

Position:

- 1. ^**
- 2. <**
- 3. >**
- 4. v**

Response: field by doctor text

Determinanats:

- 1. Form (F)**
- 2. Movement response:**
 - (i) Human Movement (M)
 - (ii) Animal Movement (FM)
 - (iii) Inanimate Movement (m)
- 3. Chromatic Colors:**
 - i. Pure Colors (C)
 - ii. Color Form (CF)
 - iii. Form color (FC)
 - iv. Color naming (Cn)
- 4. Acromatic Color (C):**
 - i. Pure achromatic color (C')
 - ii. Achromatic color form (C'F)
 - iii. Form achromatic color (FC')
- 5. Shading texture:**
 - i. Pure texture (LT)
 - ii. Texture form (TF)
 - iii. Form texture (FT)
- 6. Shading dimentions / Vista (V):**
 - i. Pure vista (V)
 - ii. Vista form (VF)
 - iii. Form vista (FV)
- 7. Shading diffuse (Y);**

- i. Pure diffuse (Y)
 - ii. Shading form (YF)
 - iii. Form shading (FY)
- 8. Form dimension (FD):
- 9. Pairs and reflections:
 - i. Paire response
 - ii. Reflection form (rF)
 - iii. Form reflection (Fr)

Content :

1. Whole human H
2. Whole human fictional or hythologival (H)
3. Human details Hd
4. Human details fictional / mythology (Hd)
5. Human experience Hx
6. Whole animal A
7. Whole animal fictional / Mythological (A)
8. Animal details Ad
9. Animal details fictional / mythological (Ad)
10. Anatomy An
11. Art (Art)
12. Anthropology Ay
13. Blood Bl
14. Botany (Bt)
15. Clothing Cg
16. Clouds Cl
17. Explosion Ex
18. Fire fi
19. Food fd
20. Geography Ge
21. Household Hh
22. Landscape Ls
23. Nature Na
24. Science Sc
25. Sex Sx
26. X-ray Xy

Location: auto generated by backend

P:

DQ: Development Quality:

1. Synthesize response +
2. Ordinary response o
3. Synthesize response (v / +)
4. Vague (v)

FQ: Form Quality:

1. (+) Ordinary elaborated
2. (o) ordinary
3. u Unusual
4. - Minus

Z-Score:

1. ZW
2. ZA
3. ZD
4. ZS

Special Score:

1. Unusual verbalization
 - a. DV deviant verbalization
 - i. DV
 - ii. DR
 - b. IC
 - i. INCOM
 - ii. PABCOM
 - iii. CONTAM
 - c. IL
 - i. ALOG
2. Perseveration
 - a. Within card perseveration
 - b. Content perseveration
 - c. Mechanical perseveration
3. Special content characteristic
 - a. Abstract content (AB)
 - b. Aggressive movement (AG)
 - c. Cooperative movement (COP)
 - d. Morbid content (MOR)
4. Human representation responses
 - a. GHR (Good human representation)
 - b. PHR (poor human representation)
5. Personalized responses (PER)
6. Special color phenomenon
 - a. Color projection