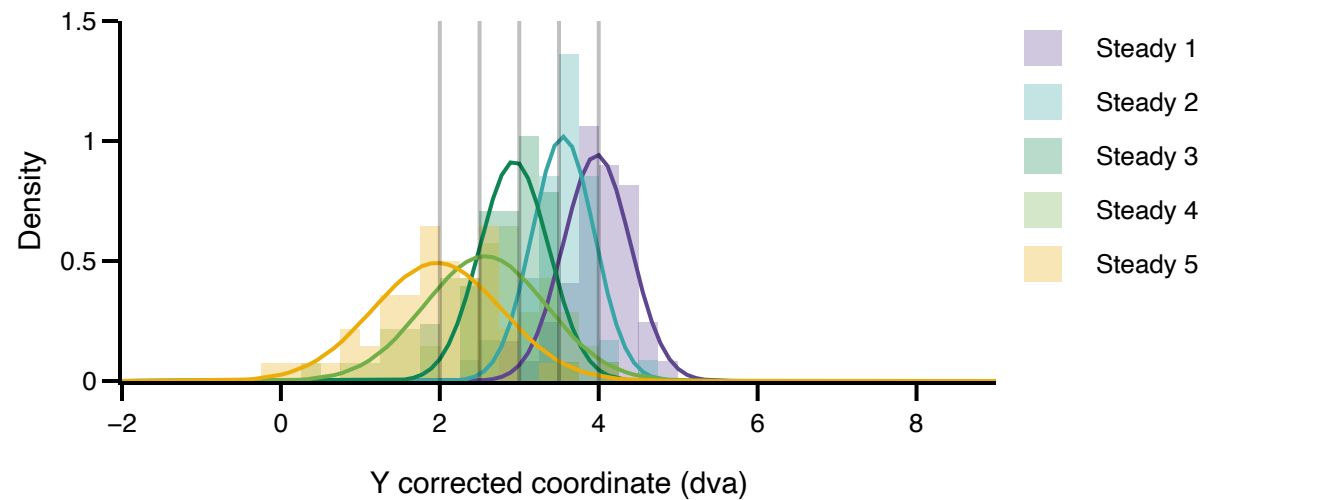
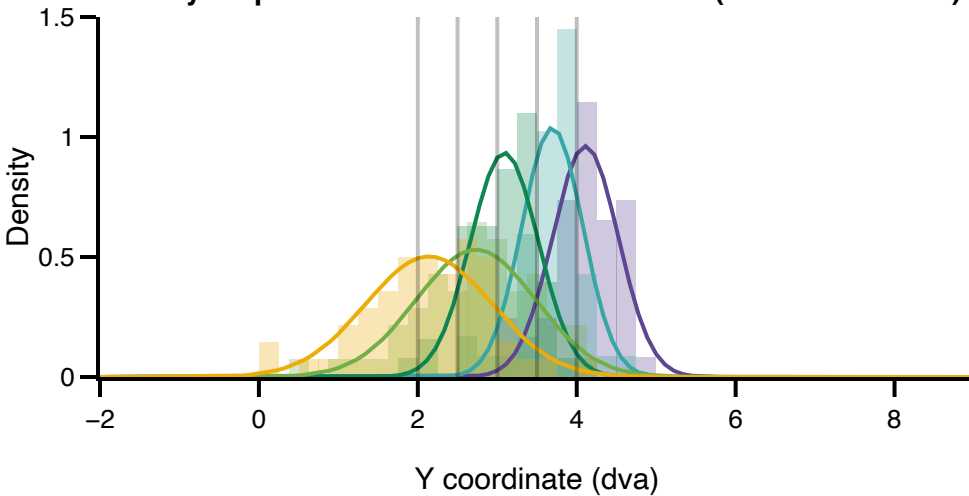


Steady sequences: vertical saccade offset (real & corrected)



Motion sequences: vertical saccade offset (real & corrected)

