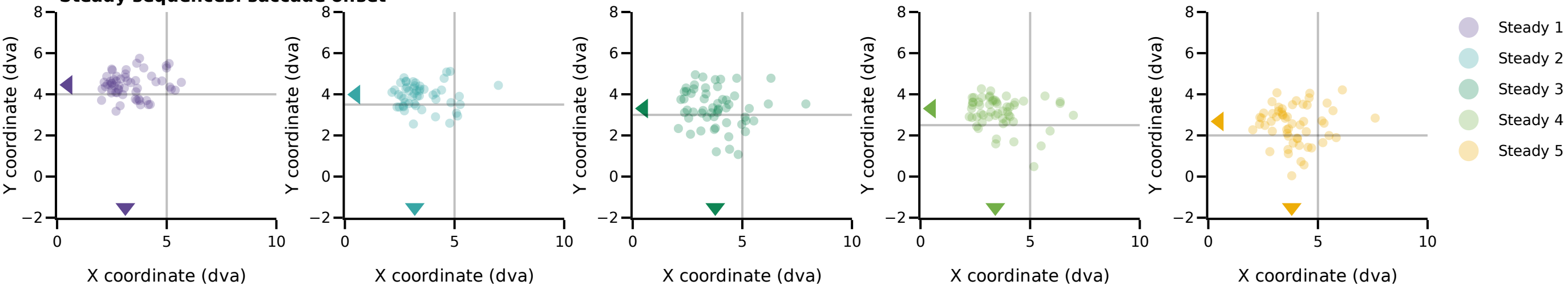


**Steady sequences: saccade offset**



**Motion sequences: saccade offset**

