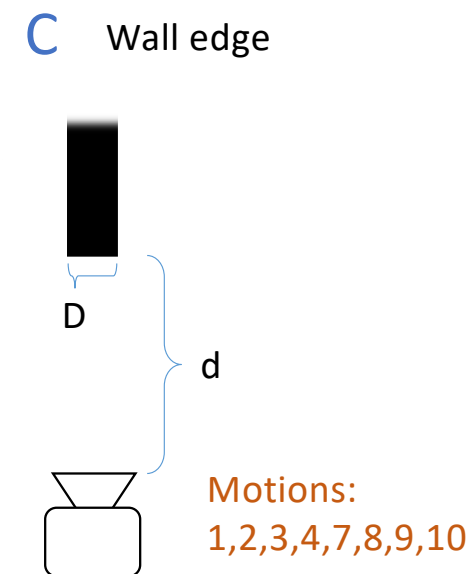
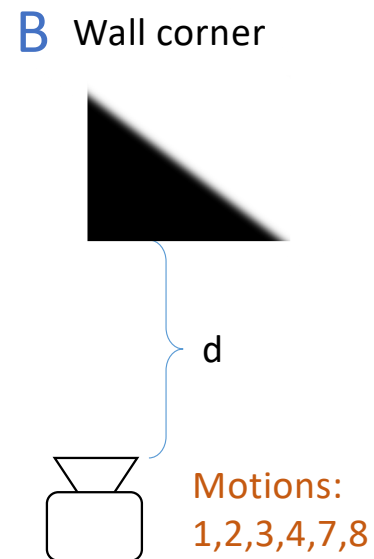
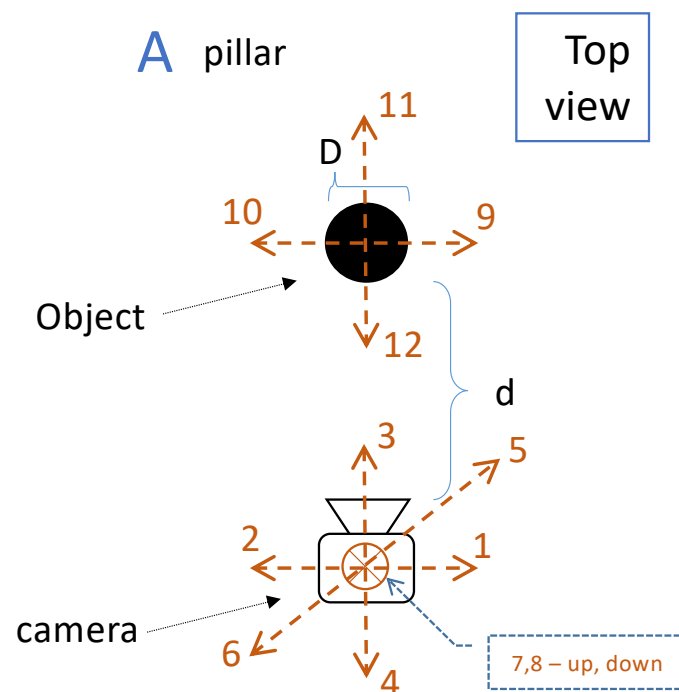


Motion #	Description
1	Camera right
2	Camera left
3	Camera looming
4	Camera receding
5	Camera diagonal looming
6	Camera diagonal receding
7	Camera up
8	Camera down
9	Object right
10	Object left
11	Object receding
12	Object looming



Texture table

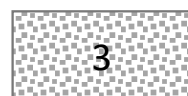
Object Texture \ BG Texture	1	2	3
1	B		A
2		A,B	A,C
3			



Texture 1 – solid color



Texture 2 – chess-board



Texture 3 – natural frequency

With / without:
a chicken fence
placed half way
between the camera
and the object ($d/2$)