

# Figure 1

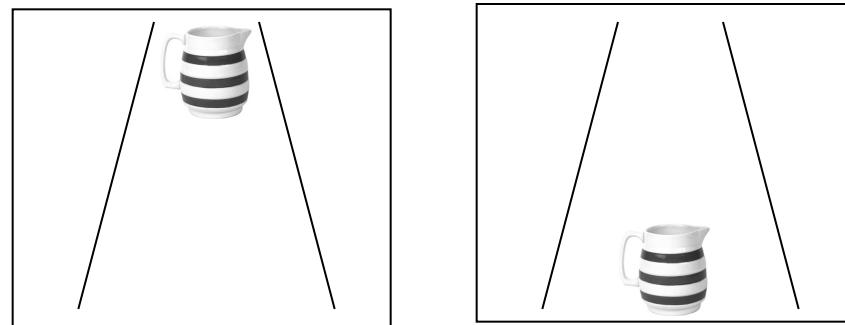


Figure 2

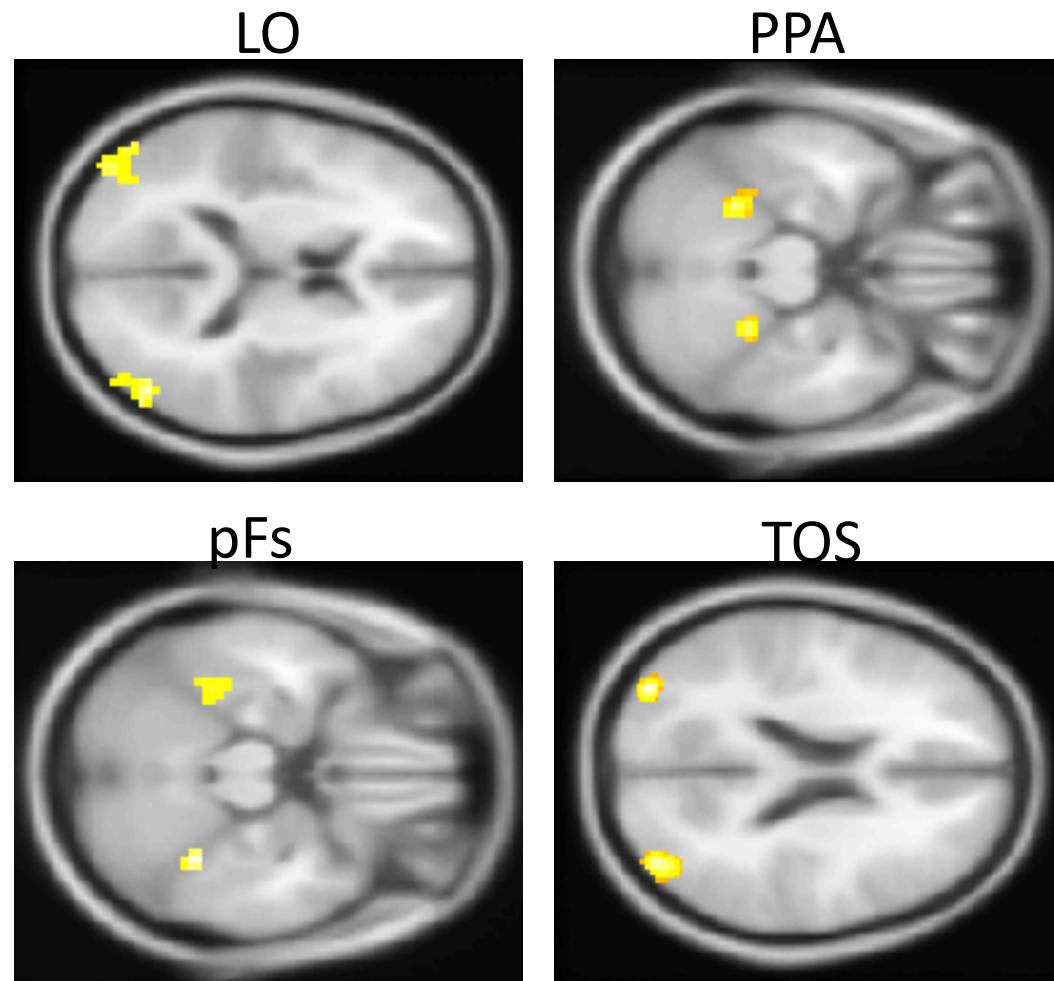
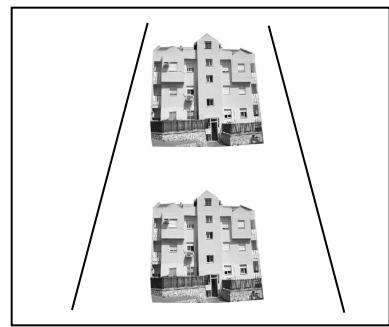


Figure 3 A

Buildings



Objects

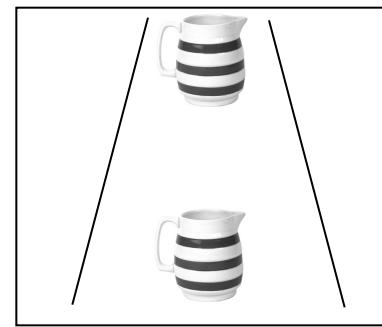


Figure 3B

## Buildings

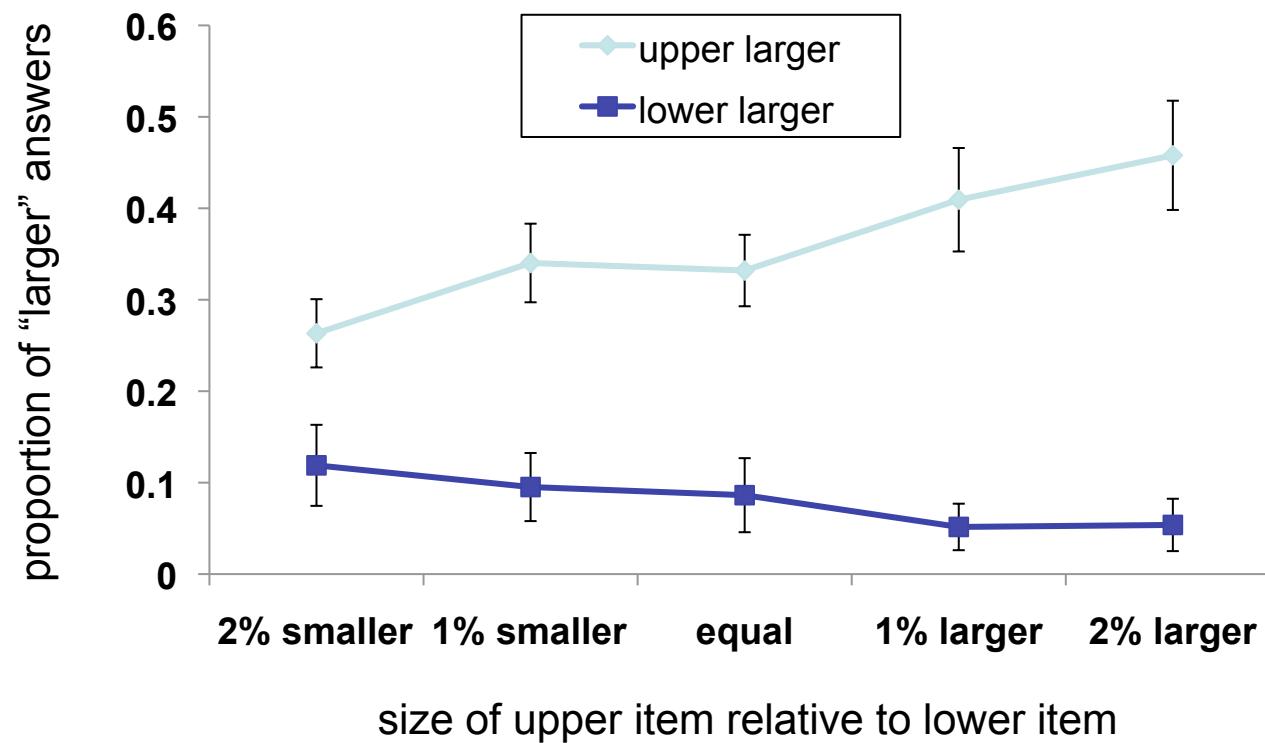


Figure 3C

## Objects

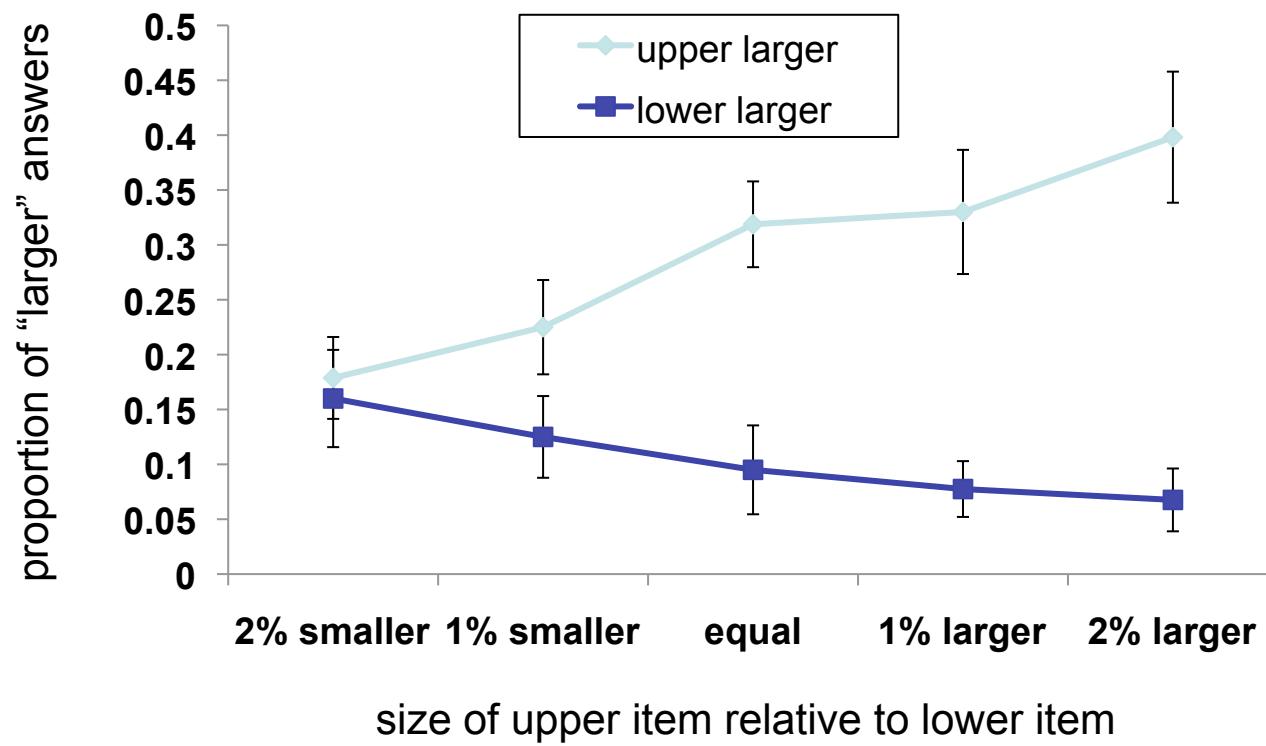
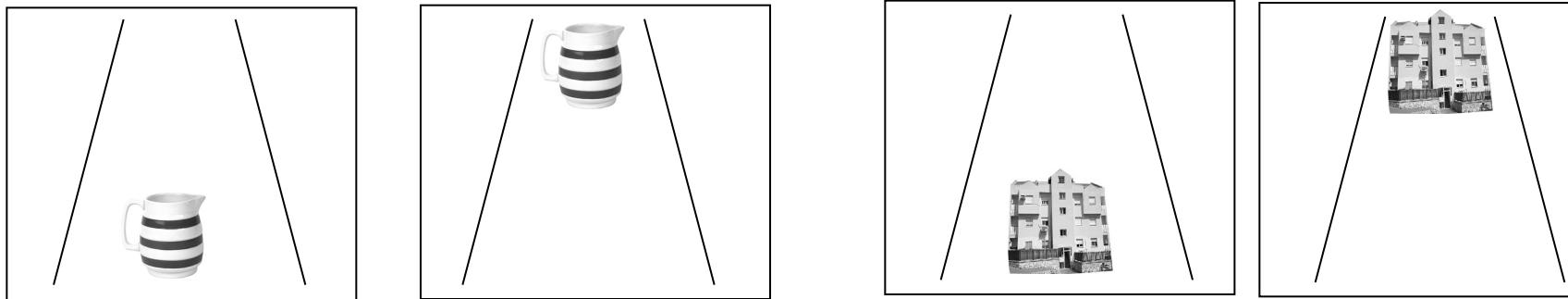
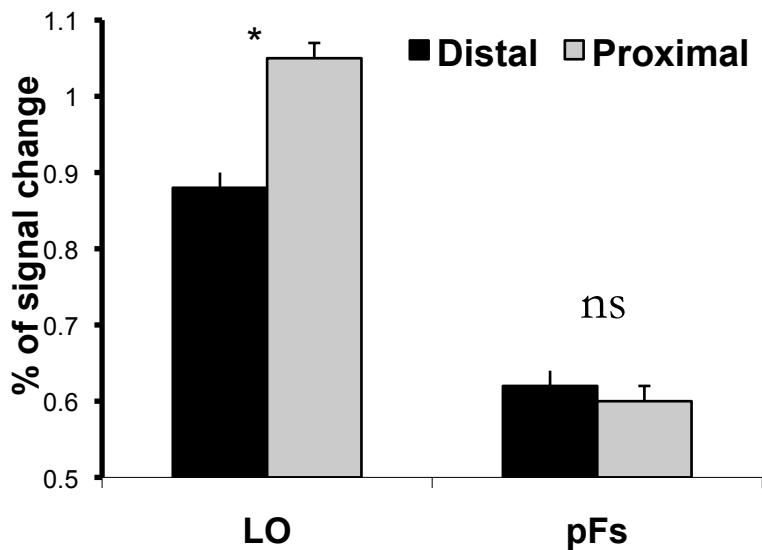


Figure 4

A                      Objects                      Buildings



B



C

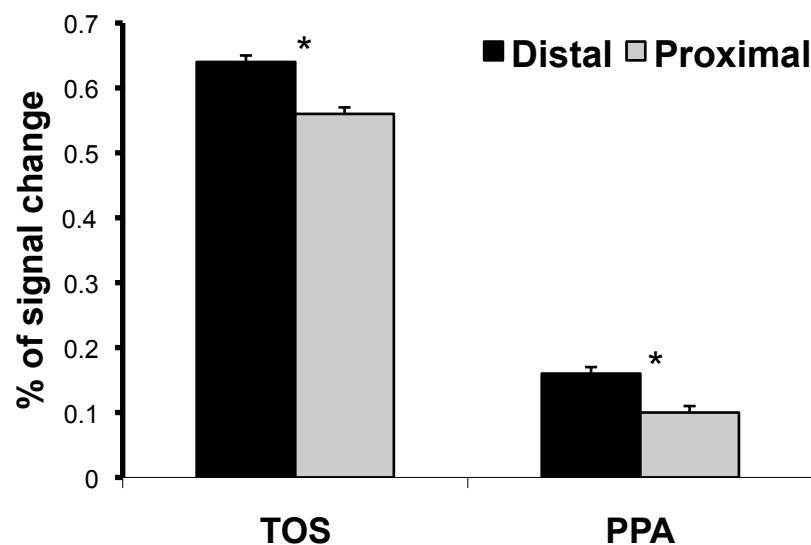
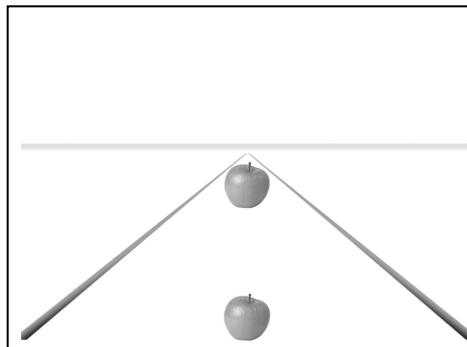
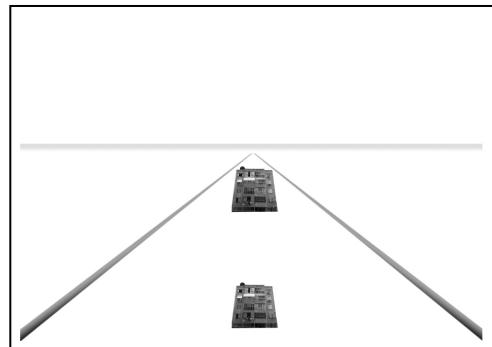
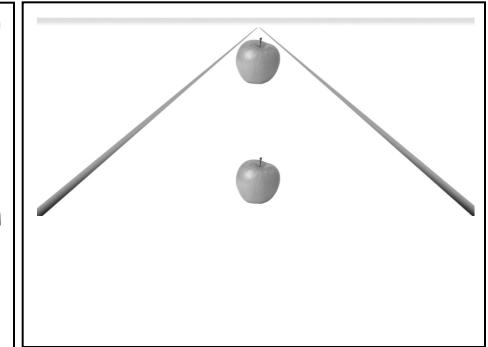
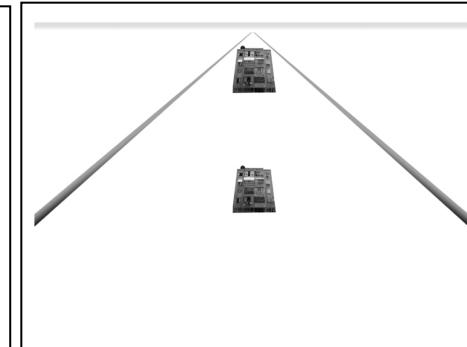


Figure 5

A



Lower Ponzo



Upper Ponzo

Figure 5B

Buildings: lower half of the screen

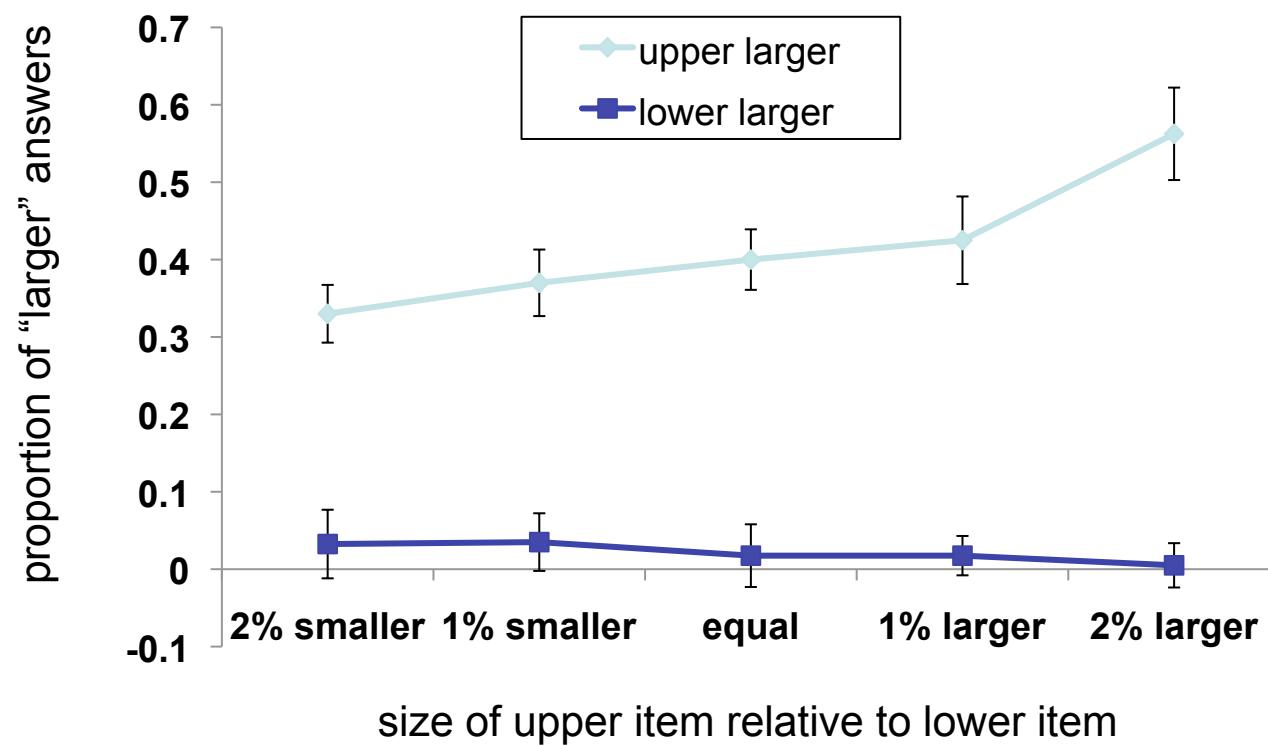


Figure 5C

Objects: lower half of the screen

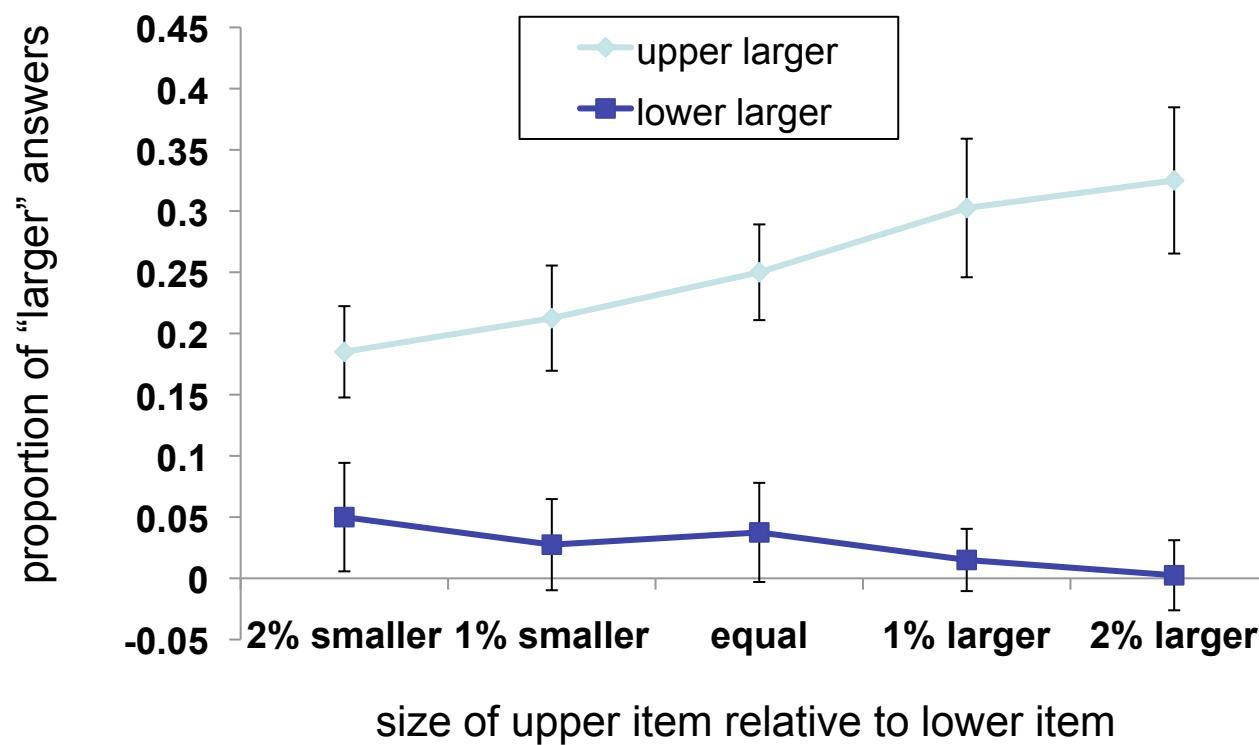


Figure 5D

Buildings: upper half of the screen

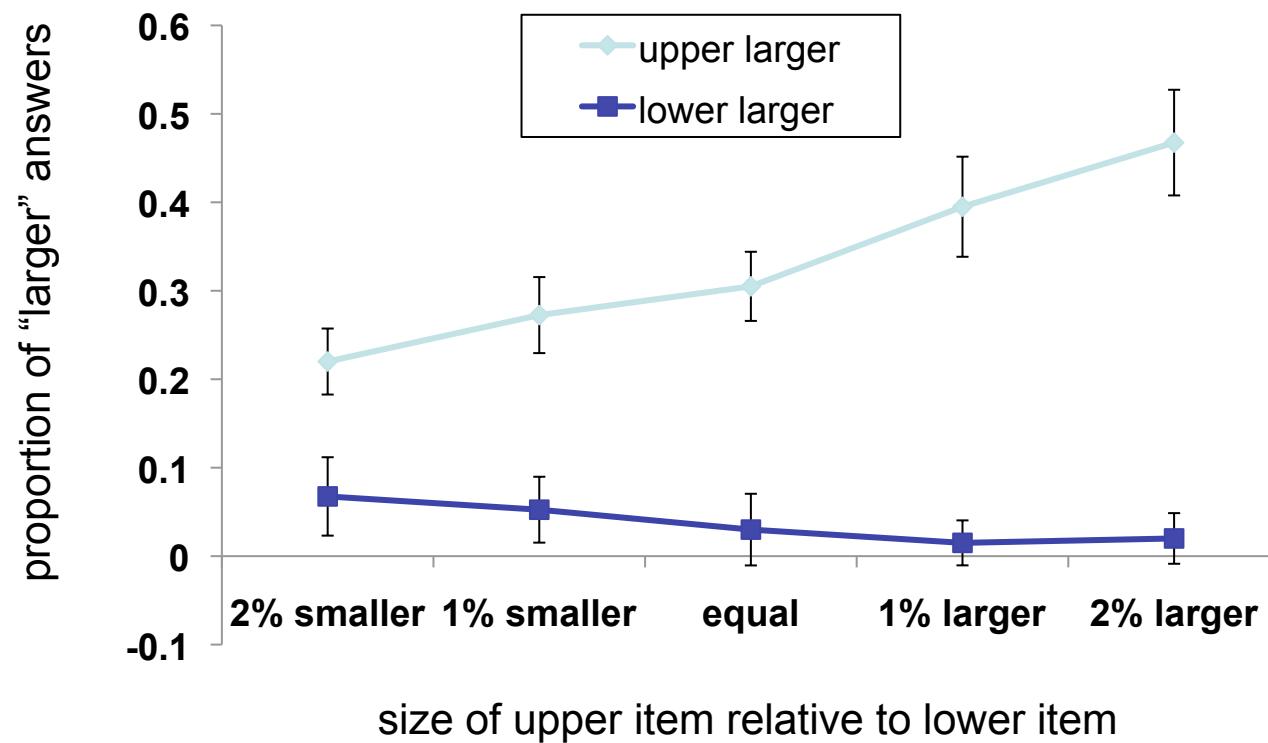


Figure 5E

Objects: upper half of the screen

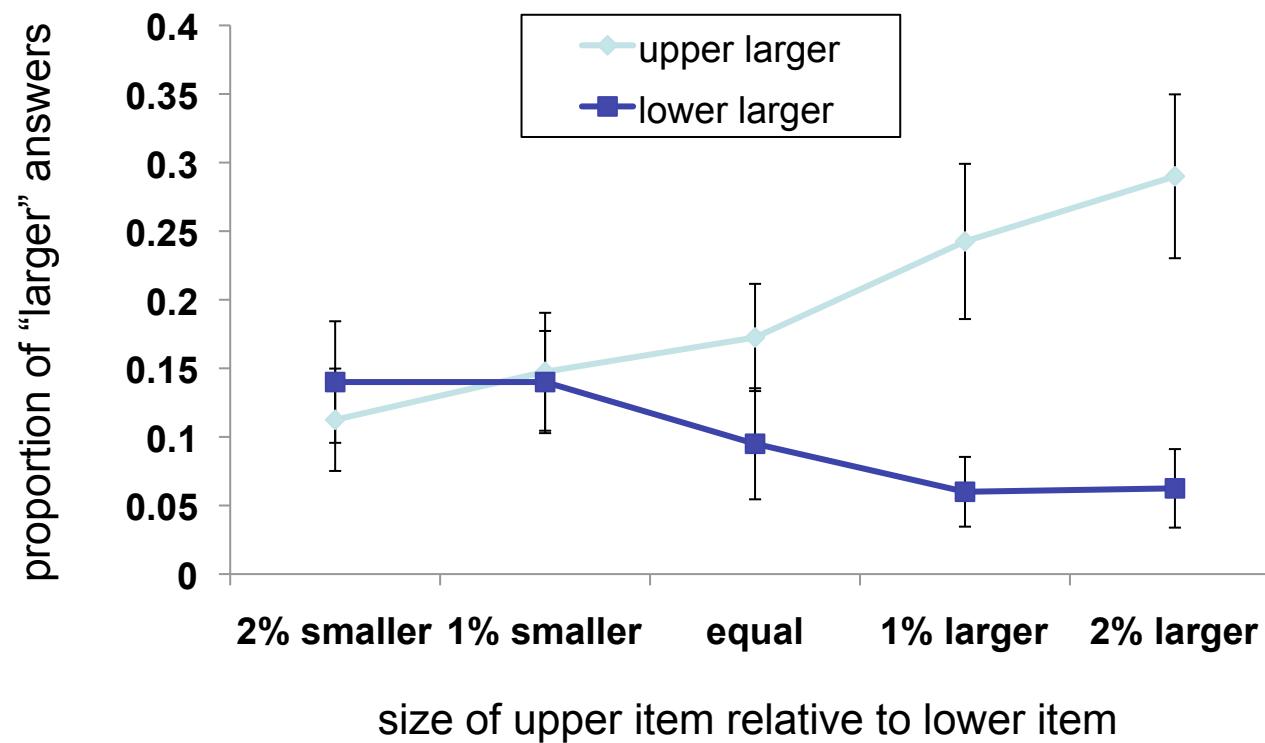
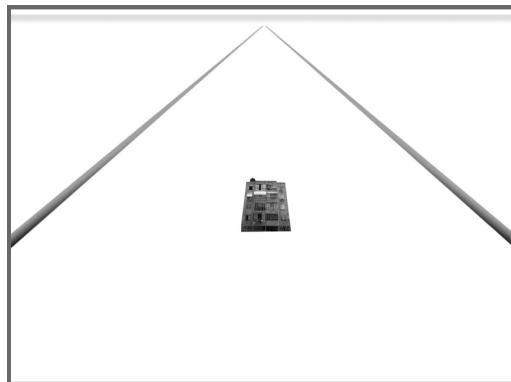


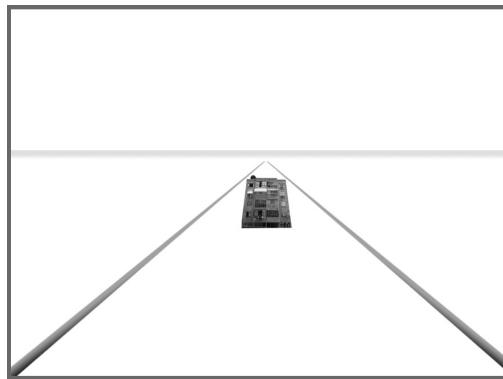
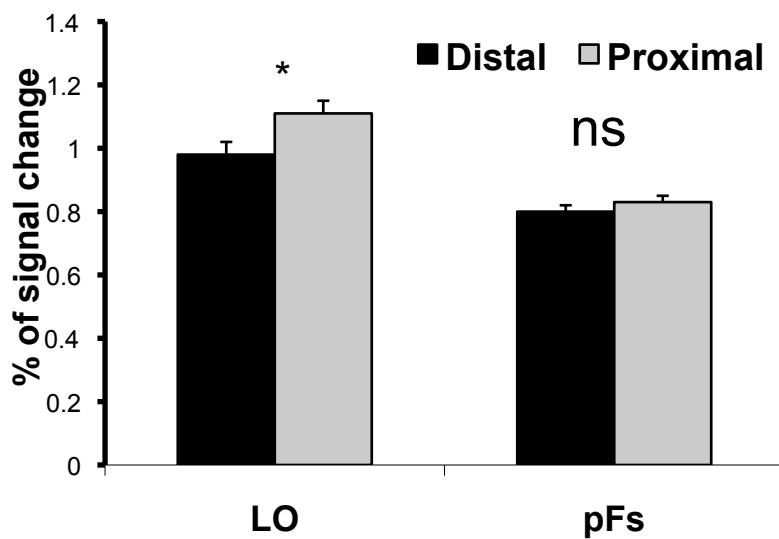
Figure 6

A



Upper Ponzo: Proximal

B



Lower Ponzo: Distal

C

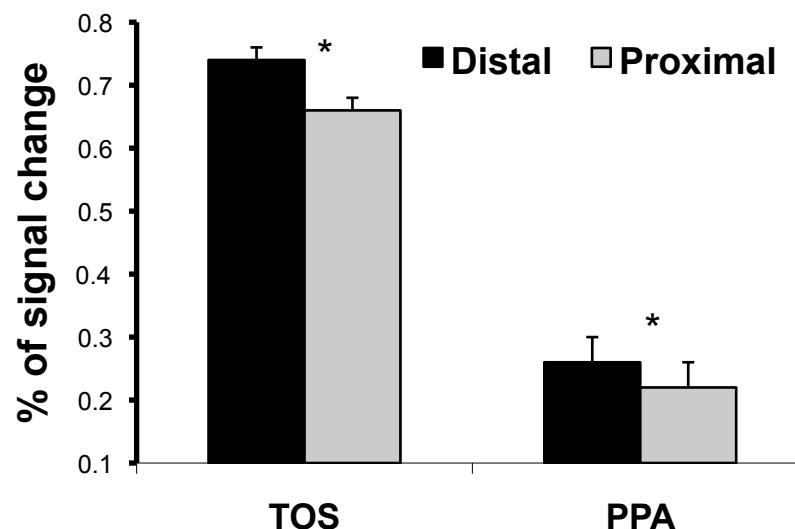
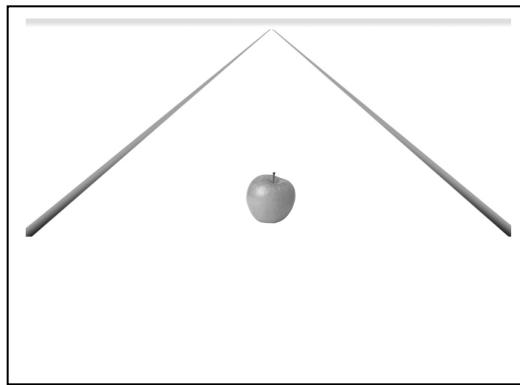
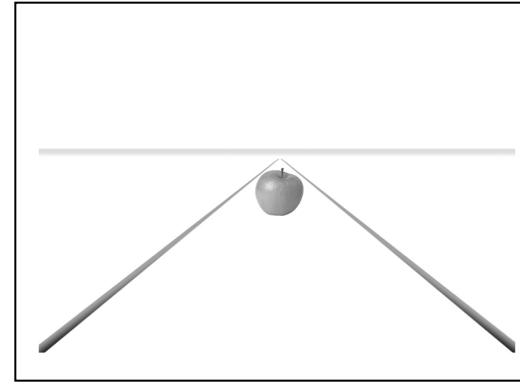


Figure 7

A

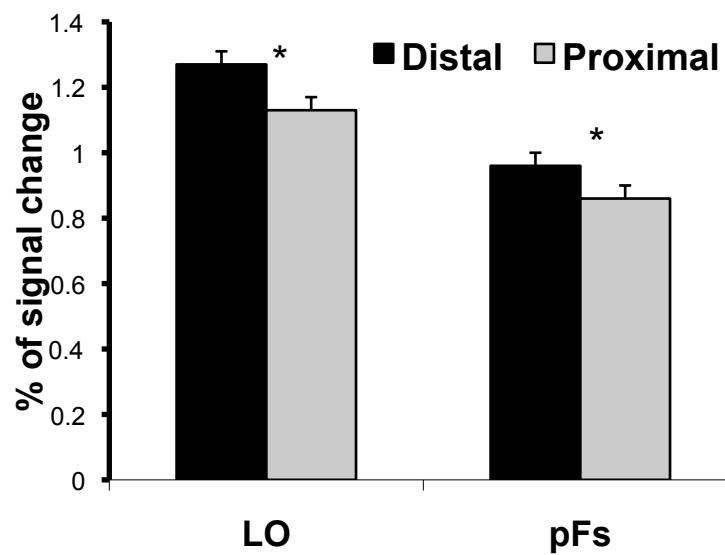


Upper Ponzo: Proximal



Lower Ponzo: Distal

B



C

