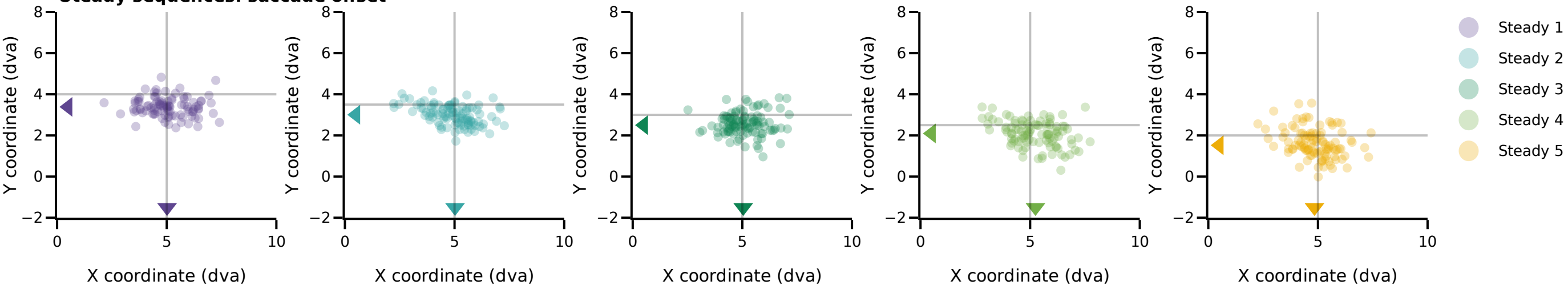


Steady sequences: saccade offset



Motion sequences: saccade offset

