Error magnitude (%)

0

2D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
2D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
2D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
2D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion

50

3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion

100

3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion

150

3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion

median
15
12
9
6
3

0   10   20   30   40   50

Response time (s)

0

2D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
2D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
2D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
2D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 1_No Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion

50

3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 1_Desktop o 2_Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion

100

3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 1_No Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 1_Orthographic o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 1_bAbl o 2_Perspective o 3_Ambient Occlusion
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 1_Orthographic o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 1_Orthographic o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 1_Orthographic o 3_Ambient Occlusion

150

3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 2_Perspective o 1_Flat Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 2_Perspective o 2_Simple Shading
3D t–SNE o 2_HMD o 2_Motion o 2_CIFAR o 2_Perspective o 3_Ambient Occlusion

median
30
20
10
0

0   10   20   30   40   50