## Error magnitude (%)

Response time (s)

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 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 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 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 3D t-SNE o 1\_Desktop o 1\_No Motion o 2\_CIFAR o 2\_Perspective o 3\_Ambient Occlusion 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 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 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 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 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 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 3D t-SNE o 2\_HMD o 1\_No Motion o 1\_bAbl o 2\_Perspective o 3\_Ambient Occlusion 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 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 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 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 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 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

100

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 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 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 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 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 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 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 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 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 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 100 3D t-SNE o 2\_HMD o 1\_No Motion o 1\_bAbl o 2\_Perspective o 3\_Ambient Occlusion 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 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 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 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 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 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 3D t-SNE o 2\_HMD o 2\_Motion o 2\_CIFAR o 2\_Perspective o 3\_Ambient Occlusion

median

30

20

10

median

10 20 30 40 50

3D t-SNE o 2\_HMD o 2\_Motion o 2\_CIFAR o 2\_Perspective o 3\_Ambient Occlusion

10 20 30 40 50