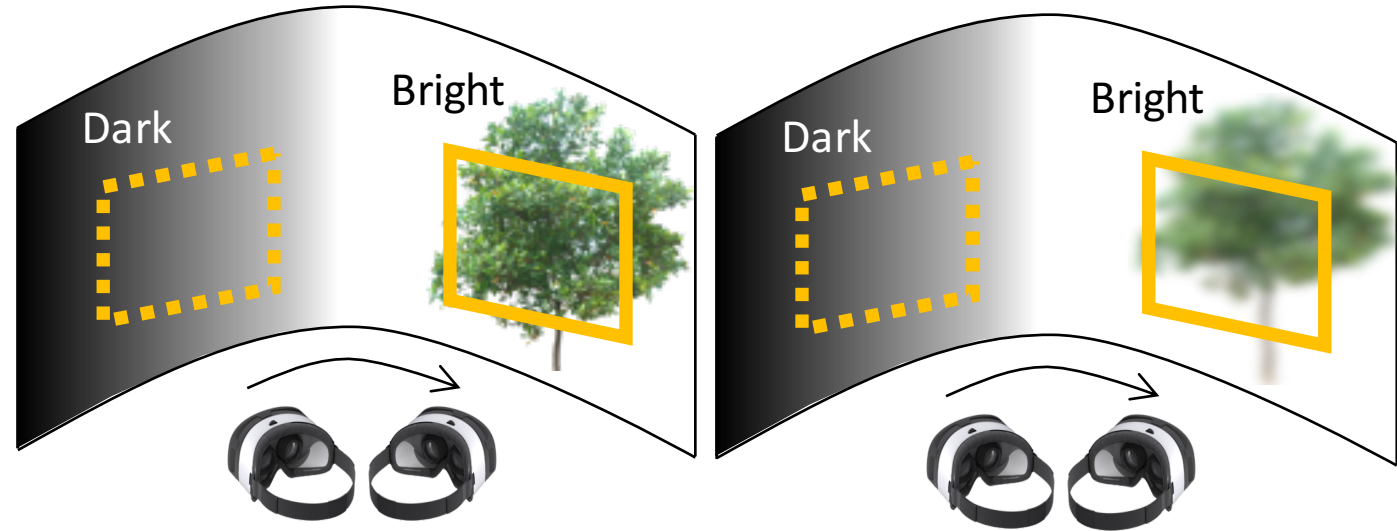


(a) Impact of viewpoint moving speed



(b) Impact of scene luminance changes



(c) Impact of Field-of-Depth changes