

Annotating Instructions

Objective

This document contains instructions on how to annotate ALL OBJECTS in the Coyote dataset.

This project contains data that has been previously annotated. More classes have since been added, resulting in some images missing new labels. The task is to update images by annotating the missing object labels from the class list below.

It is important to keep in mind that many images you will come across will already be annotated fully. If there are no missing objects, move to the next image. **DO NOT** correct existing annotations.

Class List

1. Officer
2. Civilian
3. Riot Shield
4. Gun
5. Pepper Spray**
6. Baton
7. Chemical Smoke

** Do NOT label Pepper Spray, please ONLY include it in the class list in this order.

Labeling Guidelines – General

All Objects

Annotate ALL clearly visible instances of objects from the Class List. Annotate ONLY the objects that are unlabeled. **DO NOT** correct existing labels. Many existing labels will be inconsistent with these instructions, but still refrain from correcting them.



All Objects (cont'd)

Ensure new labels fit the object TIGHTLY. Be careful not to cut off any part of the object.



Obstructions

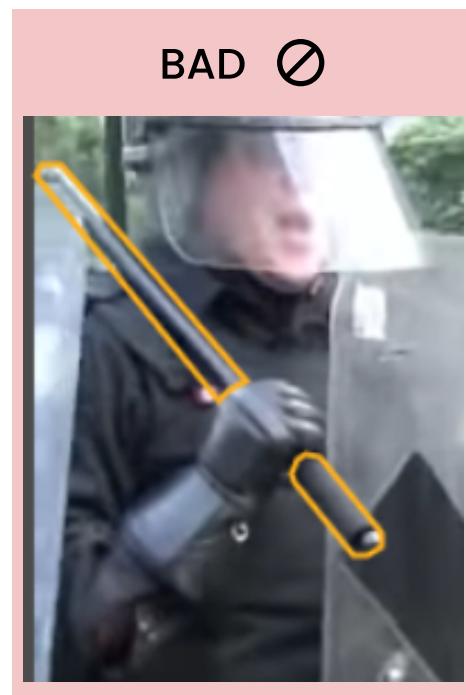
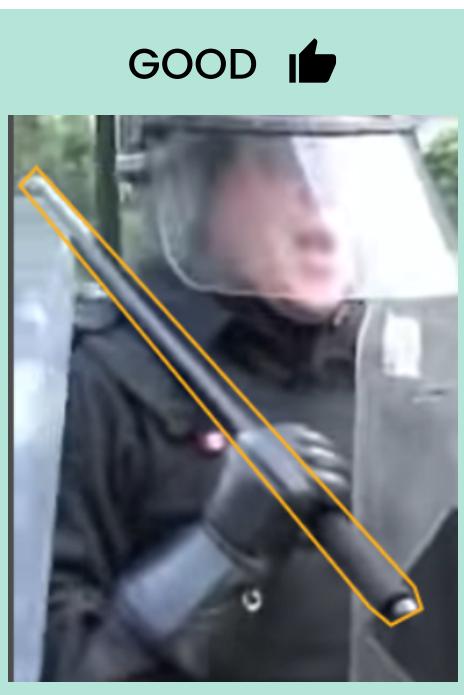
Do **NOT** trace around obstructions, make a straight line from where obstruction stops to where it begins again.



All Objects (cont'd)

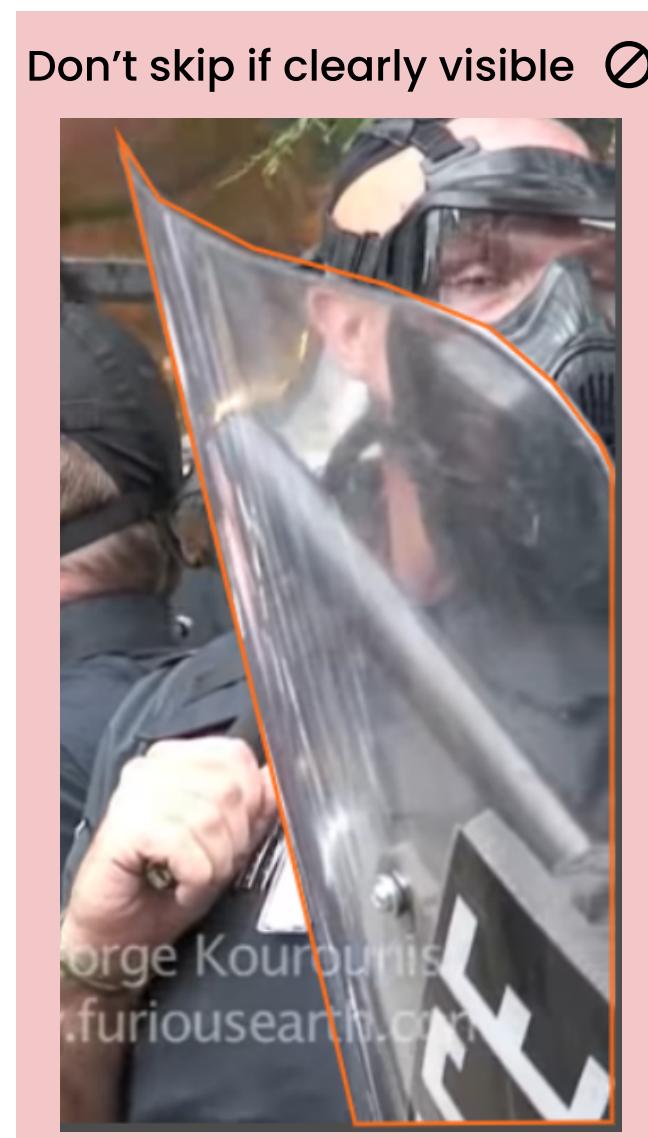
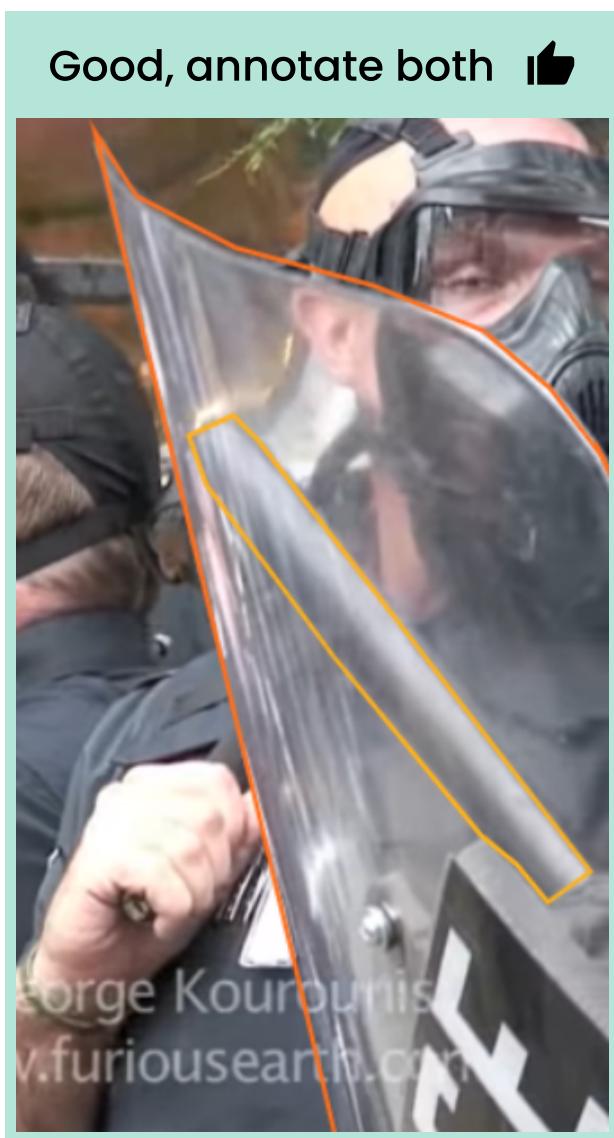
Obstructions (cont'd)

Do NOT split an obstructed object into two labels, simply make straight lines through the obstruction to where the object begins again.



Transparent Obstructions

If you can clearly see through transparent objects, annotate both objects.



All Objects (cont'd)

Overlapping

Each object is to be labeled individually.

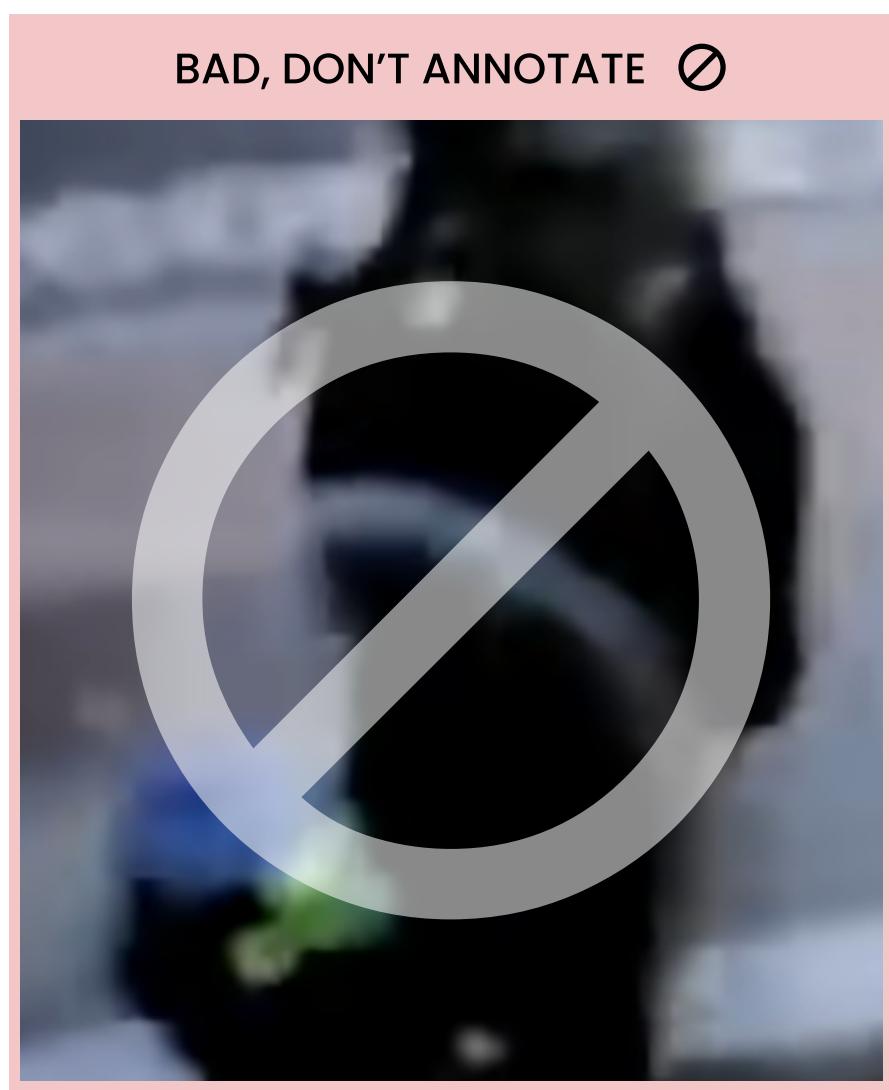
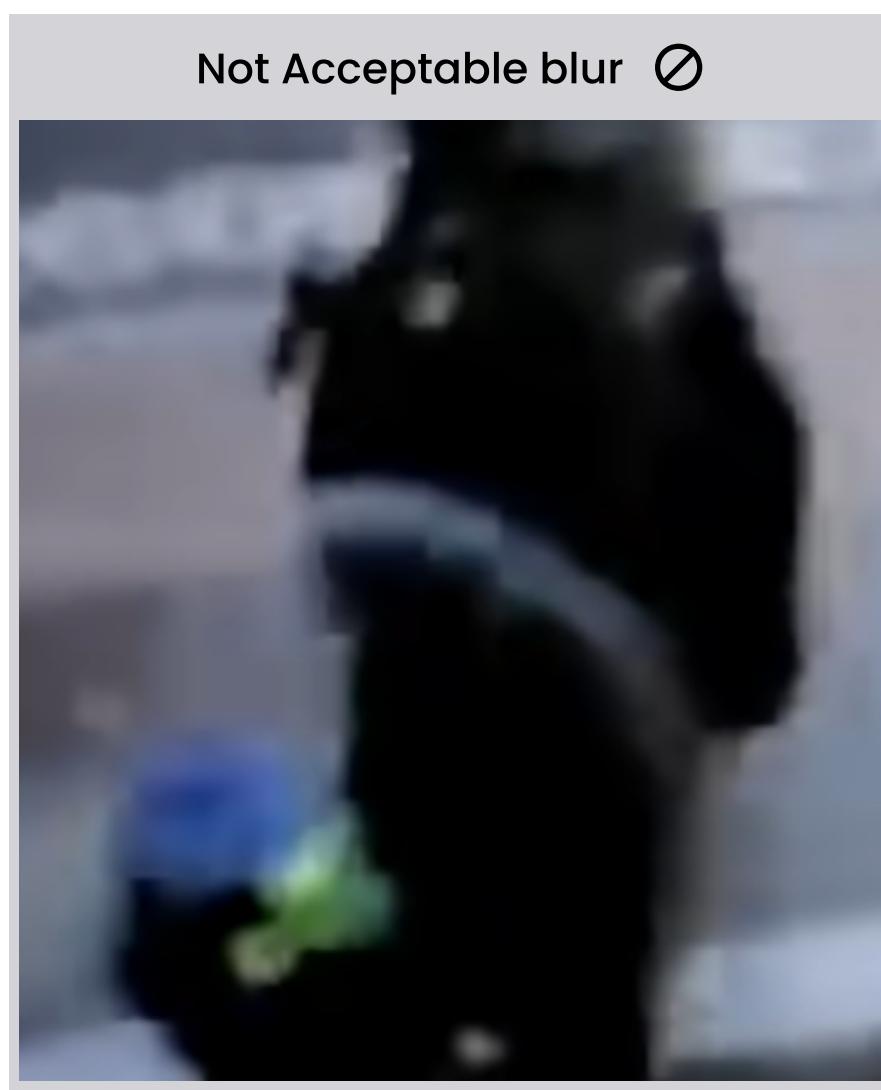
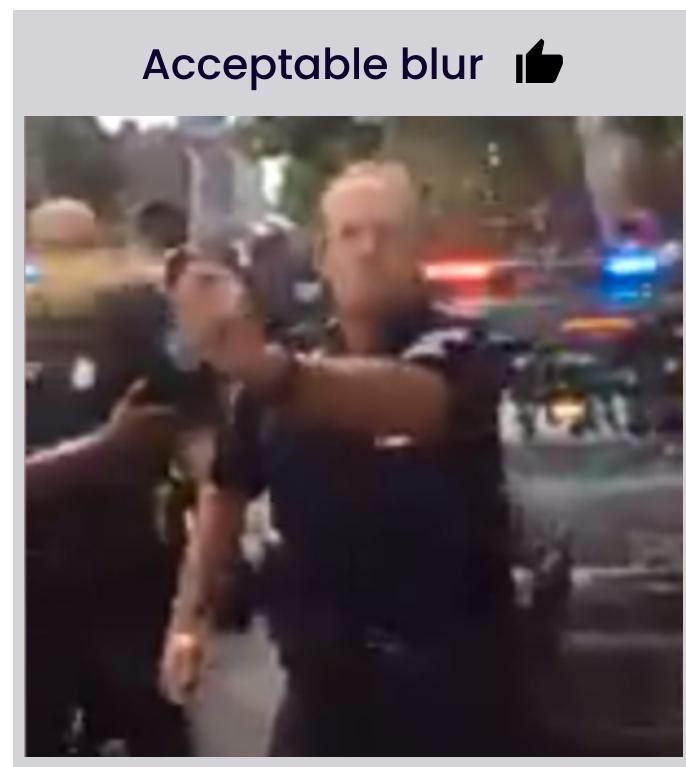
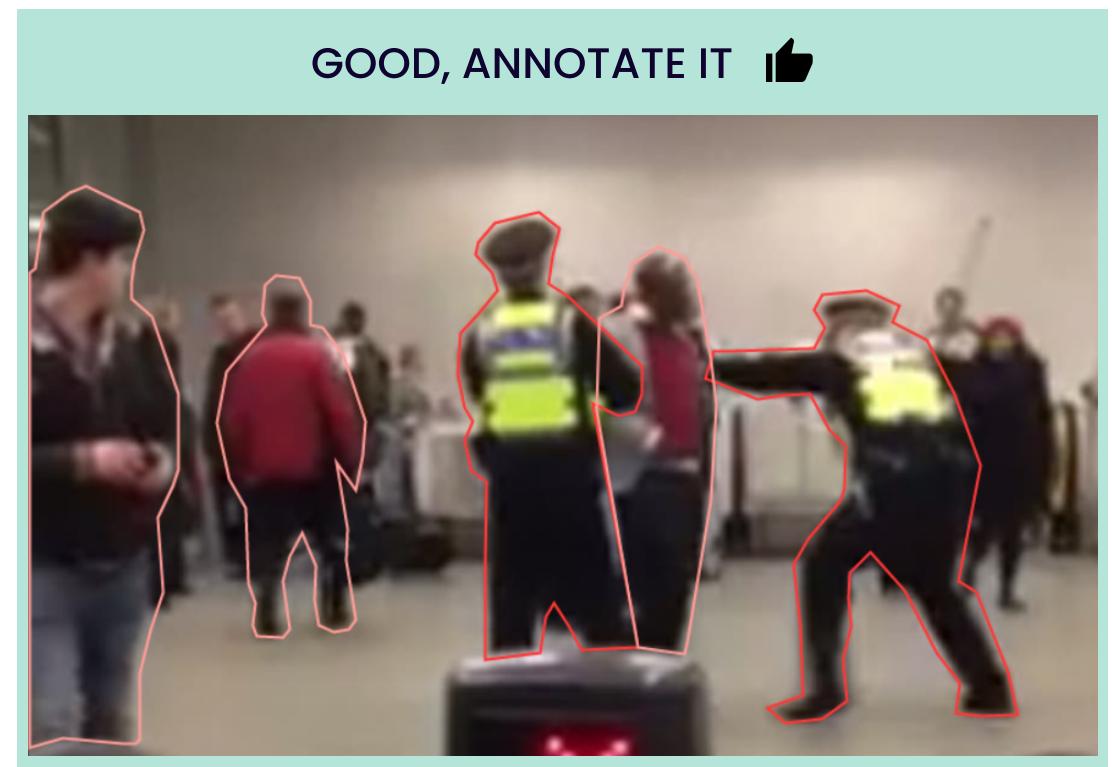
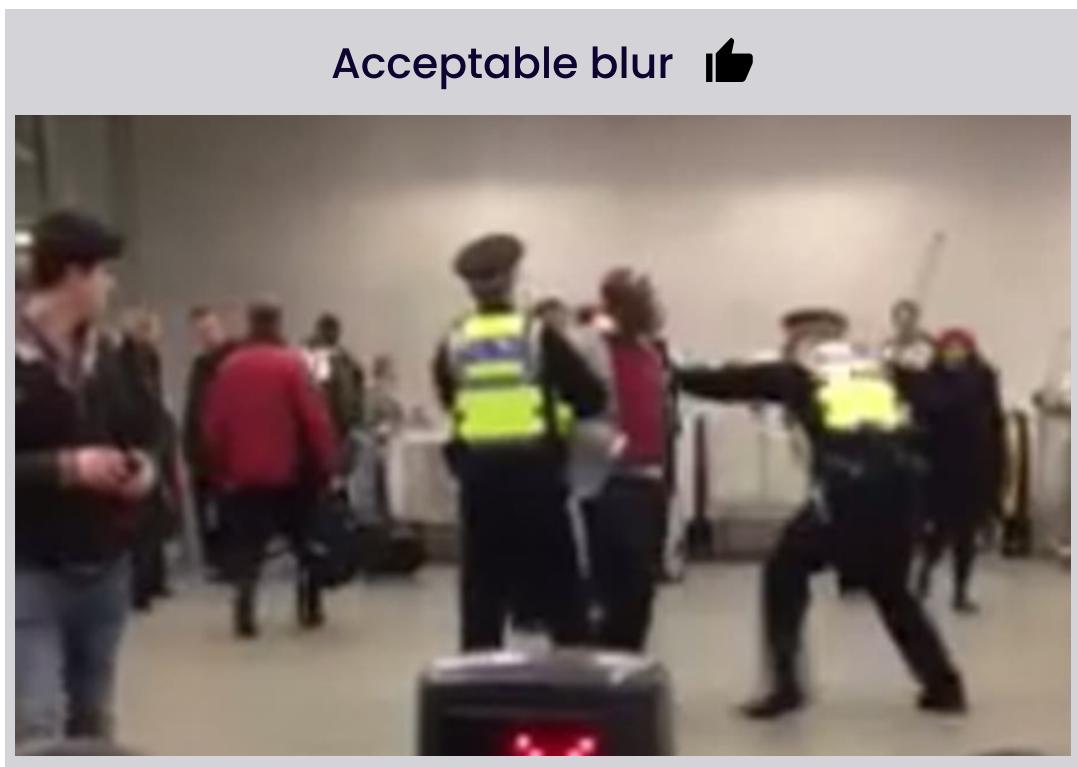
For example, a group of overlapping riot shields should not be annotated as one large mass of riot shields, but rather each individual riot shield should be labeled as its own entity as shown in the example below. The same applies for all other objects.



All Objects (cont'd)

Blurred or Low Resolution Images

If the image is blurry but you can still make out general outlines of the objects, label it. Below are good examples of blurry images that should be labeled.



Labeling Guidelines - Classes

1. Officer & 2. Civilian

Officer

Individuals must be wearing a uniform to be marked as an officer. Label individual in both soft and protective gear uniforms. For example, both police officers and soldiers should be labeled.



Civilian

Individuals wearing protective clothing or riot gear not identifiable as a uniform are to be marked as a civilian.



1. Officer & 2. Civilian (cont'd)

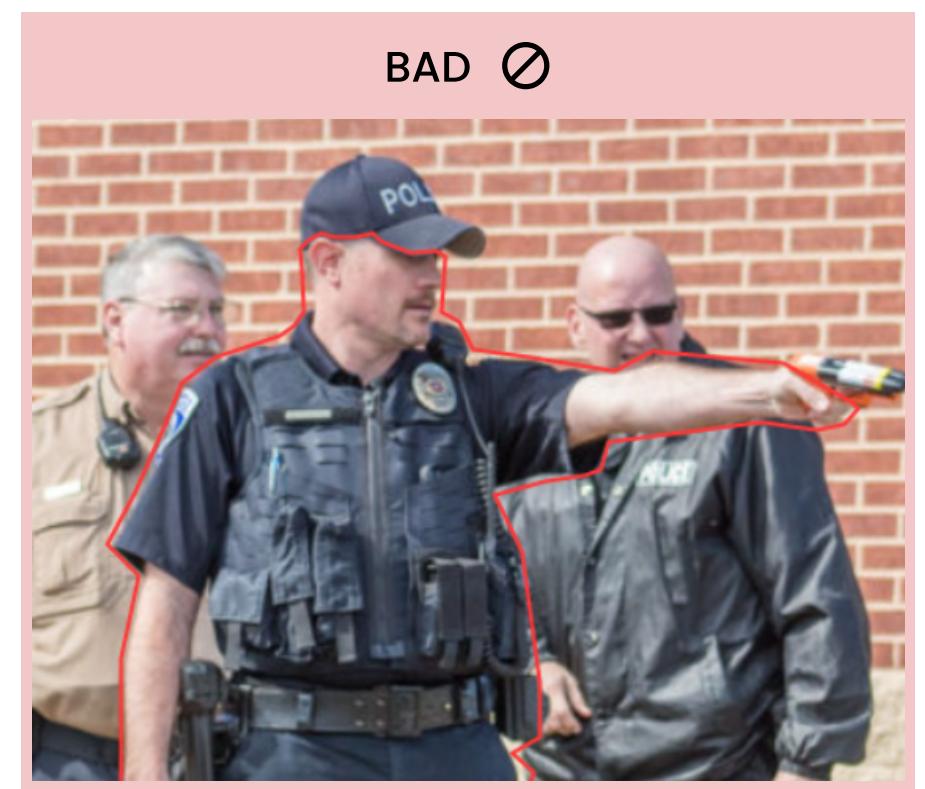
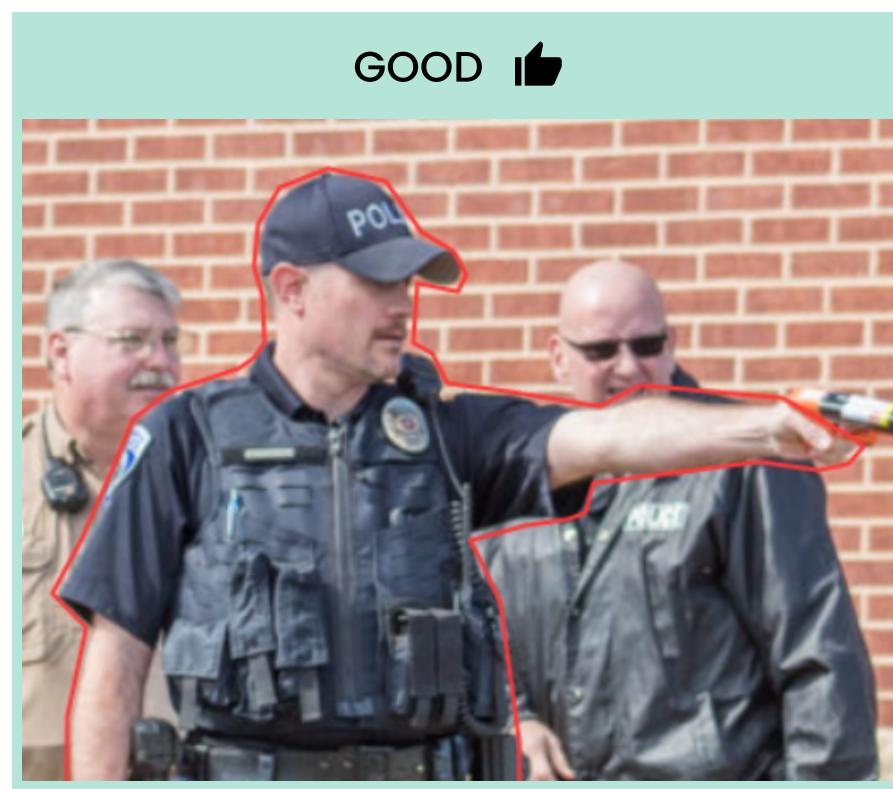
Both Officer & Civilian

Only label if it is absolutely clear that it is an officer or civilian.

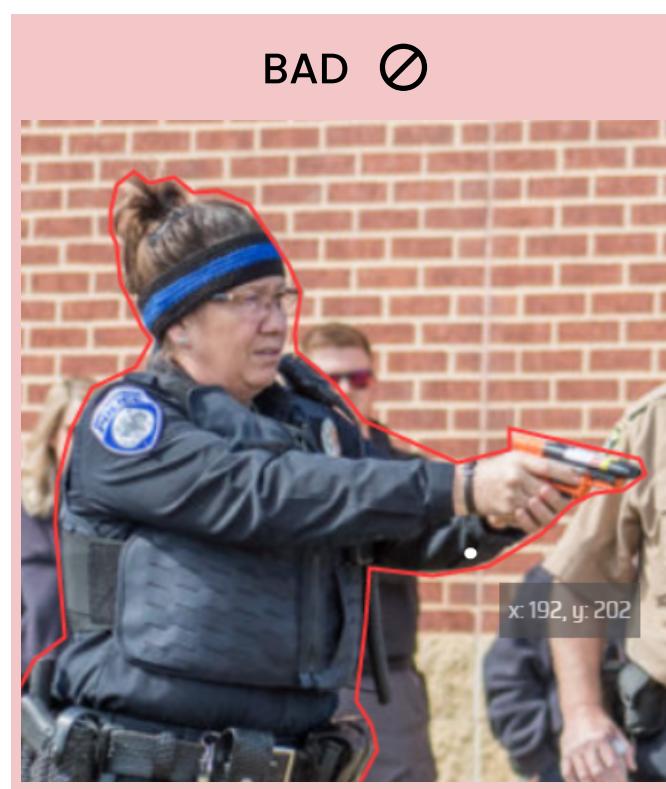
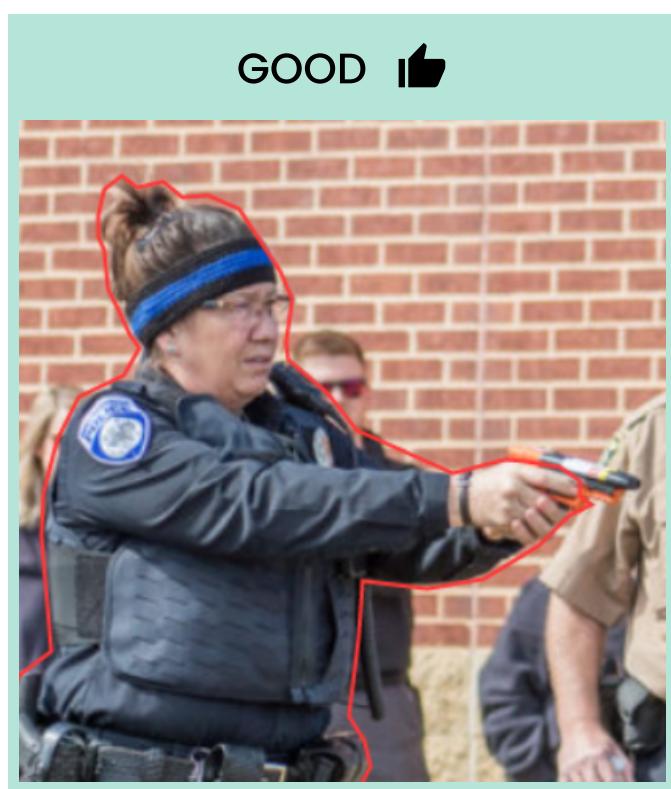
If you see a head or helmet and it is clear from the area of the annotation that it is a civilian or officer, label it. However, if there is only an appendage like an arm or leg in view, do NOT label.



Include helmets and hats as part of labels



Do NOT include guns, tasers, batons or other objects that the officer/civilian is holding in labels



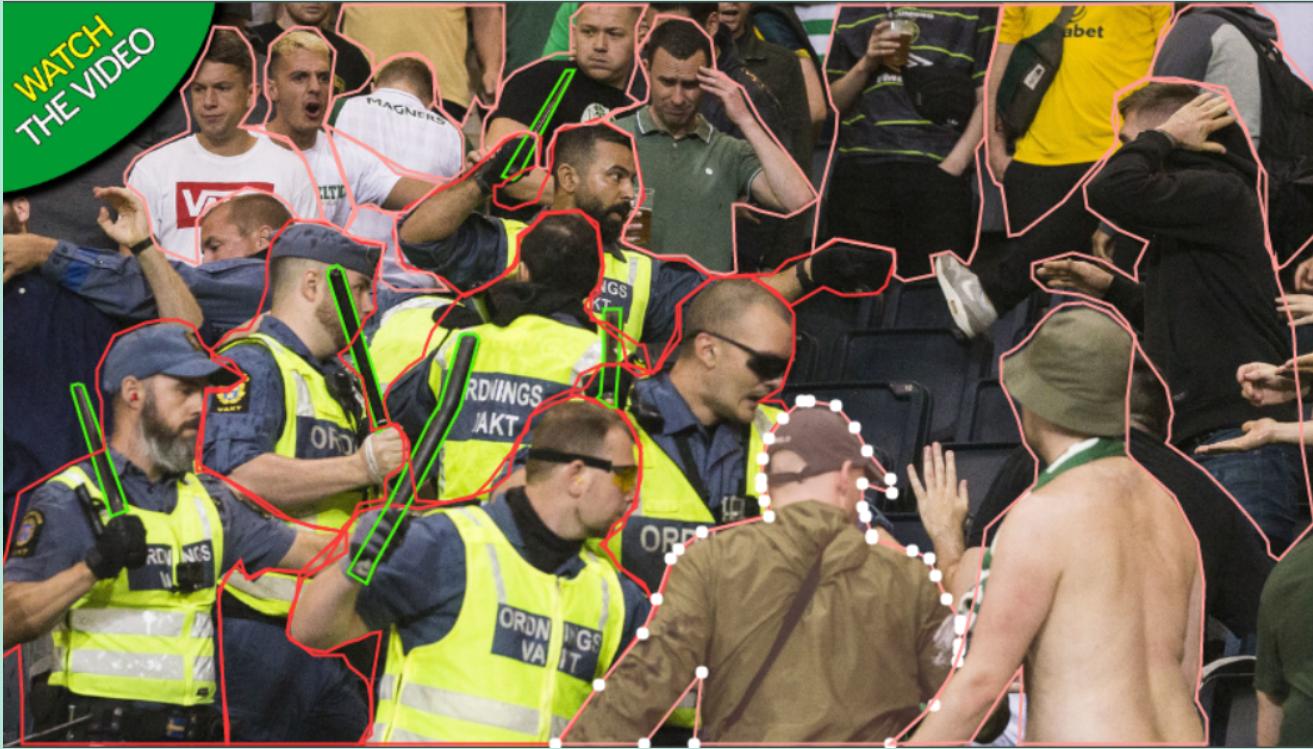
1. Officer & 2. Civilian (cont'd)

Both Officer & Civilian (cont'd)

When labeling a group/crowd of officers or civilians, rather than cutting through obstructions like other objects, wrap around them like in the examples below.

There should be NO overlapping labels of civilians or officers. Members of tight crowds should fit like puzzle pieces.

Wrap around other Civilians and Officers 



Fit like a puzzle 



[Continue to the next Class](#)

3. Riot Shield

The following images are all examples of the types of riot-shields that should be labeled:



Obstructions

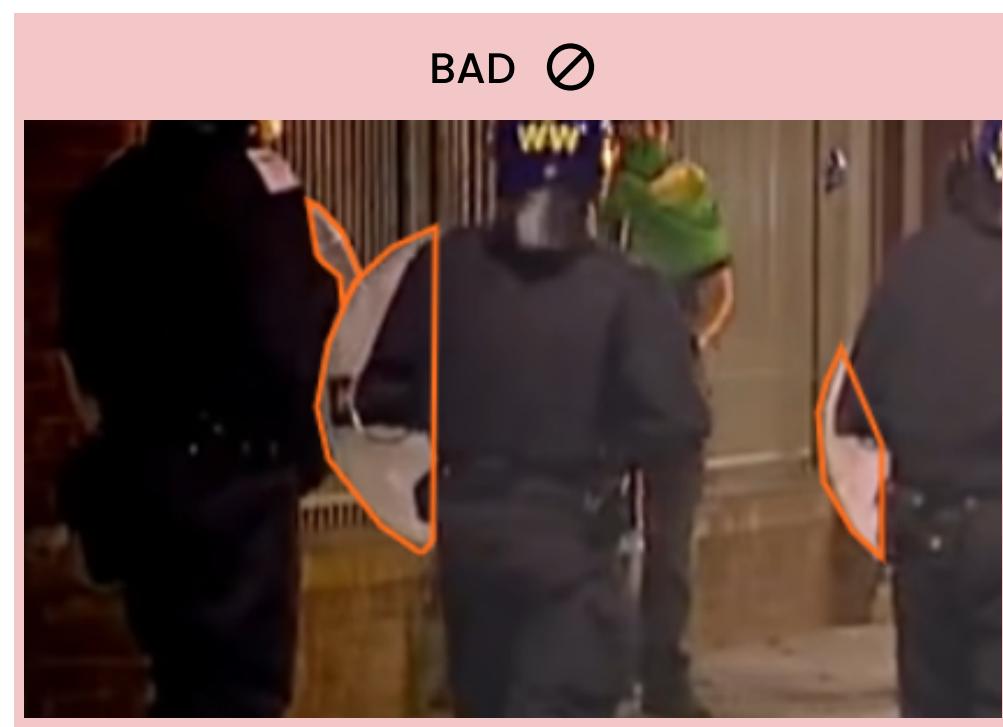
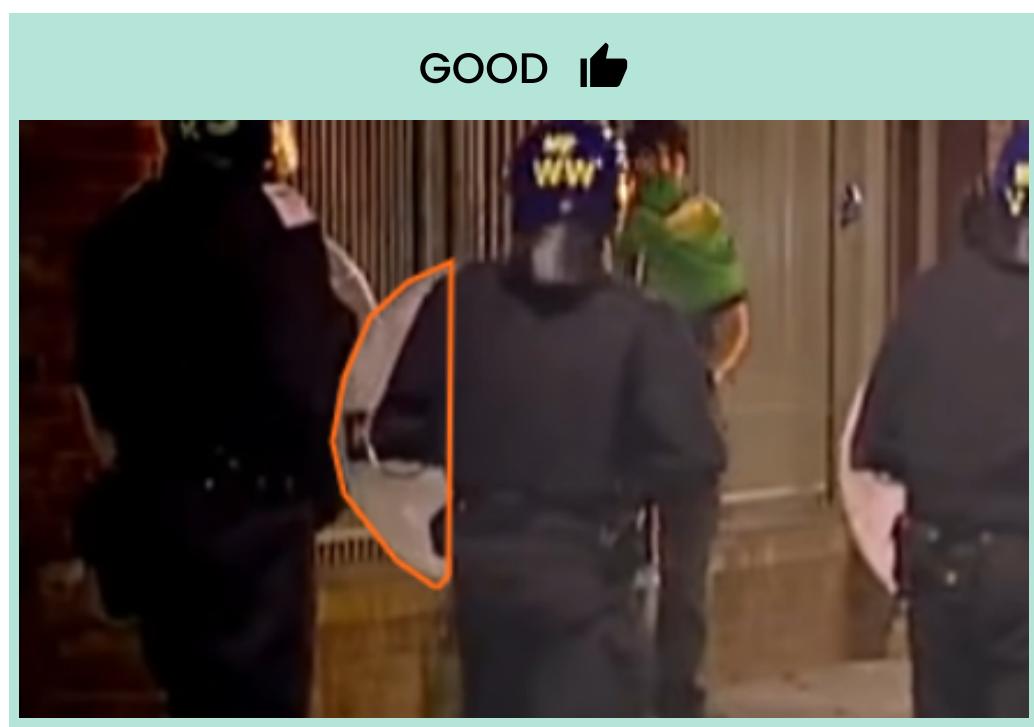
For large obstructions, annotate only what is visible.

For example, if a body is splitting a riot shield into two parts and there is only riot shield visible on either side of the body, it should be annotated as follows. Notice that instead of trying to guess the curve of the riot shield through the body, I just cut a straight line through to the next visible point



Objects need to be distinguishable. There should be enough visible that anyone could clearly tell that it is a riot shield.

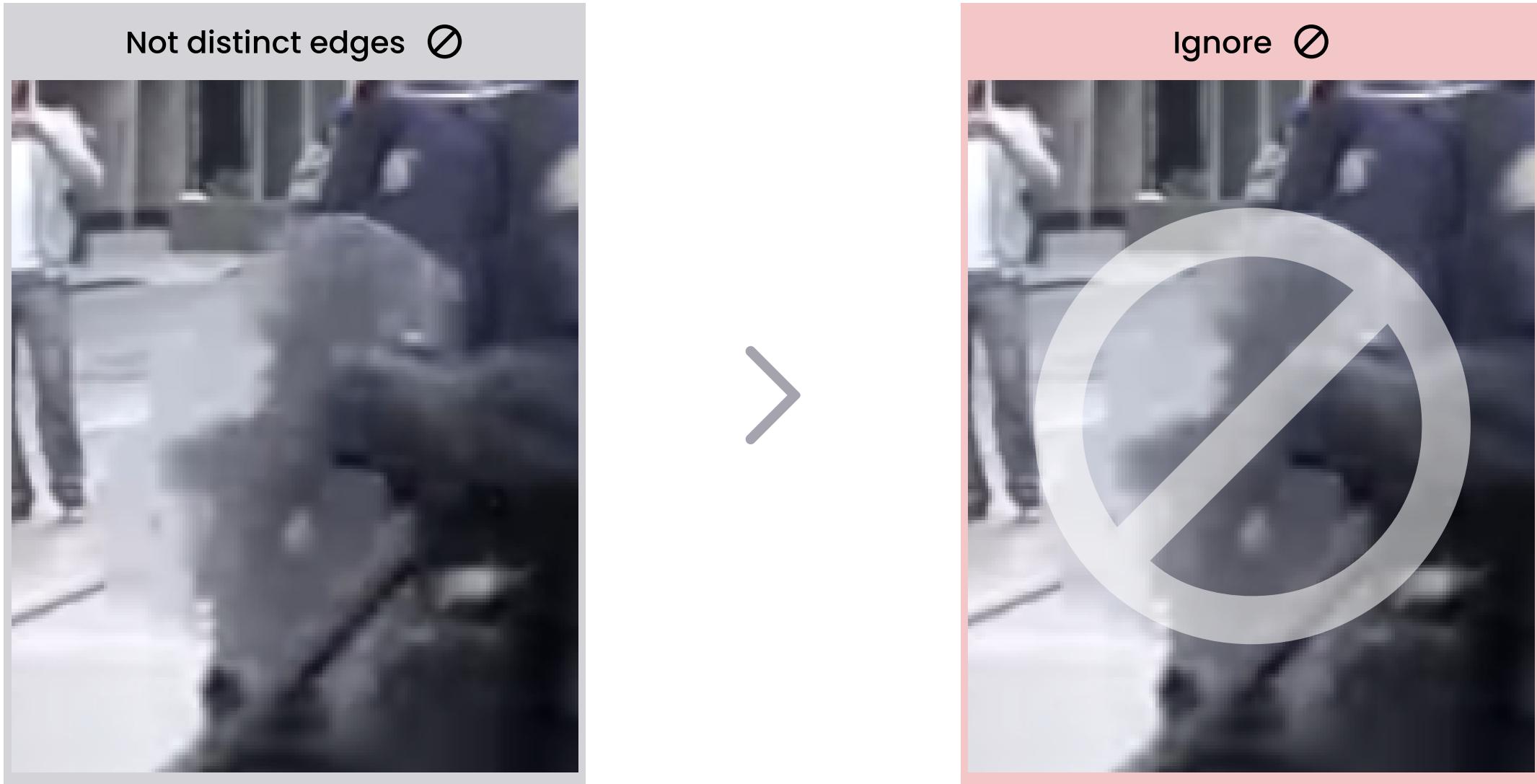
For example, in the image below, only the middle riot shield should be annotated; the two on the left and right are too small and not showing enough to be distinguished as a riot shield.



3. Riot Shield (cont'd)

Clear Riot Shields

A lot of the riot shields in the dataset will be clear making the outline hard to see in some cases. If there truly is little to no outline of the actual object like in this image, leave it unlabeled.



[Continue to the next Class](#)

4. Gun

The following are examples of guns that should be labeled

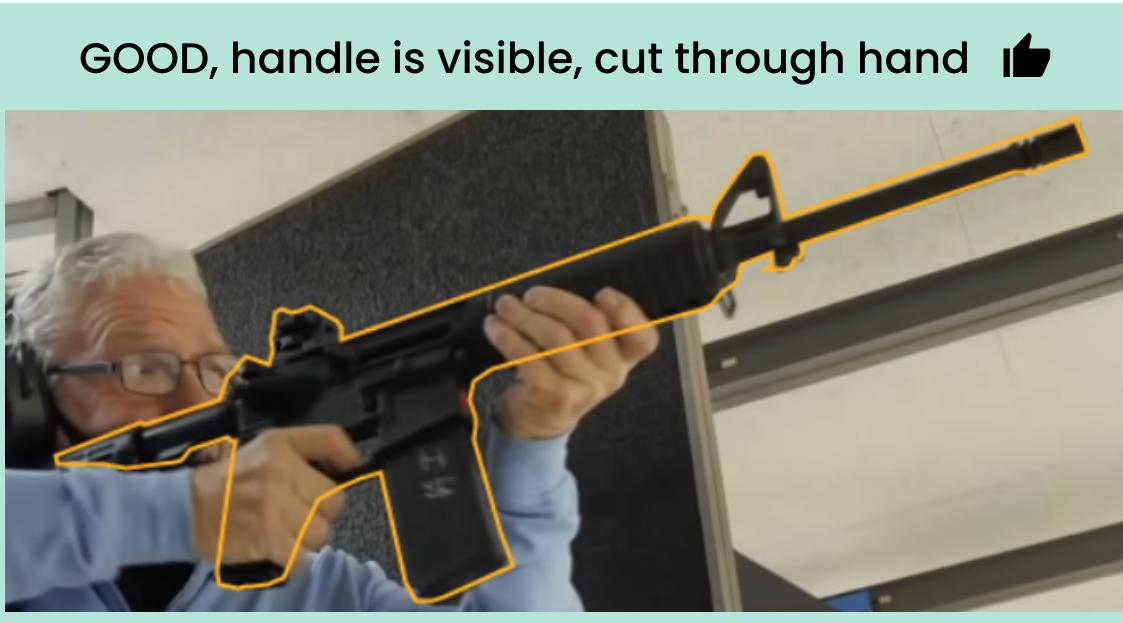


Obstructions

Only label what's visible. Do **NOT** guess the shape of a gun through obstructions.



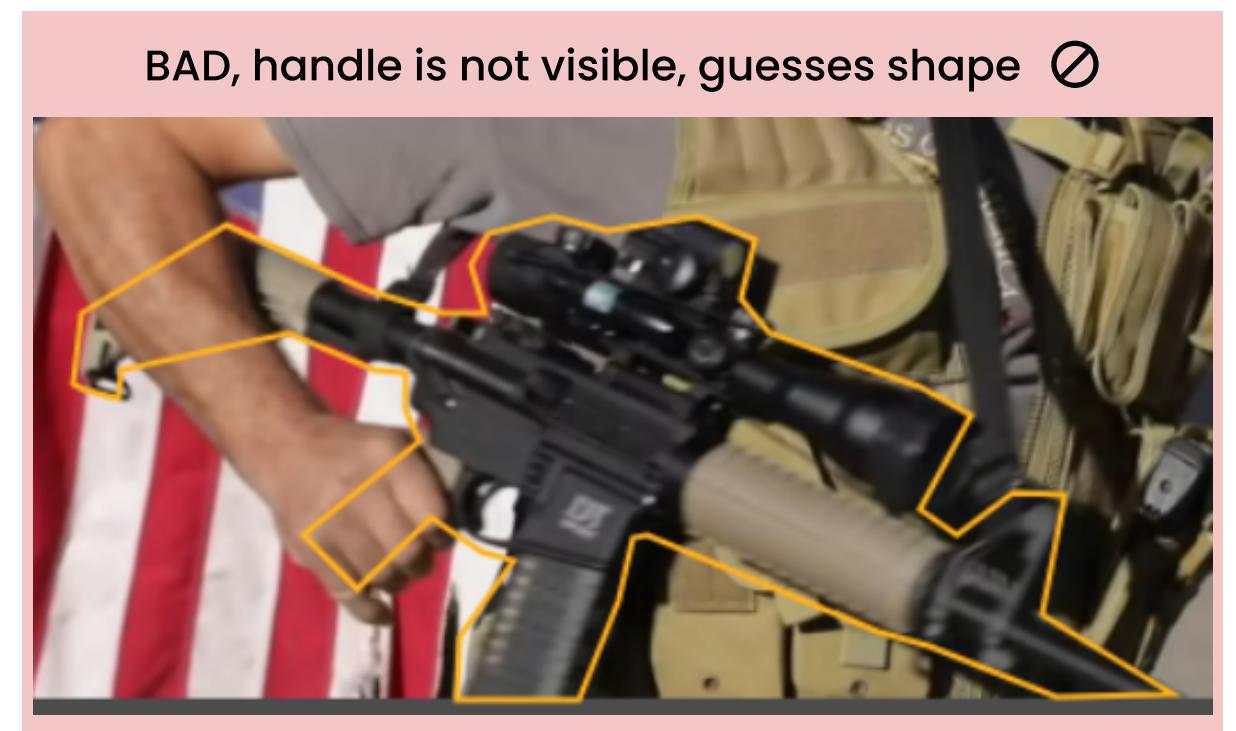
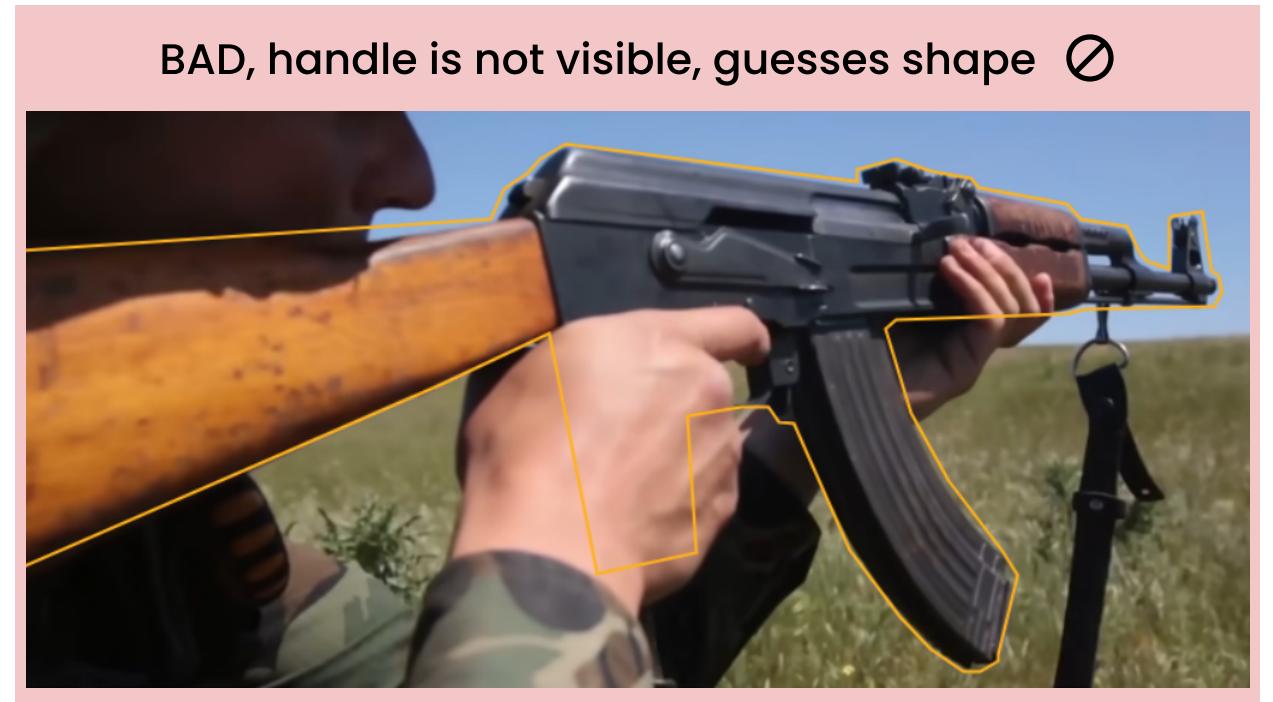
If part of the handle is peaking out from under the hand, cut through the hand and label the handle like these examples:



4. Gun (cont'd)

Obstructions (cont'd)

If there is no handle visible below the hand, just cut off the handle as shown in the examples below. Do **NOT** try to guess the shape of the handle through the hand



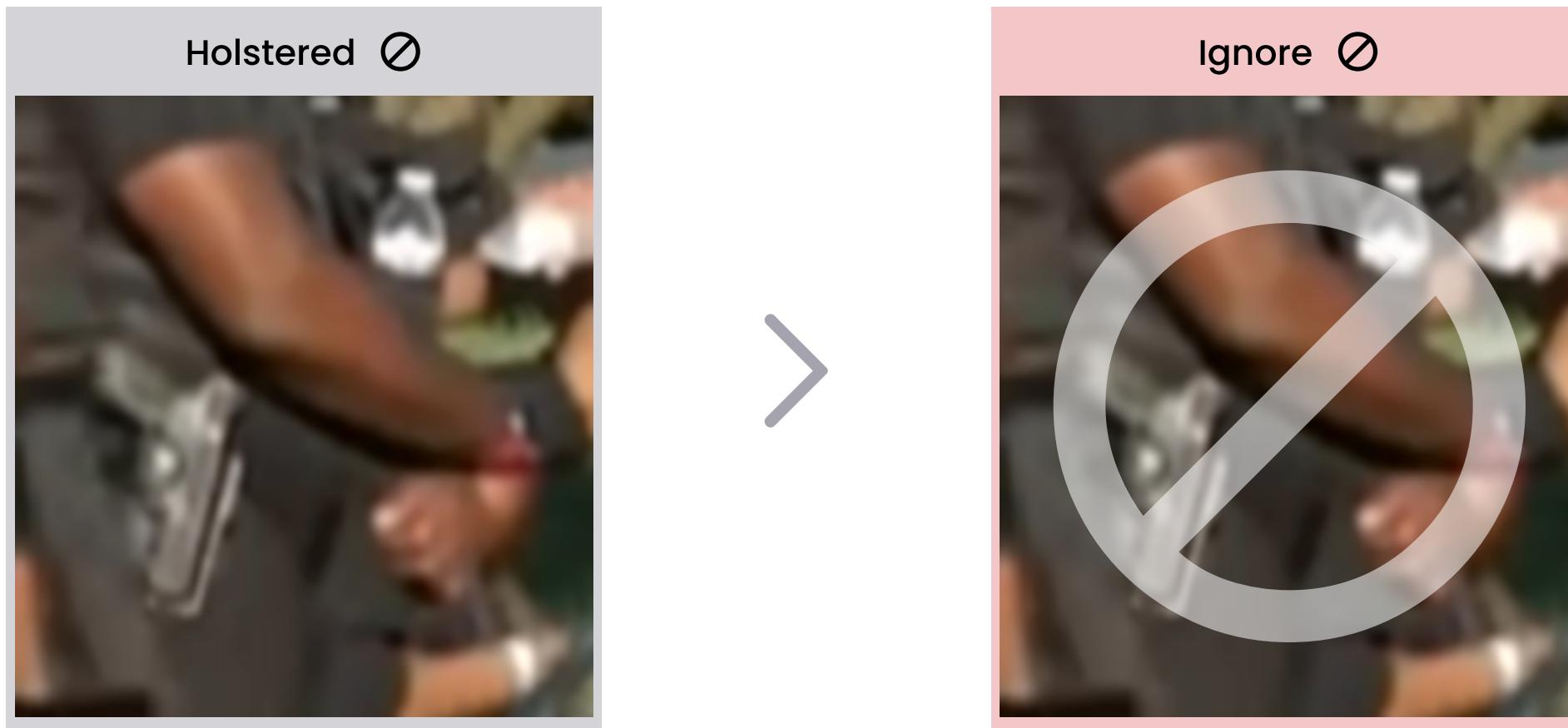
Annotate pistols even when there is only the barrel showing like in the example below. The same goes for barrels of assault rifles, as long as it is absolutely clear that it is a gun.



4. Gun (cont'd)

Holstered Guns

If a gun is holstered, Do **NOT** label.



[Continue to the next Class](#)

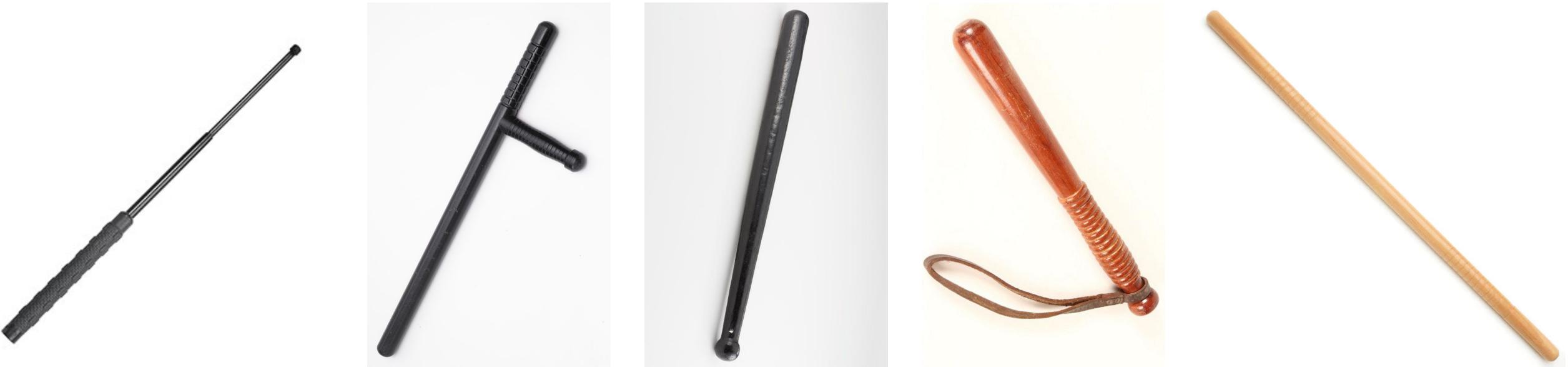
5. Pepper Spray (**skip**)

Include Pepper Spray in the Class List but Do **NOT** annotate any objects as pepper spray.

[Continue to the next Class](#)

6. Baton

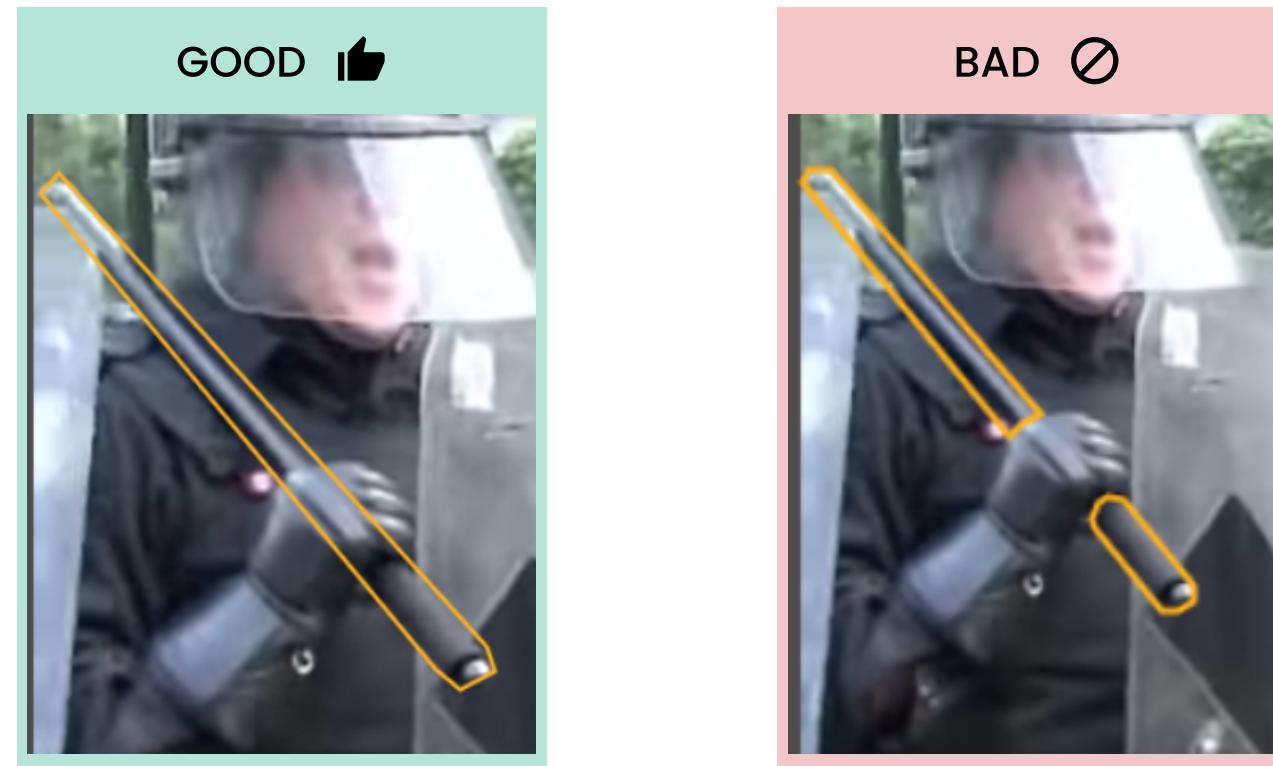
Label ALL instances of baton that are clearly visible in an image. The following are all examples of the types of a baton that should be labeled:



Splitting Obstructions

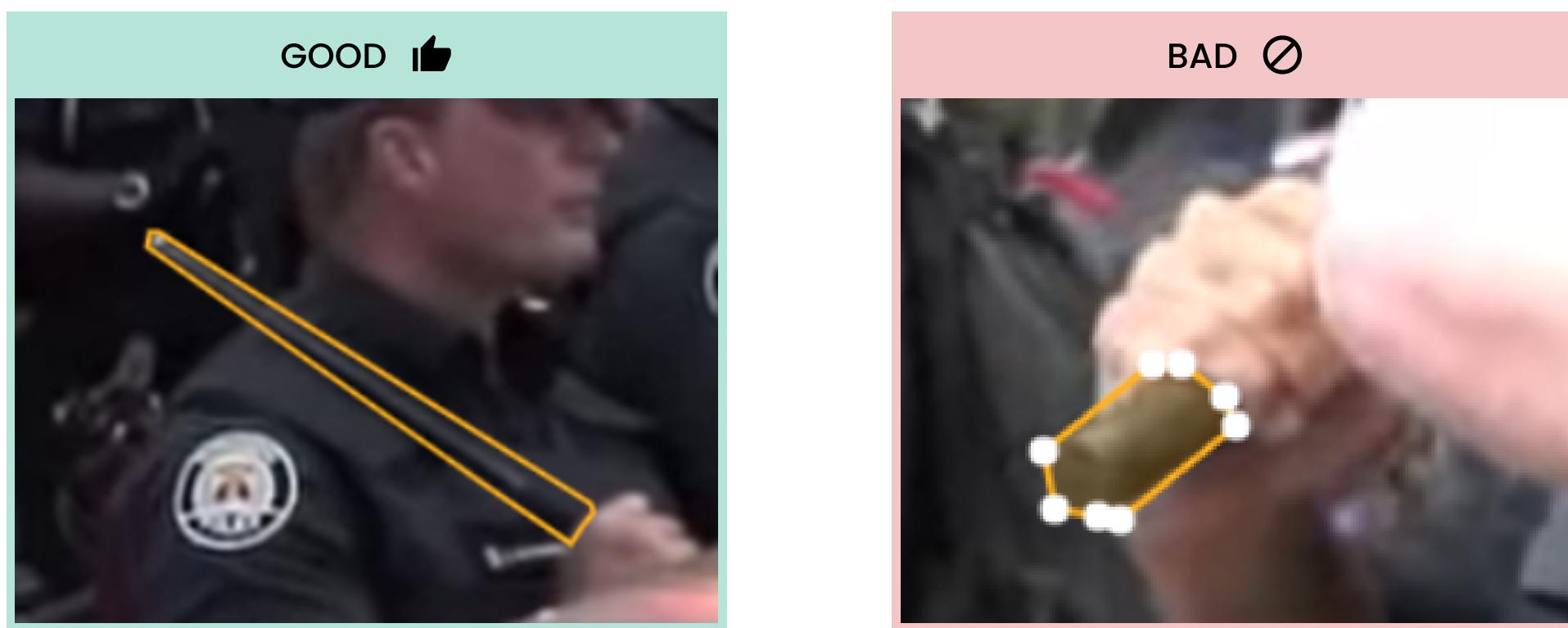
Ignore obstructions that split the view.

If there is a hand or other object splitting the baton into two parts, rather than annotate the baton as two separate objects, cut through the obstruction as if it is not there and annotate the rest of the baton as shown below.



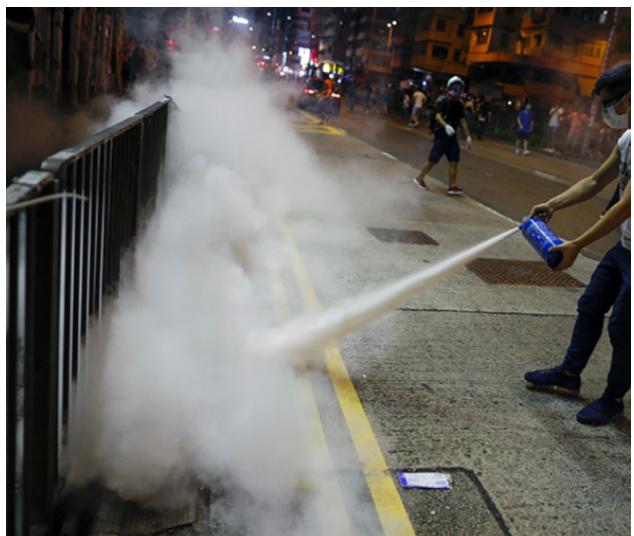
Large Obstructions

ONLY annotate batons if HALF OR MORE of the baton is showing. For example, if only the end of the handle of the baton is showing, don't annotate it.

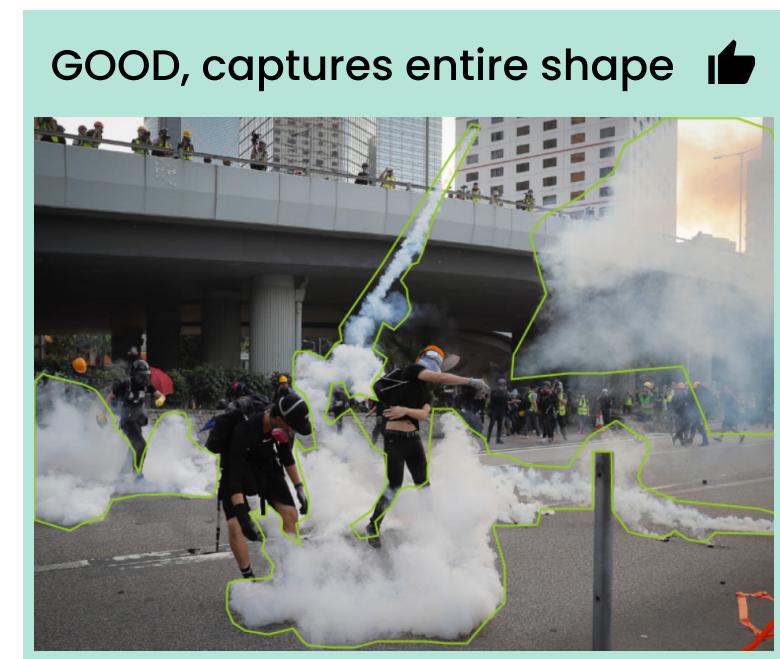


7. Chemical Smoke

The following images are all examples of chemical smoke that should be labeled:

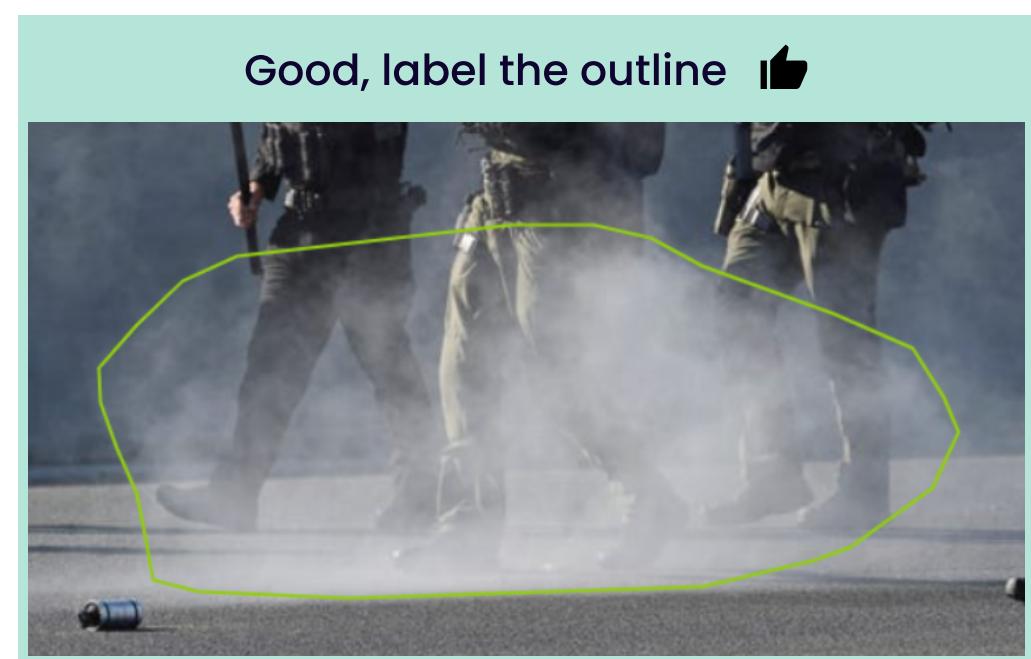


Capture the true shape of the smoke as much as possible.



Thin Smoke

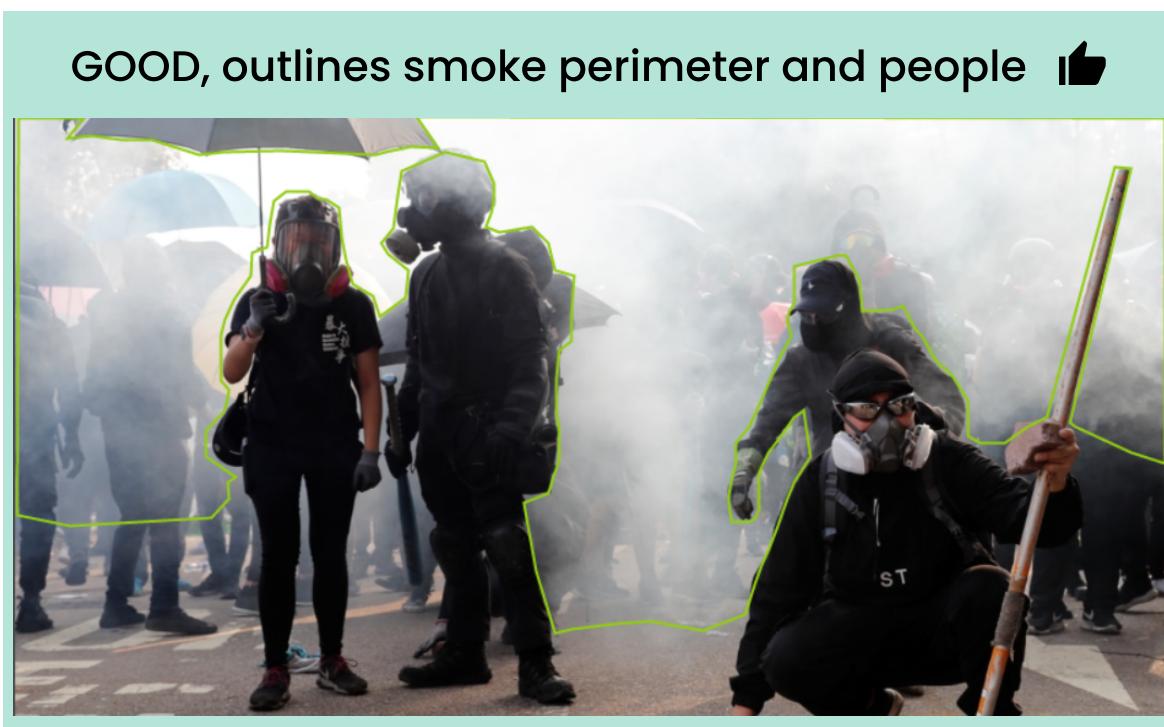
The example below contains very thin smoke. Only label smoke if it has a CLEAR outline and shape. This example is the on the edge of what's considered acceptable to label.



7. Chemical Smoke (cont'd)

Obstructions

Like officers and civilian labels, obstructions should be traced around like in the first two images below. Do **NOT** cut through obstructions like other objects.



For obstructions in front of the smoke that split the cloud into multiple parts, connect the sections of the cloud label by making a thin line through the obstruction to the next section.

