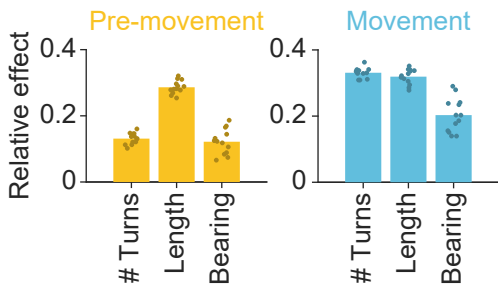
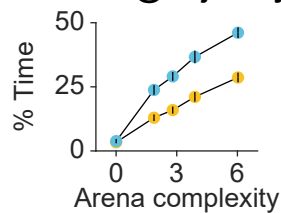
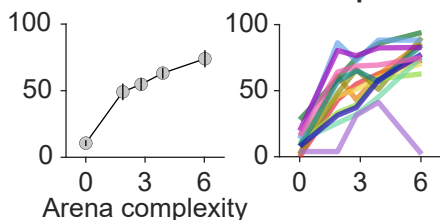


## Gaze @ trajectory



**B** % Trials with sweeps



**C**

Complexity

Fraction of time

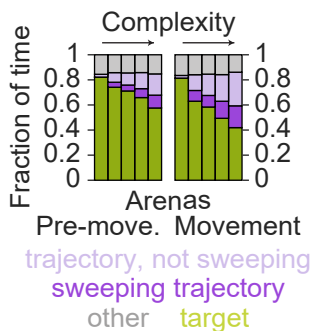
Arenas

Pre-move. Movement

trajectory, not sweeping  
sweeping trajectory  
other target

Detailed description: This stacked bar chart, labeled 'C', illustrates the fraction of time spent on different movement types across arenas of increasing complexity. The y-axis represents the 'Fraction of time' from 0 to 1. The x-axis shows 'Arenas' grouped into 'Pre-move.' and 'Movement' phases, with complexity increasing from left to right. The legend indicates four movement types: 'trajectory, not sweeping' (light purple), 'sweeping trajectory' (dark purple), 'other' (grey), and 'target' (green). In the 'Pre-move.' phase, the fraction of time spent on 'target' (green) decreases as complexity increases, while 'other' (grey) and 'trajectory, not sweeping' (light purple) increase. In the 'Movement' phase, the fraction of time spent on 'target' (green) increases significantly with complexity, while 'other' (grey) and 'trajectory, not sweeping' (light purple) decrease. 'Sweeping trajectory' (dark purple) remains a small fraction of the total time across all arenas.

Phase	Arena	Complexity	target	sweeping trajectory	trajectory, not sweeping	other
Pre-move.	1	1	0.80	0.05	0.10	0.05
	2	2	0.75	0.05	0.15	0.05
	3	3	0.70	0.05	0.20	0.05
	4	4	0.65	0.05	0.25	0.05
	5	5	0.60	0.05	0.30	0.05
Movement	6	6	0.80	0.05	0.10	0.05
	7	7	0.75	0.05	0.15	0.05
	8	8	0.70	0.05	0.20	0.05
	9	9	0.65	0.05	0.25	0.05
	10	10	0.60	0.05	0.30	0.05



**D**

Complexity →  
Arena # 2 3 4

% Gaze at...

