Error magnitude (%)

2D t–SNE o 1 Desktop o 1 No Motion o 1 bAbI 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 bAbI 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 bAbI o 1 Orthographic o 1 Flat Shading	
3D t–SNE o 1 Desktop o 1 No Motion o 1 bAbI o 1 Orthographic o 2 Simple	
3D t–SNE o 1 Desktop o 1 No Motion o 1 bAbI o 1 Orthographic o 3 Ambient Occlusion	
3D t–SNE o 1 Desktop o 1 No Motion o 1 bAbI o 2 Perspective o 1 Flat Shading	
3D t–SNE o 1 Desktop o 1 No Motion o 1 bAbI o 2 Perspective o 2 Simple	
3D t–SNE o 1 Desktop o 1 No Motion o 1 bAbI 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 bAbI o 1 Orthographic o 1 Flat Shading	
3D t–SNE o 1 Desktop o 2 Motion o 1 bAbI o 1 Orthographic o 2 Simple	
3D t–SNE o 1 Desktop o 2 Motion o 1 bAbI o 1 Orthographic o 3 Ambient Occlusion	
3D t–SNE o 1 Desktop o 2 Motion o 1 bAbI o 2 Perspective o 1 Flat Shading	
3D t–SNE o 1 Desktop o 2 Motion o 1 bAbI o 2 Perspective o 2 Simple	
3D t–SNE o 1 Desktop o 2 Motion o 1 bAbI 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 bAbI o 1 Orthographic o 1 Flat Shading	
3D t–SNE o 2 HMD o 1 No Motion o 1 bAbI o 1 Orthographic o 2 Simple	
3D t–SNE o 2 HMD o 1 No Motion o 1 bAbI o 1 Orthographic o 3 Ambient Occlusion	
3D t–SNE o 2 HMD o 1 No Motion o 1 bAbI o 2 Perspective o 1 Flat Shading	
3D t–SNE o 2 HMD o 1 No Motion o 1 bAbI o 2 Perspective o 2 Simple	
3D t–SNE o 2 HMD o 1 No Motion o 1 bAbI 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 bAbI o 1 Orthographic o 1 Flat Shading	
3D t–SNE o 2 HMD o 2 Motion o 1 bAbI o 1 Orthographic o 2 Simple	
3D t–SNE o 2 HMD o 2 Motion o 1 bAbI o 1 Orthographic o 3 Ambient Occlusion	
3D t–SNE o 2 HMD o 2 Motion o 1 bAbI o 2 Perspective o 1 Flat Shading	
3D t–SNE o 2 HMD o 2 Motion o 1 bAbI o 2 Perspective o 2 Simple	
3D t–SNE o 2 HMD o 2 Motion o 1 bAbI 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	
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
15
12
9
6
3

Response time (s)

median
30
20
10
0