

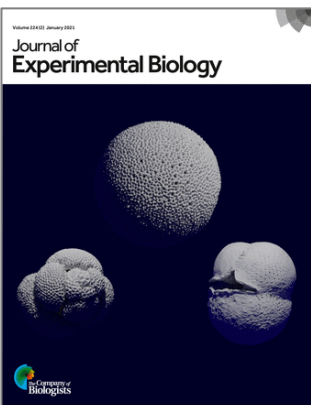


Example cover captions

	<p>Cover: Fiddler crabs are an important food source for a large variety of avian predators and they constantly have to make decisions whether and when to react to approaching predators. The crabs often encounter several predators at once, which significantly complicates the decision-making process. Bagheri et al. (jeb234963) explored how these relatively simple animals structure their escape when faced with two simultaneous threats in the natural environment. Confronted with two approaching pretend predators, the crabs were able to predict how close the predator's trajectory was to a collision course and only responded to the more threatening stimulus. These results indicate that fiddler crabs are capable of selective attention. Photo credit: Jan Hemmi.</p>
	<p>Cover: A gyrfalcon during an aerial chase. Brighton et al. (jeb238493) used GPS trackers to record the intercept flight trajectories of captive-bred gyrfalcons. Computer modelling revealed that these naive gyrfalcons, which had never previously hunted, followed the same proportional navigation guidance law as peregrine falcons, but with a lower navigation constant that promotes tail-chasing rather than efficient interception. Photo credit: International Wildlife Consultants UK Ltd.</p>
	<p>Cover: Three-dimensional rendering of the shells of three species of unicellular planktonic foraminifera: <i>Orbulina universa</i>, <i>Globigerinoides conglobatus</i> and <i>Sphaeroidinella dehiscens</i>. When the cell dies, the empty calcium carbonate shell sinks to the ocean floor, making foraminifera important components of the global carbon cycle. The sinking velocity of shells contributes to a key parameter for climate models, but is difficult to measure owing to their small size (<1.5 mm). Walker et al. (jeb230961) provide a methodology using 3D-printed scale models to determine the sinking speeds of such shells, and which can be applied to a range of other particles. Photo credit: imaging, Jörg Hammel, Fabian Wilde; segmentation, Tatjana Hoehfurtner, Matthew Walker; rendering, Matthew Walker.</p>