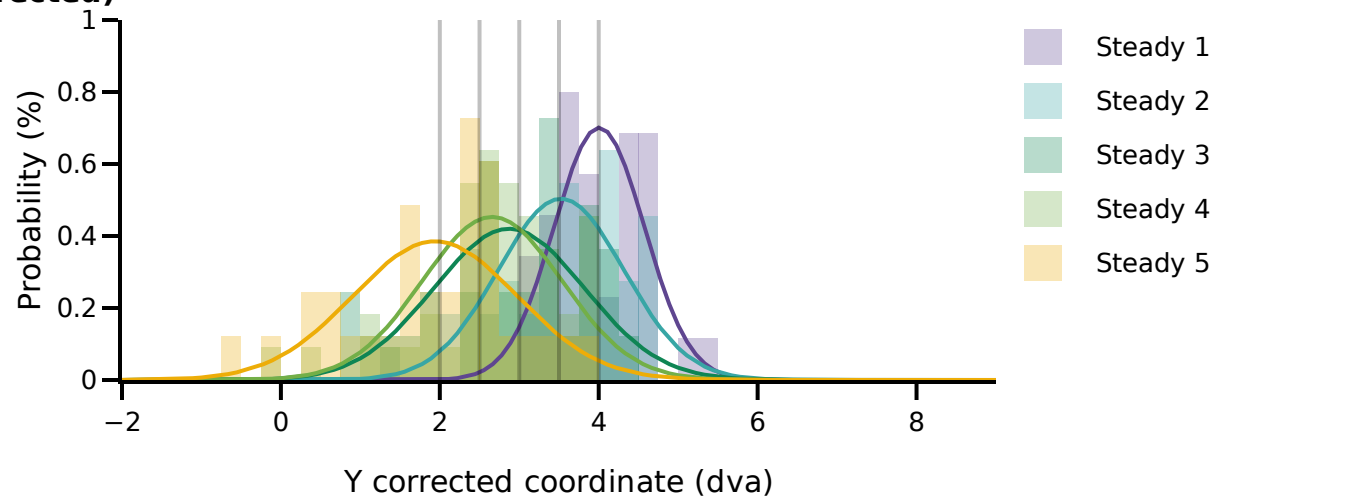
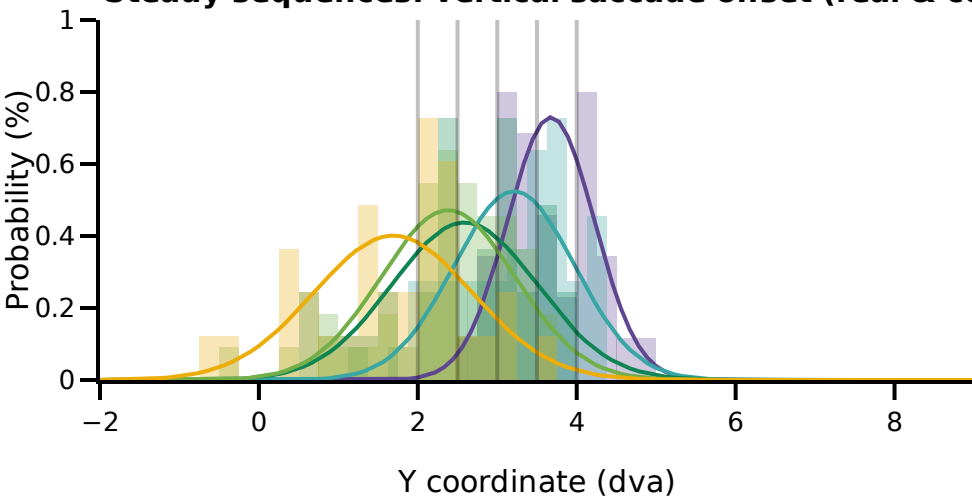


**Steady sequences: vertical saccade offset (real & corrected)**



**Motion sequences: vertical saccade offset (real & corrected)**

