Error magnitude (%) HMD o No Motion o Perspective o Simple Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Perspective o Simple Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Perspective o Simple Shading o bAbl o 3D t-SNE HMD o No Motion o Perspective o Simple Shading o bAbl o 3D t-SNE HMD o No Motion o Perspective o Flat Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Perspective o Flat Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Perspective o Flat Shading o bAbl o 3D t-SNE HMD o No Motion o Perspective o Flat Shading o bAbl o 3D t-SNE HMD o No Motion o Perspective o Ambient Occlusion o CIFAR-10 o 3D t-SNE HMD o No Motion o Perspective o Ambient Occlusion o CIFAR-10 o 3D t-SNE HMD o No Motion o Perspective o Ambient Occlusion o bAbl o 3D t-SNE HMD o No Motion o Perspective o Ambient Occlusion o bAbl o 3D t-SNE HMD o No Motion o Orthographic o Simple Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Orthographic o Simple Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Orthographic o Simple Shading o bAbl o 3D t-SNE HMD o No Motion o Orthographic o Simple Shading o bAbl o 3D t-SNE HMD o No Motion o Orthographic o Flat Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Orthographic o Flat Shading o CIFAR-10 o 3D t-SNE HMD o No Motion o Orthographic o Flat Shading o CIFAR-10 o 2D t-SNE HMD o No Motion o Orthographic o Flat Shading o CIFAR-10 o 2D t-SNE HMD o No Motion o Orthographic o Flat Shading o bAbl o 3D t-SNE HMD o No Motion o Orthographic o Flat Shading o bAbl o 3D t-SNE HMD o No Motion o Orthographic o Flat Shading o bAbl o 2D t-SNE HMD o No Motion o Orthographic o Flat Shading o bAbl o 2D t-SNE HMD o No Motion o Orthographic o Ambient Occlusion o CIFAR-10 o 3D t-SNE HMD o No Motion o Orthographic o Ambient Occlusion o CIFAR-10 o 3D t-SNE HMD o No Motion o Orthographic o Ambient Occlusion o bAbl o 3D t-SNE HMD o No Motion o Orthographic o Ambient Occlusion o bAbl o 3D t-SNE HMD o Motion o Perspective o Simple Shading o CIFAR-10 o 3D t-SNE HMD o Motion o Perspective o Simple Shading o CIFAR-10 o 3D t-SNE HMD o Motion o Perspective o Simple Shading o bAbl o 3D t-SNE HMD o Motion o Perspective o Simple Shading o bAbl o 3D t-SNE HMD o Motion o Perspective o Flat Shading o CIFAR-10 o 3D t-SNE HMD o Motion o Perspective o Flat Shading o CIFAR-10 o 3D t-SNE HMD o Motion o Perspective o Flat Shading o bAbl o 3D t-SNE HMD o Motion o Perspective o Flat Shading o bAbl o 3D t-SNE HMD o Motion o Perspective o Ambient Occlusion o CIFAR-10 o 3D t-SNE HMD o Motion o Perspective o Ambient Occlusion o CIFAR-10 o 3D t-SNE HMD o Motion o Perspective o Ambient Occlusion o bAbl o 3D t-SNE HMD o Motion o Perspective o Ambient Occlusion o bAbl o 3D t-SNE HMD o Motion o Orthographic o Simple Shading o CIFAR-10 o 3D t-SNE HMD o Motion o Orthographic o Simple Shading o CIFAR-10 o 3D t-SNE HMD o Motion o Orthographic o Simple Shading o bAbl o 3D t-SNE HMD o Motion o Orthographic o Simple Shading o bAbl o 3D t-SNE HMD o Motion o Orthographic o Flat Shading o 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Shading o bAbl o 3D t-SNE Desktop o Motion o Perspective o Ambient Occlusion o CIFAR-10 o 3D t-SNE Desktop o Motion o Perspective o Ambient Occlusion o CIFAR-10 o 3D t-SNE Desktop o Motion o Perspective o Ambient Occlusion o bAbl o 3D t-SNE Desktop o Motion o Perspective o Ambient Occlusion o bAbl o 3D t-SNE Desktop o Motion o Orthographic o Simple Shading o CIFAR-10 o 3D t-SNE Desktop o Motion o Orthographic o Simple Shading o CIFAR-10 o 3D t-SNE Desktop o Motion o Orthographic o Simple Shading o bAbl o 3D t-SNE Desktop o Motion o Orthographic o Simple Shading o bAbl o 3D t-SNE Desktop o Motion o Orthographic o Flat Shading o CIFAR-10 o 3D t-SNE Desktop o Motion o Orthographic o Flat Shading o CIFAR-10 o 3D t-SNE Desktop o Motion o Orthographic o Flat Shading o bAbl o 3D t-SNE Desktop o Motion o Orthographic o Flat Shading o bAbl o 3D t-SNE Desktop o Motion o Orthographic o Ambient Occlusion o CIFAR-10 o 3D t-SNE Desktop o Motion o Orthographic o Ambient Occlusion o CIFAR-10 o 3D t-SNE Desktop o Motion o Orthographic o Ambient Occlusion o bAbl o 3D t-SNE Desktop o Motion o Orthographic o Ambient Occlusion o bAbl o 3D t-SNE 00310161050

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Response time (s)