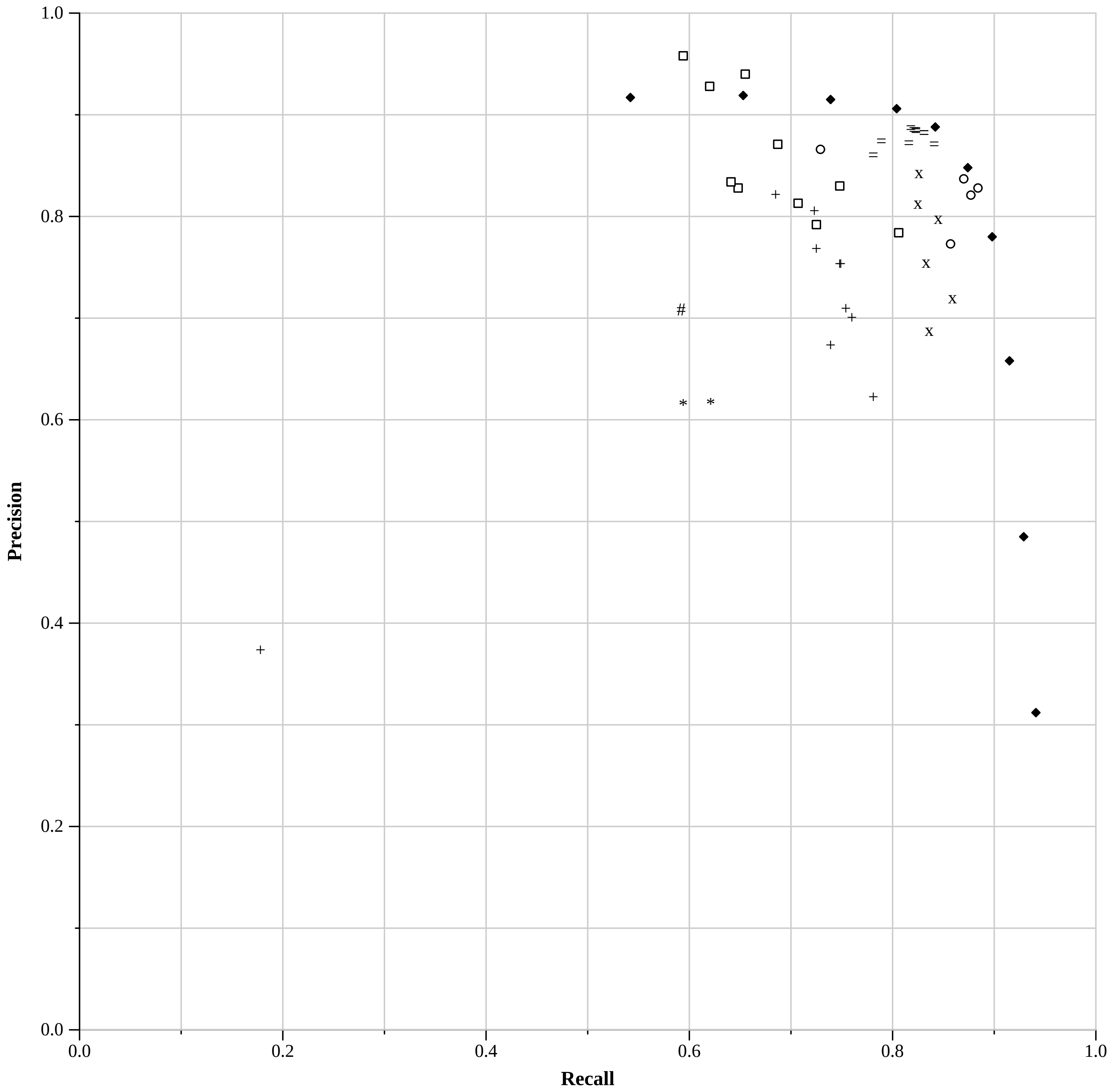
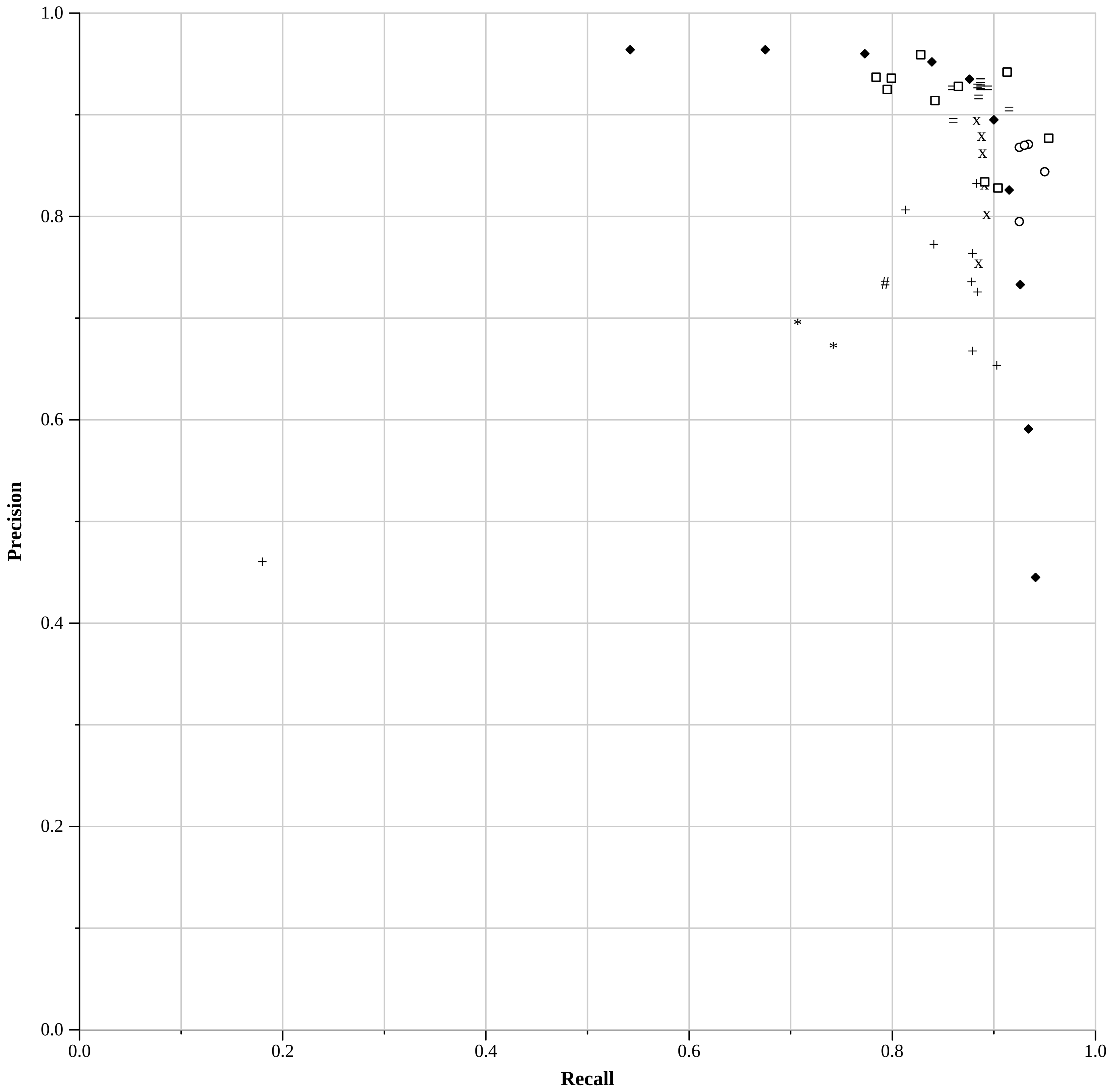
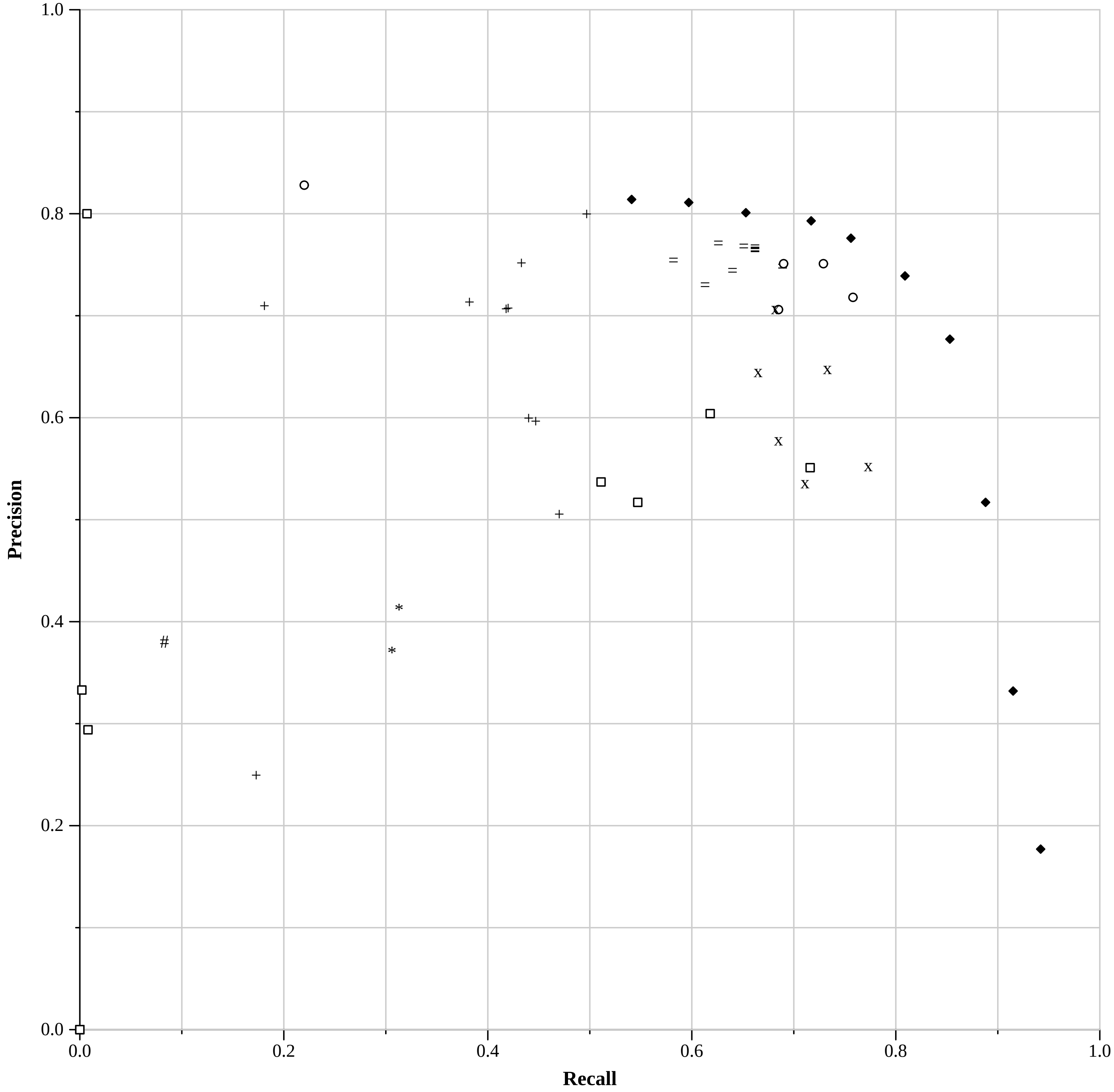


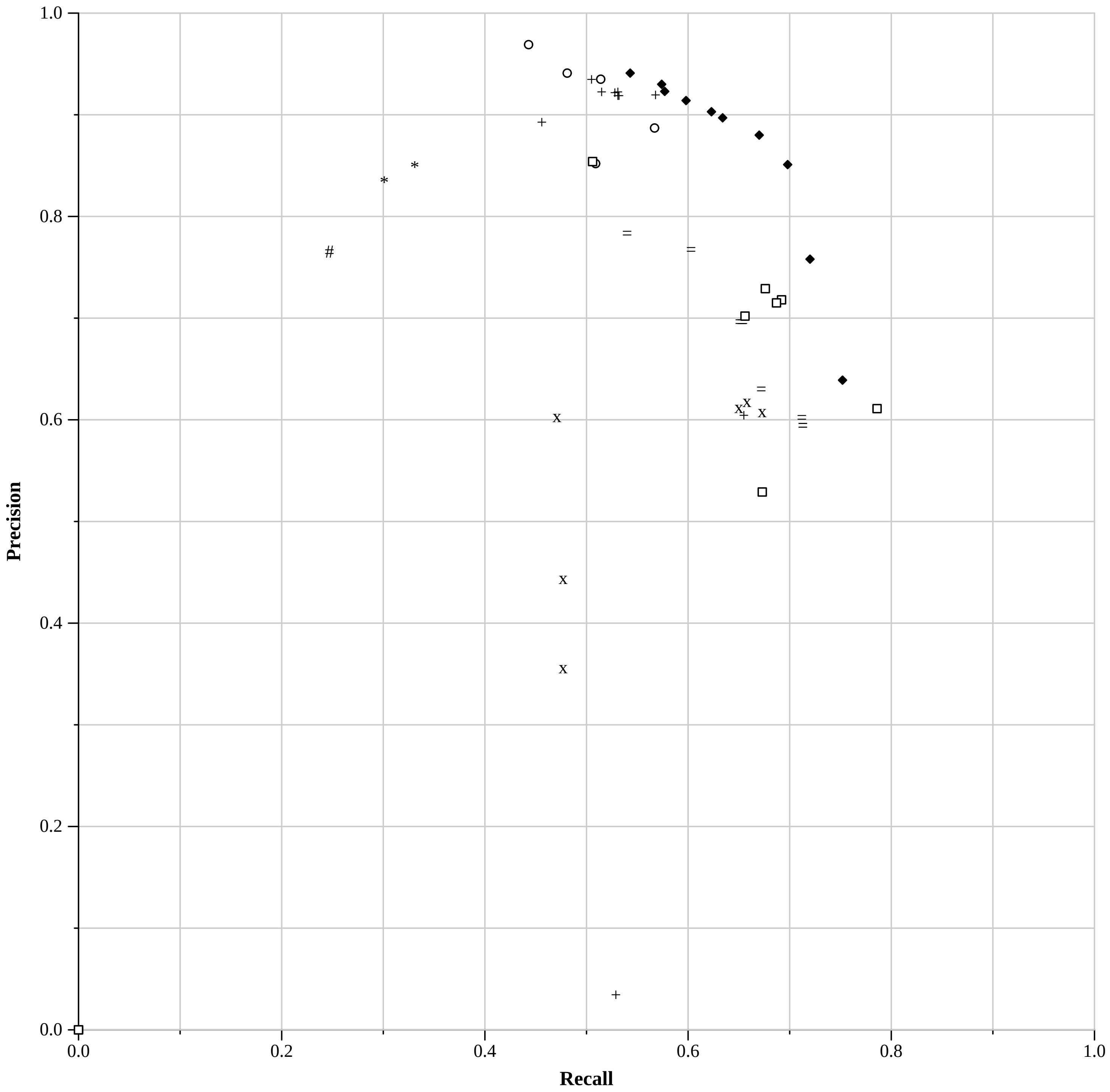
Recall and Precisions for All Transitions



Recall and Precision for Cuts



Recall and Precision for Gradual Transitions



FrameRecall and FramePrecision for Gradual Transitions