

RETINAL VARIABLES

QUANTITIES

LEGEND

1

5

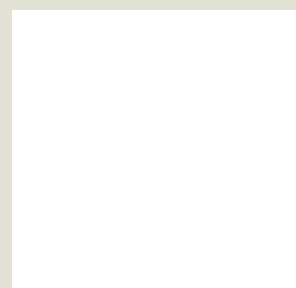
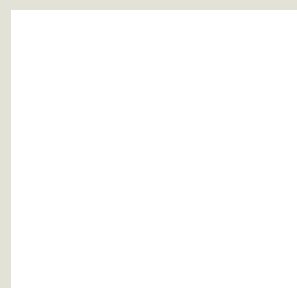
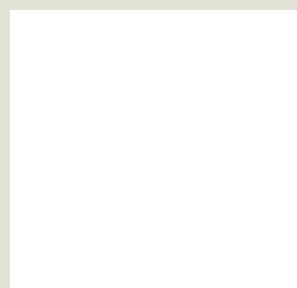
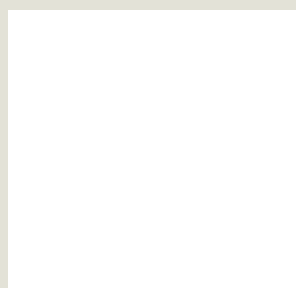
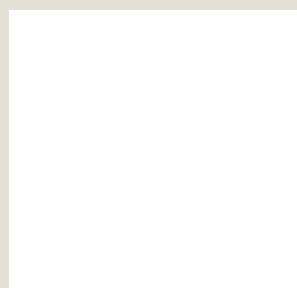
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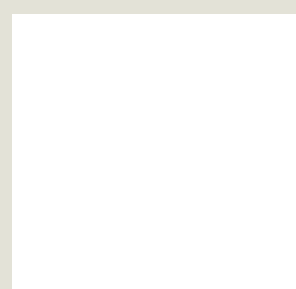
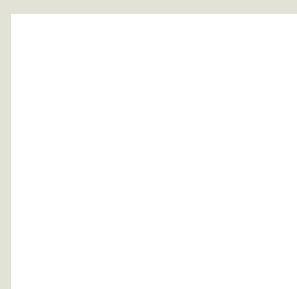
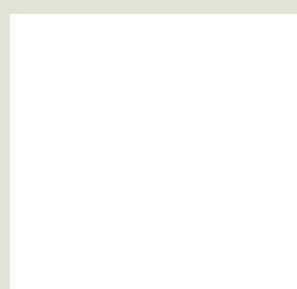
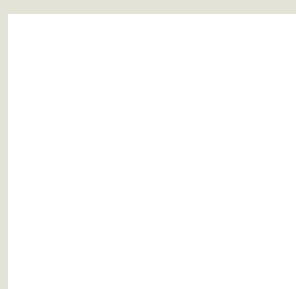
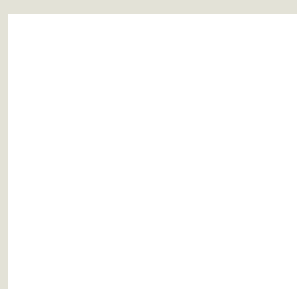
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Position

version 1

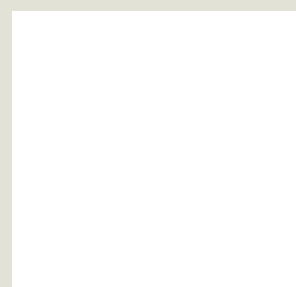
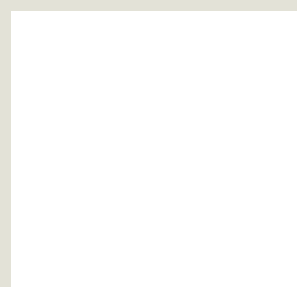
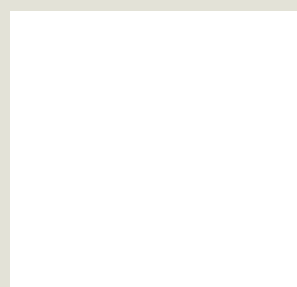
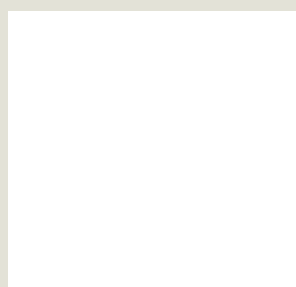
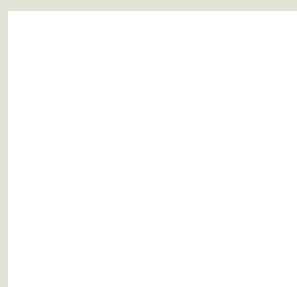


version 2

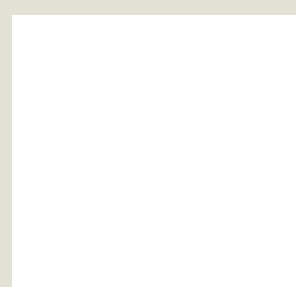
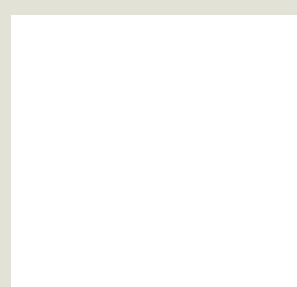
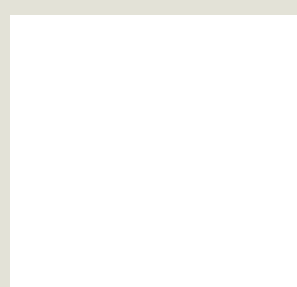
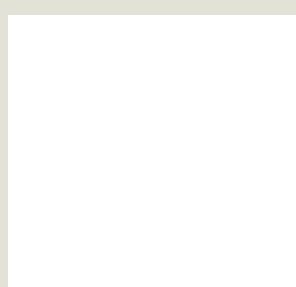
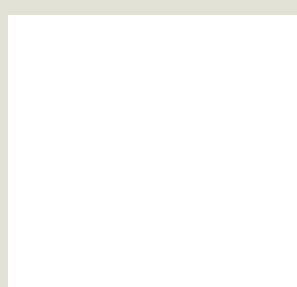


Shape

v. 1

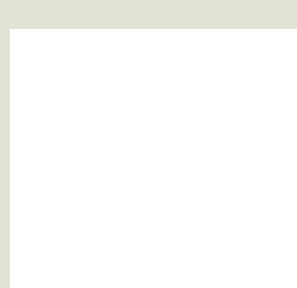
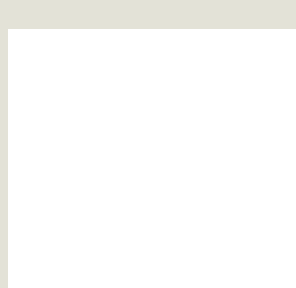
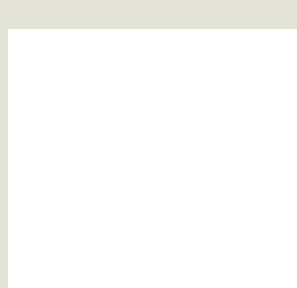


v. 2

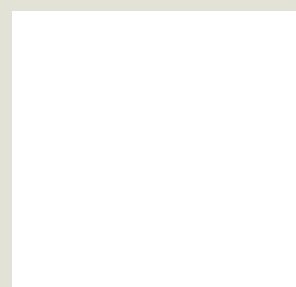
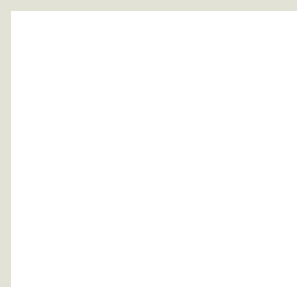
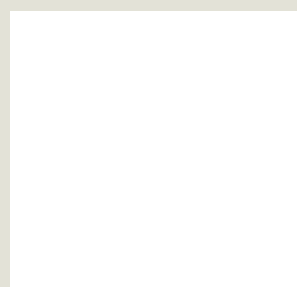
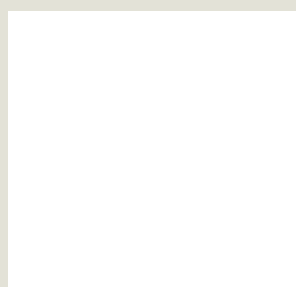
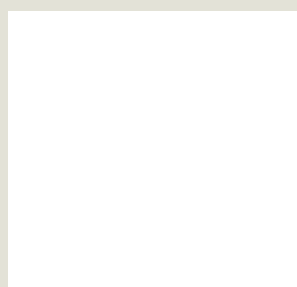


Size

v. 1

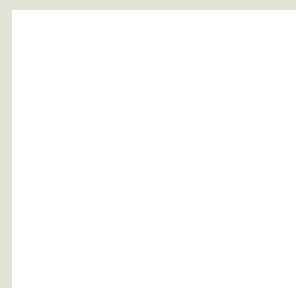
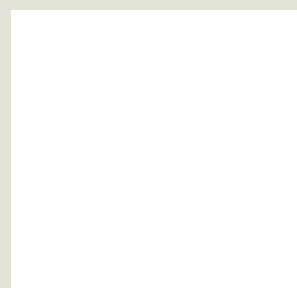
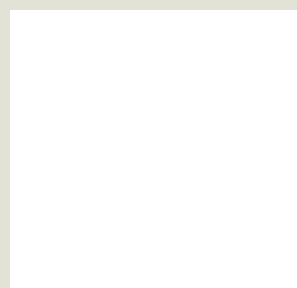
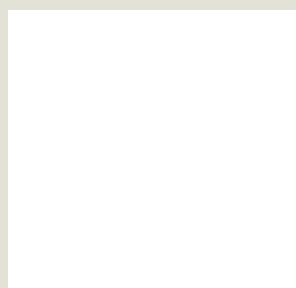
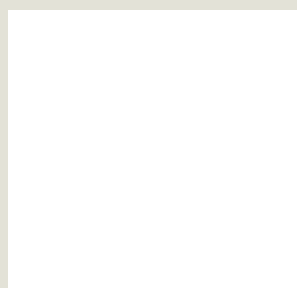


v. 2

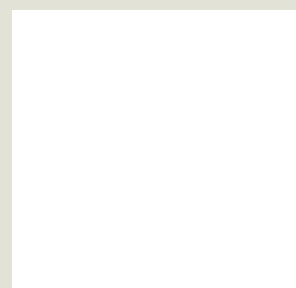
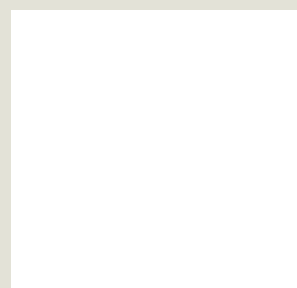
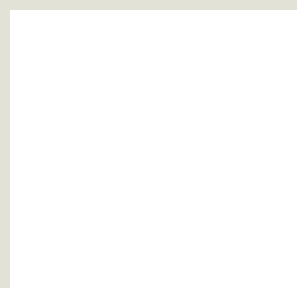
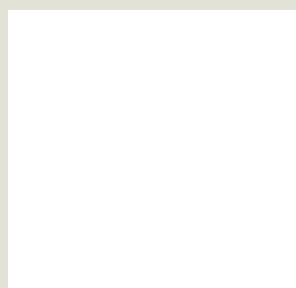
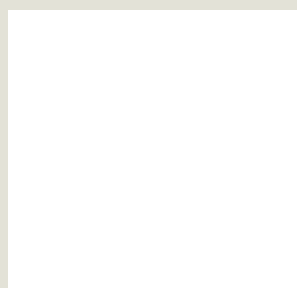


Value

v. 1

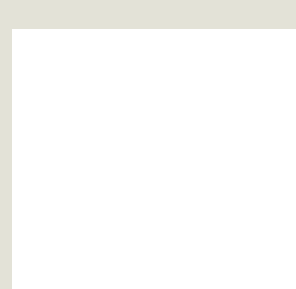
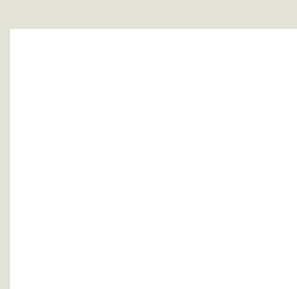
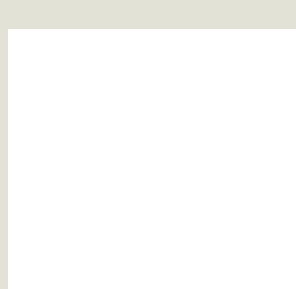


v. 2

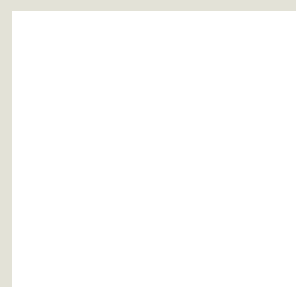
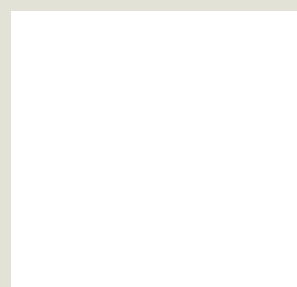
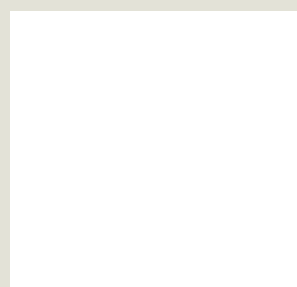
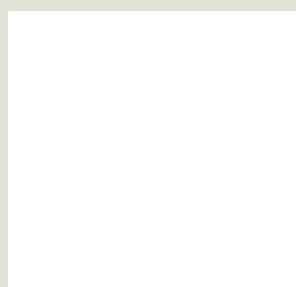
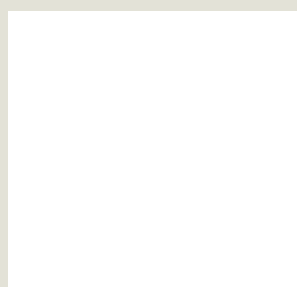


Hue

v. 1

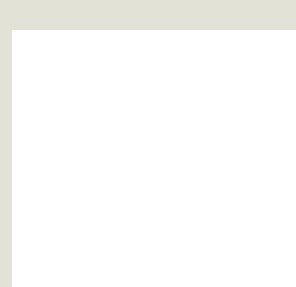
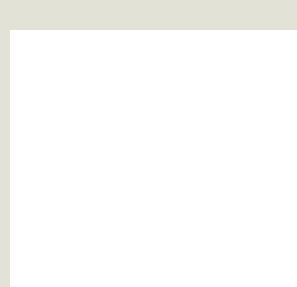


v. 2

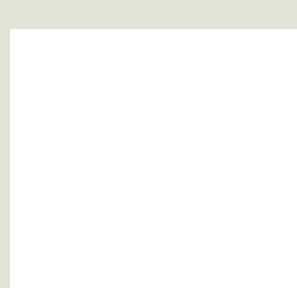


Orientation

v. 1



v. 2



Texture

v. 1



v. 2

