TO_M
bipolar_density     = 100.0
bipolar_input_radius = 10 * UM_TO_M
bipolar_output_radius = 10 * UM_TO_M
```

Build the starburst layer

```
starburst_distance = 50 * UM_TO_M
starburst_density  = 10000.0
average_wirelength = 150 * UM_TO_M
step_size          = 15 * UM_TO_M
input_strength     = np.arange(0,.3,.1)
decay_rate         = 0.01
diffusion_radius   = 100 * UM_TO_M
```

Bar paramters

```
framerate          = 30.0
movie_width        = 400
movie_height       = 400
bar_width          = 100.0 # Pixels (width = size in direction of movement)
bar_height         = 400
bar_speed          = 250.0
bar_movement_distance = 400.0
pixel_size_in_rgu  = 1.0 # rgu
```