Figure S2. Same as Figure S1, but for perspective rendering with lateral gradients of horizontal speeds removed. This manipulation (blue) lowered performance below that of full dynamic perspective rendering (red).

A repeated measures ANOVA showed that the main effect of cue condition (perspective rendering versus the stimulus with no lateral gradients in horizontal speeds) ($F(df=1,3)=17.2$, $p=0.025$) and main effect of syncing gain ($F(df=3,9)=16.9$, $p<0.001$) were both significant, but the interaction was not ($F(df=3,9)=1.12$, $p=0.39$).