

## RETINAL VARIABLES

## QUANTITIES

## LEGEND

1

5

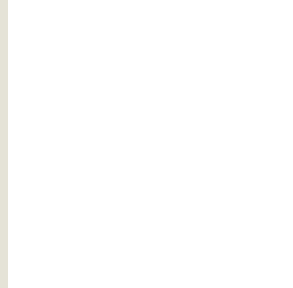
10

50

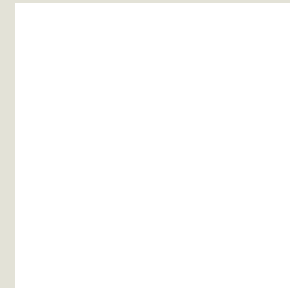
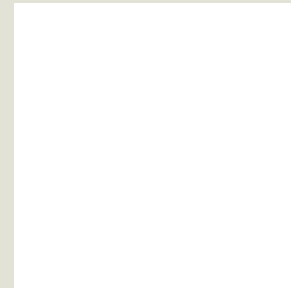
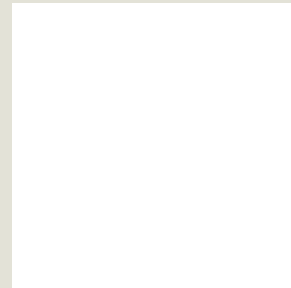
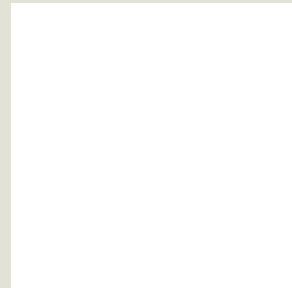
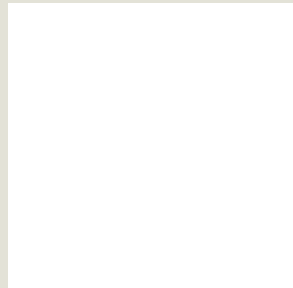
100

**Position**

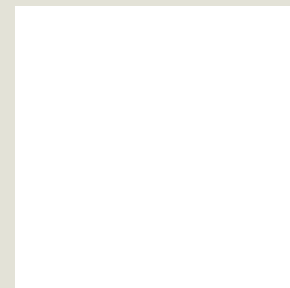
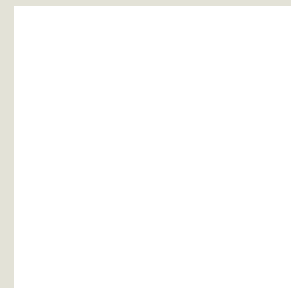
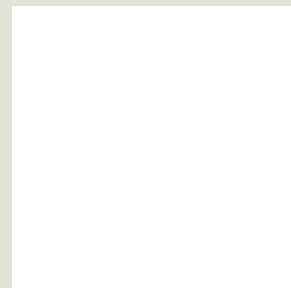
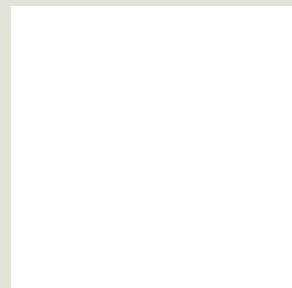
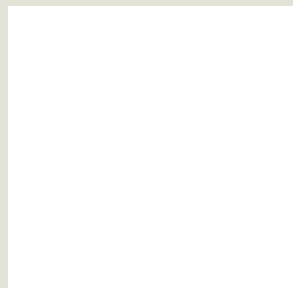
version 1



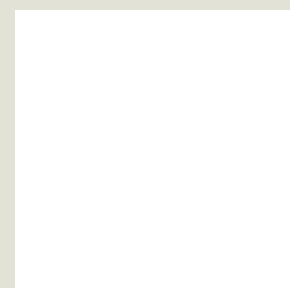
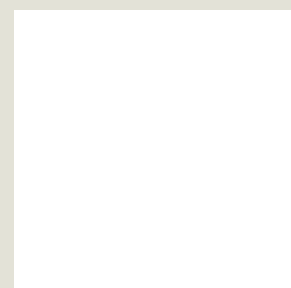
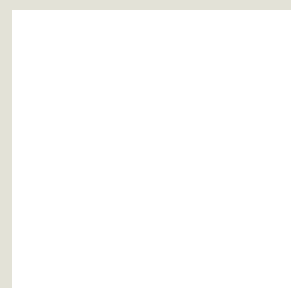
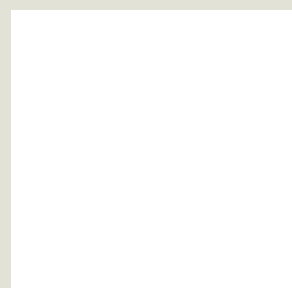
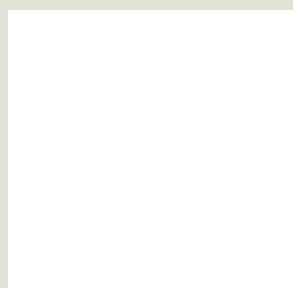
version 2

**Shape**

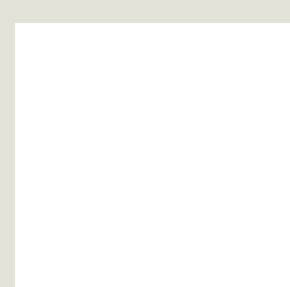
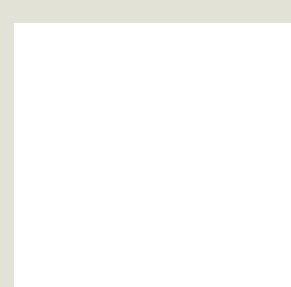
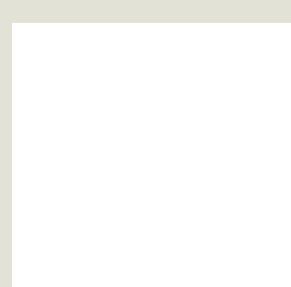
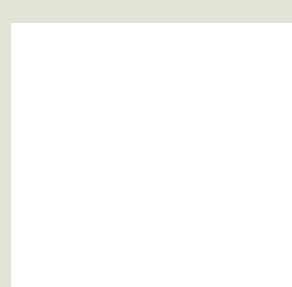
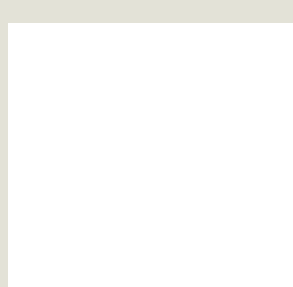
v. 1



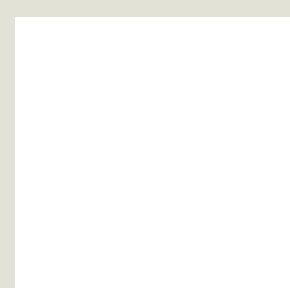
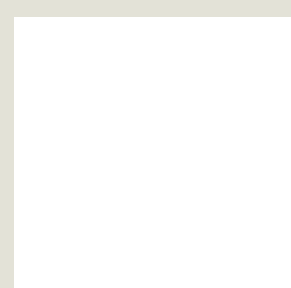
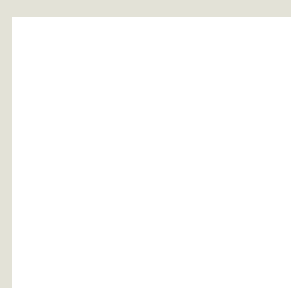
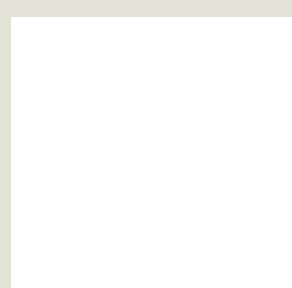
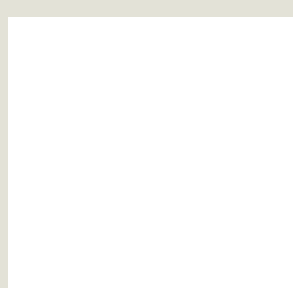
v. 2

**Size**

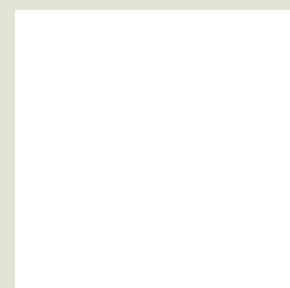
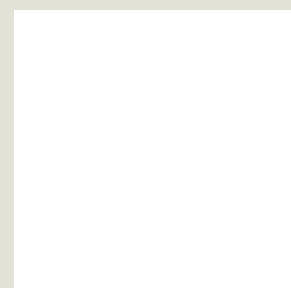
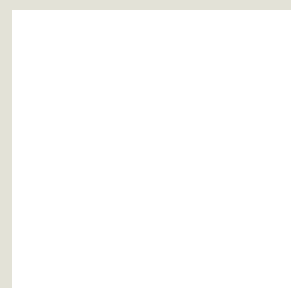
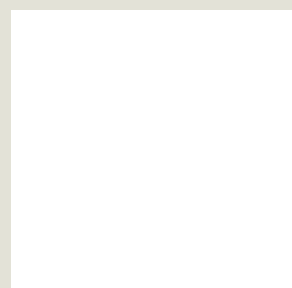
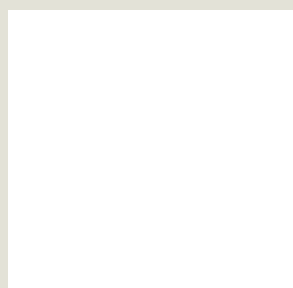
v. 1



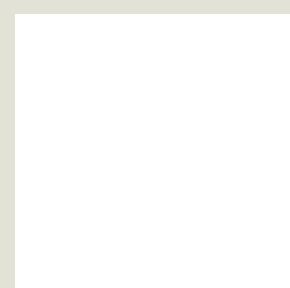
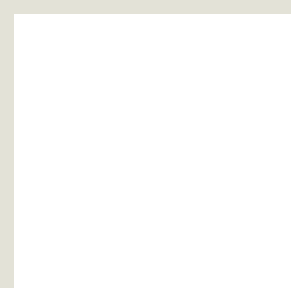
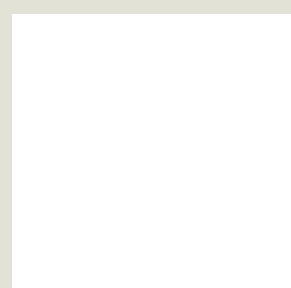
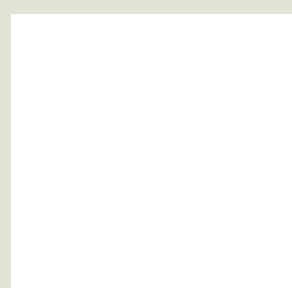
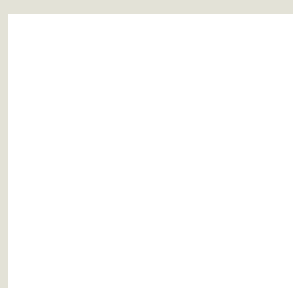
v. 2

**Value**

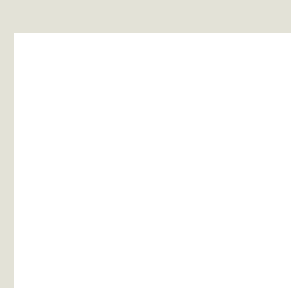
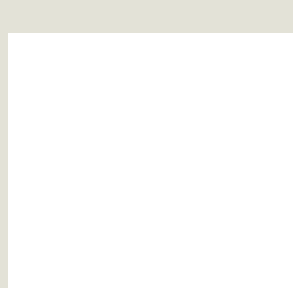
v. 1



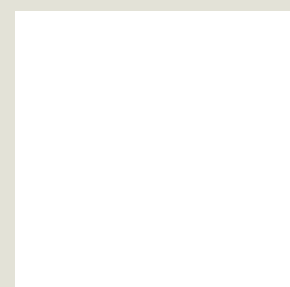
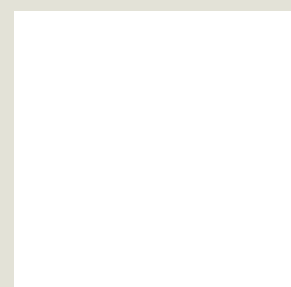
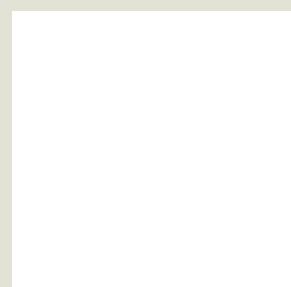
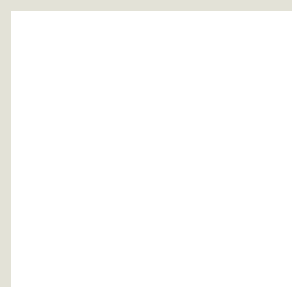
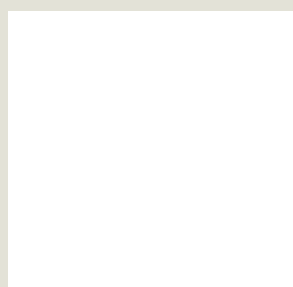
v. 2

**Hue**

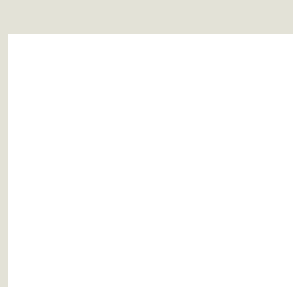
v. 1



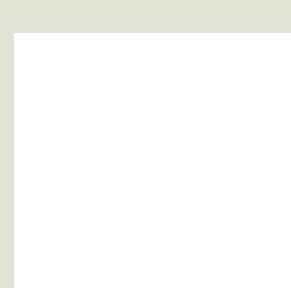
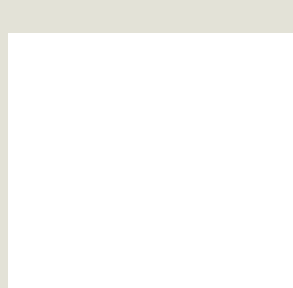
v. 2

**Orientation**

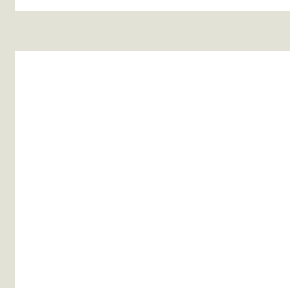
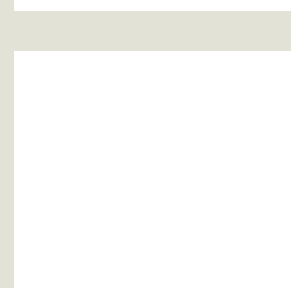
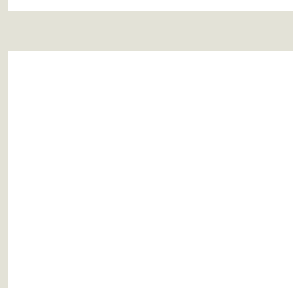
v. 1



v. 2

**Texture**

v. 1



v. 2

