## scenes\_images.zip

Original (undistorted) scenes.

## scenes\_distorted.zip

(Top portion of each image is the original scene.) Distorted scenes. Indices denote original scene and:  
0. Random rotations, low distortion level.  
1. Random rotations, low medium level.  
2. Random rotations, high distortion level.  
3. Random shifts, low distortion level.  
4. Random shifts, low medium level.  
5. Random shifts, high distortion level.  
6. Random warps, low distortion level.  
7. Random warps, low medium level.  
8. Random warps, high distortion level.

## scenes\_data.zip

Contains old (\*\_Xo) and new (\*\_Xn) subjective data, you should use new. (X corresponding to the scene number is scenes\_images).

In scenes\_data, each row represents one subject, each column one image, and they go low-mid-high distortion x 3 + original (total of 10). Also, there is across the scenes anchoring, which is reported in the xls file.

## huib\_analysis\_data\_across\_distortions.xlsx

If I remember correctly, this is what we did:

- Averaged user ranks for each of the 10 "distortions" (9 distortions + one original), for each of the 10 scenes; those are rows 1-10.

- Scaled them so that the original is at 0, and the distortion\_33 is at 1, for all 10 scenes (rows 13-22).

- Since we had users rank the distortions\_12 across 10 scenes, we took the lowest value (which is for scene 5) and the highest value (which was for scene 6), and then scaled all the distortions\_12 so that they fit the data obtained only for that distortion; this gives us the multiplication factor.

- Then, using the results for distortions\_33, we scaled the rest, but again utilizing scene 5 since we were not able to scale it with the previous transformation.

## sortTestE\_MacOS.zip and sortTestE\_Win.zip

Subjective tests to collect data.