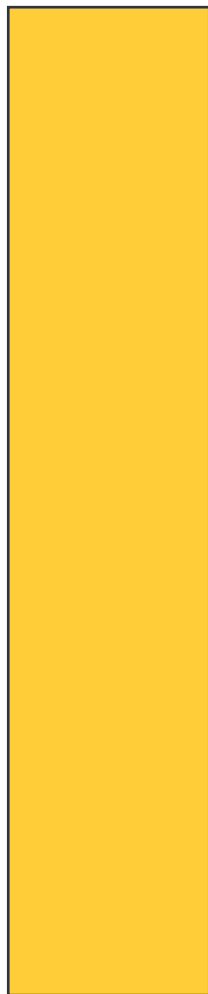


Relative Depth (2D vs 1D Walk)

1.0
0.8
0.6
0.4
0.2
0.0

Attacking



Supporting

